

LABYRINTH™



WORLDBOOK

CREDITS

Lead Designers: Wolfgang Baur, Celeste Conowitch, Richard Green

Designers: Dan Dillon, Benjamin Eastman, Tim Hitchcock, Victoria Jaczko, Rajan Khanna, Phillip Larwood, JB Little, Marc Radle, Brian Suskind, Mike Welham

Developer: Meagan Maricle

Editors: Michele Carter, Kij Johnson

Proofreaders: Jeff Quick, Thomas M. Reid

Playtest Coordinator: Zachery Newbill

Cover Artist: Joshua Raphael

Interior Artists: Kevin Losada Álvarez, Diana Franco, Maria Viktoria Kanellopoulou, Erika Lundrigan, Fajri Muhammad, Alex Ngo, William O'Brien, Ian Perks, Roberto Pitturru, Addison Rankin, Kiki Moch Rizki, Craig Spearing, Daniel Jiménez Villalba

Cartographers: Damien Mammoliti, Dean Spencer

Graphic Designers: Marc Radle, Kennedy Williams

KOBOLD WARRENS

CEO: Wolfgang Baur

COO: T. Alexander Stangroom

Director of Digital Growth: Blaine McNutt

Art Director: Marc Radle

Art Department: Amber Seger, Kennedy Williams

Editorial Director: Thomas M. Reid

Design & Editorial Department: Celeste Conowitch, Scott Gable, Meagan Maricle, Jeff Quick, Brian Suskind

Marketing Director: Chelsea “Dot” Steverson

Marketing Department: Zachery Newbill, Kendrick Smith

Project Manager: Amber Seger

Sales Manager: Kym Weiler

Customer Communications Specialist: Chris Wright

SPECIAL THANKS

To the 3,271 backers who made this volume possible and the 687 playtesters who helped refine it!

Kobold Press and Tales of the Valiant are registered trademarks of Open Design LLC.

©2025 Open Design LLC. All rights reserved.

System Reference Document 5.1: This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Content in this work is compatible with the fifth edition of Dungeons & Dragons.

©2025 Open Design LLC. All rights reserved.

www.koboldpress.com

PO Box 2811 | Kirkland, WA 98083

Printed in China / FSC Paper

ISBN: 978-1-964506-09-8

Limited Edition ISBN: 978-1-964506-10-4

2 4 6 8 10 9 7 5 3 1

**KOBOLD
Press**



TABLE OF CONTENTS

INTRODUCTION	5
Campaigns in the Labyrinth.....	6
How to Use This Book	6
CHAPTER 1: THE LABYRINTH	7
Seven Secrets of the Labyrinth	7
Recent Events	8
Structure of the Labyrinth	9
Appearance and Exploration.....	9
People of the Labyrinth.....	10
Culture Across Worlds	10
Languages	12
Time in the Labyrinth	14
Hub Calendar	14
Holidays and Festivals.....	14
Modes of Travel	15
Pathways.....	15
Shortcuts	16

CHAPTER 2: WORLDS OF THE LABYRINTH	18
The Labyrinth.....	18
The Smithy	18
Links and Tunnels.....	21
Other Sites.....	22
Planes and Pathways	24
Astral Sea.....	24
Elemental Spheres	25
Ethereal Plane.....	27
River Styx	27
Yggdrasil, The World Tree.....	27
Core Worlds	29
Armillary	29
Celestia.....	31
Coldforge	34
Dreamer's Islands	36

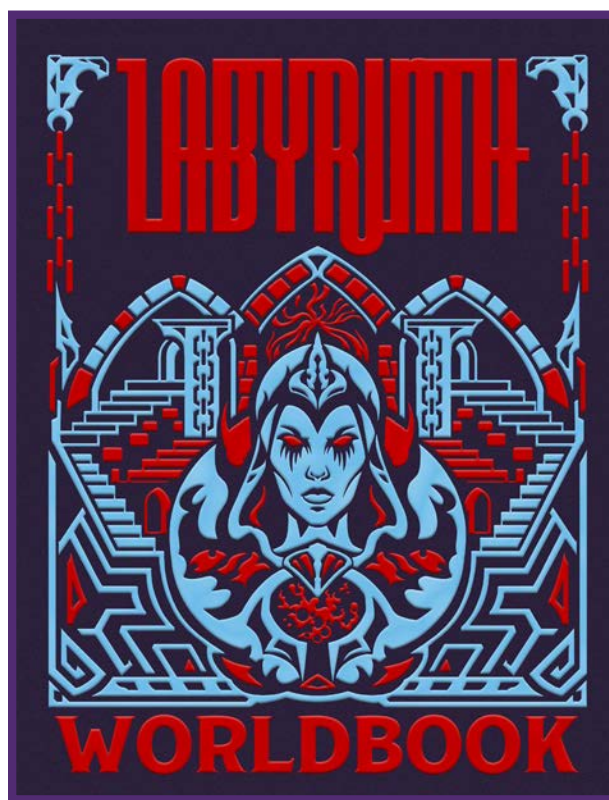
Greater Hell of Tyver-Sarok	38
Lands of Parsantium	41
Midgard	43
Old Ring	45
Shadow Realm	49
Summerlands	51
Sunhome	54
The Void	56
Void Plane Features.....	56
Dead Worlds and the Near Void	58
The Deep Void.....	61

CHAPTER 3: FACTIONS OF THE LABYRINTH	63
Faction-Driven Campaigns.....	63
Heroic Factions	64
Concord of Stars (Concordans) ..	64



ON THE COVER

A champion of the Labyrinth confronts the fallen archangel Kel Belleth within her twisted realm of Sun Hollow in this art by Joshua Raphael.



ON THE LIMITED EDITION COVER

The bust of Kel Belleth glares with malice from among the winding steps and arched doorways of the Labyrinth in this art by Addison Rankin.

Keepers of the Keys (Keepers) ...	69
Old Ring (Elders)	75
Servants of the Dreaming	
God (Dreamers)	79
Villainous Factions	84
Void Cults	84
Great Chantry of the	
Voidmother	84
Infernals	89
Brothers of the Last Cathedral ..	94
Servants of Nidhogg	99
Minor Wayfaring Groups	103
Ahu-Nixta	103
The Ancients	104
Boatwrights	106
Forge Hammer of Truth	107
Harbingers of the Void	107
Lords and Ladies of the Bright	
and Shining Lands	108
The Radiant Order	108
The Reborn	109
Risen of Mot	110
Wings of Alquam	110

CHAPTER 4: HEROES OF THE LABYRINTH III

Class Options	III
Barbarian Subclass: Forsaken...	III
Bard Subclass: Secrecy	II3
Cleric Subclass: Crafting	
Domain	II4
Cleric Subclass: Knowledge	
Domain	II5
Cleric Subclass: Trickery	
Domain	II7
Druid Subclass: Dreamer	II8
Fighter Subclass: Trooper	II9
Mechanist Subclass: Tinker	120
Monk Subclass: Radiant Dawn	124
Paladin Subclass: Old World	125
Ranger Subclass: Waysmith	127
Rogue Subclass: Spy	128
Sorcerer Subclass: Umbral	129
Warlock Invocations:	
Dark Designs	130
Warlock Subclass: Celestial	131
Warlock Subclass: Void Saint	132
Wizard Subclass: Void Caster ...	133
Lineages	134
Elements of a Lineage	134
Lineage Options	135
Variant and Expanded Lineages	140

Heritages	142
Elements of a Heritage	142
Heritage Options	142
Backgrounds	146
Elements of a Background	146
Background Options	146
Faction Backgrounds	148
Talents	152
Magic Talents	152
Martial Talents	152
Technical Talents	153

CHAPTER 5: SPELLS, MAGIC, AND MYSTERIES 154

Vehicles	154
Using Vehicles	154
Vehicles of the Labyrinth	156
Magic Items	160
Bright Fey Weapons	169
Magic Styles	171
Elements of a Magic Style	171
Clockwork Magic	172
Dream Magic	172
Illumination Magic	173
Portal Magic	173
Void Magic	174
Ward Magic	174
Spells	175
Spell Lists	175
Spell Descriptions	179
Ritual Spell Descriptions	197

CHAPTER 6: PANTHEON 201

Pantheon of the Labyrinth	201
Cartokk, the Dreaming God ...	202
Herak-Mavros	203
Nakresh	204
Rava	205
Sabateus	205
Solana	206
Dark Gods	207
Addrikah	207
Baal-Hotep	208
Black Goat	209
Marena	210
Mot	211
Nidhogg	212
Srenda Mara	213
Vardesain	214
White Goddess	215
Minor Gods	216
Bastet	216

Charun	216
Dalcris	216
Fenris	217
Fortuna	217
Hecate	217
Hune	218
Knodor	218
Lada	218
Loki	218
Mammon	218
Milikamar	218
Ninkash	218
Rinpash	218
Sif	218
Tillitakka	219
Ulvan	219
Wotan	219
Yundar	219
Zentharr	219

CHAPTER 7: RUNNING

LABYRINTH CAMPAIGNS 220

Using Portals	220
Types of Portals	220
Faction Status	223
Elements of Status	223
Faction Values and Status	223
Void Rules and Effects	227
Void Taint	227
Void Exposure	230
Void Hazards	230

CHAPTER 8: MONSTERS OF THE LABYRINTH 235

Creature Tags Expanded	235
Monster Templates	236
Demon Caller	236
Nightbound	238
Lost	239
Void	241
Void-Blessed	243
Monster Stat Blocks	244
Other Void and Labyrinth	
Monsters	283

APPENDIX: LABYRINTH

ENCOUNTERS 287

The Pathways	287
Yggdrasil and the Oak Road	290
The River Styx	293
Astral Sea	296
Near Void Encounters	299

INTRODUCTION

The minotaurs were the first to find the Labyrinth, of course. In a long-ago age, a minotaur scout named Arvannos discovered a way into the Labyrinth—or perhaps it would be closer to truth to say he was the first to discover a way out. He led his people into what they called the Great Maze, and their speech became its language, their maps and names its waypoints and markers. They opened the ways. Since that time, the Labyrinth has become the pathway to heroic adventure and the connection between all the worlds, bright and dark alike.

The Labyrinth is the realm of heroes, a cosmos sometimes referred to as the Ten Thousand Worlds—though the Labyrinth itself merely provides the pathway between those worlds. The worlds it touches range from the fair to the hellish, and from grim struggles against a final slaughter to bright lands of valiant heroism and roguish trickery. The worlds of the Labyrinth are worlds of adventure, and the Labyrinth can reach into any campaign.

The Labyrinth offers you the opportunity to explore the worlds presented here and to forge new worlds of your own. See **Chapter 1** for a description of the Labyrinth, **Chapter 2** for the known worlds and the Void, and **Chapter 3** for the factions and their adversaries.

The most important characters in a Labyrinth campaign are those played by the game master (GM) and the heroes portrayed by the players, known as player characters (PCs). These heroes include members of all the lineages of the **Tales of the Valiant Player's Guide**, who fight to keep the Ten Thousand Worlds free of the encroaching influence of the ever-hungering Void. See **Chapter 3** for the heroic factions player characters can join, **Chapters 4 and 5** for heroic options, and **Chapter 6** for a pantheon of the gods of the Labyrinth.

The forces of the Void oppose the characters in these stories, as described in **Chapter 2**.



CAMPAIGNS IN THE LABYRINTH

The Labyrinth provides an easy way for your group to visit any setting, drop in on a new world each week, and hop from your home game and back again—without changing or interfering with what makes your home game special.

Because the worlds of the Labyrinth are connected, characters can visit Midgard, the Shadow Realm, Parsantium, or any published world you like for a game session or two and return to their home world, all without requiring planar travel or high-level spellcasting.

Beyond the opportunities for world-jumping, the Labyrinth contains unique people, places, factions, creatures, and magic, enough to power a high-magic, high-heroism story or an entire campaign. The Labyrinth is a patchwork realm under threat, cracked and sometimes neglected. Its heroes restore order to wasted and corrupt lands, rebuild and save the crumbling wards, and heal the cracks in the Great Maze so that its many worlds remain whole and connected.

HOW TO USE THIS BOOK

This book presents people, places, creatures, and adventure ideas for your game. You can use these as add-ins as part of your game, or you can begin a game in the Labyrinth, featuring its people as the primary characters in a tabletop campaign.

Characters. All rules referenced here are from the *Tales of the Valiant*® roleplaying game, which is compatible with *5th Edition Dungeons & Dragons*. You can choose to use characters from either rule set in your game. It's up to you and your players.

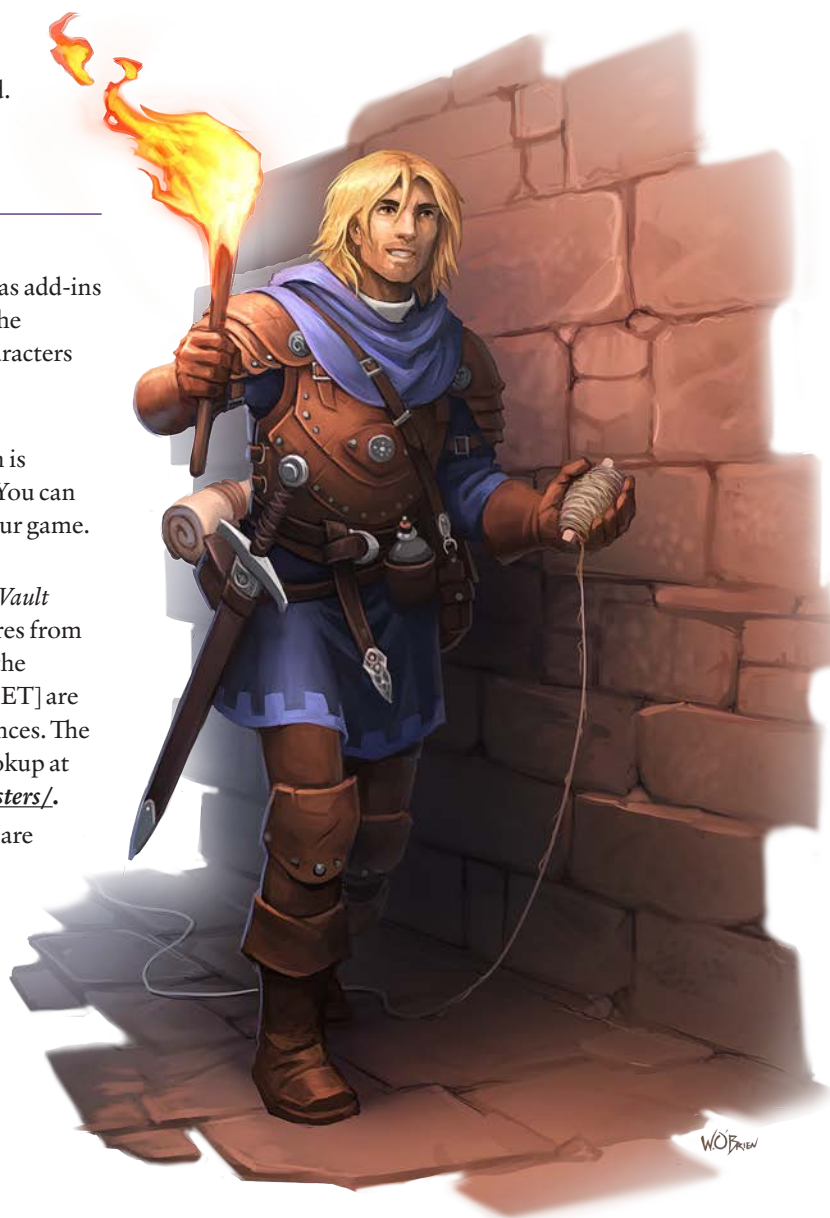
Creatures. Monsters and foes from the *Monster Vault* [MV] and *Monster Vault 2* [MV2], as well as creatures from *Tome of Beasts 1*, 2, and 3 [ToB1, ToB2, and ToB3], the *Creature Codex* [CC], and the *Book of Ebon Tides* [BoET] are listed throughout, using these abbreviated references. The Kobold Press monster tool is also available for lookup at <https://koboldpress.com/tools/kobold-press-monsters/>.

Factions. The setting assumes player characters are members of the factions described in **Chapter 3**. PCs aren't required to be a member of a faction, but membership opens up additional adventuring options and potential perks.

Worlds. The worlds in **Chapter 2** present a foundational set of worlds for official Labyrinth adventures, but they're by no means exhaustive or required to run games in the Labyrinth.

Stories. The Labyrinth is the space between worlds, where strange creatures and bold heroes shelter in hidden cities and strongholds. The unlimited potential for stories allows you to hop genres from horror to political intrigue to sword and sorcery as you like, with each change of worlds signaling a change of story genre and tone. Your adventures can walk through rifts and portals into ten thousand worlds—or return to your three or four favorites, with a short stopover for a published adventure you especially like.

With the secrets of the Labyrinth, an entire multiverse of storytelling options is at your fingertips.



CHAPTER 1: THE LABYRINTH

The primary location binding the setting together is the “space between the worlds” known as the Labyrinth. This liminal space encompasses entire cities and pocket dimensions, but most of the Labyrinth is a tangle of tunnels, bridges, waterways, and stranger pathways between worlds. Regardless of whether the true nature of the Labyrinth is a dream or a mushroom root or the World Tree or a world cracked like an egg, it is a habitable place where people and creatures live, struggle, and thrive. It is suffused by the Ethereal Plane, which connects it to the elements. It is lightly connected to the Astral Plane, but tightly to every other world, from the Hells to the fey realms to new-born worlds and empty world-husks drained by the Void.

Precisely because it connects them all, the Great Maze makes it possible for its inhabitants and the worlds it touches to oppose the Void and its demons and cultists.

SEVEN SECRETS OF THE LABYRINTH

Though the Labyrinth has grown in size and population over centuries and generations, it remains a contained space where heroes and mystics delve into the cosmos and learn its mysteries.

These seven secrets of the Labyrinth give it a distinct character. Natives of the Great Maze take them for granted, but visitors can find these features surprising or obscure.

Worlds Can Be Created and Destroyed.

The people of the Labyrinth know that entire worlds can be born and die in days; others can last timeless ages beyond mortal understanding. Worlds aren't eternal, and they can be grown



All Roads Go Through the Labyrinth. All travel between one world and another passes through the Labyrinth at some point and in some way. Shortcuts dip into the Labyrinth and back out again, primarily via portals and rifts.

Mortal Worlds Stand Alone. The inhabited worlds connected by the Labyrinth are larger, deeper, and more populated than the Labyrinth itself. Their inhabitants are generally ignorant of the existence of the Labyrinth. Only fiends, celestials, voidlings [MV], and the wayfarers of the Labyrinth know how and where to leave a mortal world for the pathways.

Walkers Create Paths, Paths Create Roads. Few claim that the Labyrinth is sentient, but it does seem to grow by absorbing power from all four sources of magic: Arcane, Divine, Primordial, and Wyrd. The atmosphere of a section of the Labyrinth can change if travelers and wayfarers wielding a particular sort of power spend time on its pathways or settle in its caverns and strongholds.

The Void's Hunger Can't Be Satisfied. The Void devours and destroys worlds, and its hunger never ends. There is no world so rich and no bargain so fine as to cause the Void to cease its corruption and destruction of worlds.

RECENT EVENTS

The Void changes everything it touches, and factions rise and fall over centuries—but the overall balance of the worlds stays true. Recent decades in the Labyrinth have featured the following conflicts or turning points.

Approach of the Void

For long years, the forces of the Void had little success in gaining a permanent foothold in the Labyrinth, and thus, many of the Concordan legions retired and returned to the celestial realms. Sometime in the last twenty years, the malevolent dragon Nidhogg, the scheming Voidmother, and the Brothers of the Last Cathedral formed a tentative alliance and began working together more closely than before. This weak-yet-worrisome cooperation ensures that the three great void factions are currently not undermining each other—which spells trouble for the Labyrinth.

Nidhogg's Fury

The great dragon Nidhogg, who gnaws the foot of Yggdrasil the World Tree and whose spawn thrive in the Void and the dark places of the Labyrinth, was enraged by the recent theft of some great treasure. Like other, less venomous dragons, Nidhogg prizes his hoarded wealth, much of it stored as the bones of its enemies. The void dragonborn gossip that one of the serpent-wyrm's prized skulls was stolen, or that one of his even-more-prized lich-servants escaped its confinement in writing the *Doomsday Book*,

the volume that the Black Scribes believe will bring about the end times. See **Chapter 3** for more information on Nidhogg's current troubles and restlessness.

New Prince of the Death Knights

Death Knight leadership recently changed as it does every five hundred years or so, when the Prince of the Death Knights is defeated in combat and a new Prince rises. Currently, the Death Knights are led by Prince Gundhold, who obeys Visimar, the King of the Death Knights, and his brother, the Lich King Domitos. Traditionally, the Prince follows the commands of the Brothers of the Last Cathedral (see **Chapter 3**), carrying out orders and amassing armies and power; but Gundhold is ambitious and cruel and (unlike his predecessor) horrifically cunning. Where Death Knights previously roved aimlessly, slaughtering anyone they met, the new Prince's skeletons and wights take prisoners, his ghouls and shades ask questions—and they all seem to be searching for something.

Arrival of the Great Dream

More than five hundred years ago, when Cartokk the Dreaming God (see **Chapter 6**) awoke and called to his followers, he promised them a Great Dream. It would send the Void to sleep and bring the Dreamers a home in the Labyrinth: a place called the Dreamer's Island, the eternal city, the City That Was, the City That Shall Be. Ever since, Servants of the Dreaming God have either dreamt of the city themselves or heard from others who have. However, in the following centuries, no one has found this city or divined when the Dreaming God might reveal it. Within the last generation, a group of Dreamers argue that the city won't build itself, and thus the Dreamers should be building it as quickly as they can. These Builders chose an island in the Astral not far from their stronghold. Arguments and dissension over interpretation are nothing new to the Dreamers, but the idea of building the god's city has sharply divided the faith. Some feel the Builders prove their lack of faith that all will be revealed in Cartokk's time, while the Builders believe making the Dreaming God's dream city a reality is the ultimate show of faith.

Light of the Smithy

In the Smithy, the headquarters and hub of the Keepers of the Keys faction of arcanists and mechanists, the lights remain on—but only just. They flicker each day at the sixth torch (see "Time in the Labyrinth," below) in a distinct way, as if someone dropped a shade over the city's sky—though normally, candles or arcane lights aren't required in the Smithy except during the twelve torches of night. The source of this flicker is naturally of concern to those who live there. They can conjure light if they must, but the decay of the Smithy lights may indicate a greater

systemic failure or the arrival of a void rift in their portion of the Labyrinth, which would be capable ultimately of destroying the Smithy entirely. Keeper inquiries include consulting with wizards specializing in radiant magic, kobold mechanists who can examine the arcane workings of the city's wards, and demons and devils that might understand the powers required to douse a light that has burned for a thousand years. No one is panicked (yet), but the people of the Smithy would like the flickering to stop and any malign casters, fiends, or whoever is responsible found and punished for disturbing the regular functioning of their home.

STRUCTURE OF THE LABYRINTH

At first glance, the Labyrinth shares similarities with a planar or multiverse campaign. However, the distinct worlds connected by the Labyrinth aren't arranged in a pattern like the Great Wheel of D&D cosmology, or the World Tree Yggdrasil of the Norse mythos. Their pattern, if one can be imposed, most resembles marbles scattered in the Void, connected by gossamer strings and all of roughly equal import. There are no "outer planes" or "inner planes."

In addition to that structural difference, the places connected by the Labyrinth are worlds, not infinite planes. They are the homes of mortal creatures, fiendish beings, and celestial beings, transfused with more or less magic, and each different in countless ways from all others. The Labyrinth connects physical worlds, not mystical realms or the afterlife. Some faiths believe that the Hells and the celestial realms are the afterlife destinations for all creatures; others see them as places fiends and celestials come from but consider them only the antechambers to the gods at best. These faiths claim the gods have no material home—they are entirely spiritual or immaterial, or they dwell in worlds so distant from mortal comprehension as to be unreachable until a soul crosses the boundary of death into the afterlife.

Rather than divine halls and godly concerns, the worlds of the Labyrinth struggle with essential questions about the Void's threat to them, or their freedom from this danger, and how they can best protect themselves. Travelers of

the Labyrinth use the following schema to measure and describe worlds they visit, sometimes called the taxonomy of worlds.

APPEARANCE AND EXPLORATION

It is difficult to generalize the appearance of the Labyrinth itself, but its most common elements are tunnels, caverns, underground rivers, enclosed hedge mazes, endless halls and stairs, or (in a few cases) starlit paths surrounded by glimmering darkness or foggy river banks that loop back on themselves at every stream and crossing. The ways can appear dank, musty, or simply worn.

The great exceptions to the ramshackle, subterranean, and occasionally dingy nature of the Labyrinth are its bottled cities and demiplanes and the ruins of the Ancients. Exploring these areas offers the greatest opportunity for finding a settlement, provisions, and the treasures of ancient times.

Bottled Cities

While worlds connected to the Labyrinth luxuriate in sunlight, rain, and fertile soil, the cramped spaces of the bottled cities still seem like a slice of paradise to those who crawl through corridors and pathways carved by trail snails (see **Chapter 8**) or infested with sapphire jelly [*ToB2*]. Bottled cities are areas such as the Smithy within the Labyrinth—magical spaces similar to pocket dimensions containing buildings, consistent lighting and day/night cycles, and enough fertile soil or orchards to feed a thousand people or more. These sites are the creations of the Keepers of the Keys faction and the mechadrons [*MV*], which understand how to build small but fully functional spaces in the Labyrinth utilizing the power of the Arcane magic source.

Demiplanes

Similar to the bottled cities but considerably larger, demiplanes are small worlds that members of the Elders and Dreamers factions believe will grow into full worlds, given time. For now, they are entirely self-sufficient locations: a small forest of deerlike alseid [*ToB1*] or a chunk of elemental earth, cast adrift in the Labyrinth and growing

TAXONOMY OF WORLDS

World Classifications	
Sunlit	A safe world: growing, pleasant, innocent, and undiscovered. A land of plenty and joy.
Warded	A place of safety, but guarded and vigilant, sometimes needing to fend off evil visitors.
Shadowed	The roots of the Void have sunk into the world but are weak and thin. Strongholds of evil exist on the margins or in hidden places.
Darkened	Undead and fiends are common, as are deadly mists and plagues. These places are rich in void magic, low in hope.
Lost	Burning, dusty, frozen, airless, crumbled, or otherwise ruined. Nothing that lives can thrive.

year by year, rich in jewels, and populated by a sturdy group of midnight dwarves (see **Chapter 4**). Demiplanes can grow from a shoot of the World Tree, or from bits of Primordial matter spun into something livable by giants, Elders, elementals, or others. It is widely believed that many current worlds were once demiplanes grown or nurtured into full worlds.

Ruins of the Ancients

Any explorer of the Great Maze hopes to discover the ancient ruins of the Qorads (or Demoshar) built before the year 1 by the progenitors of the current Labyrinth. These ruins take the form of “wheel cities” with a circular street plan and four or eight pathways connecting to other worlds. Because of their age, most or all the pathways lead to dead worlds, which means that discovering and plundering a Qoradan ruin requires visiting and surviving on a dead world.

PEOPLE OF THE LABYRINTH

Any being from across the worlds might live in the Labyrinth, having discovered a pathway and decided to stay—as opposed to Wanderers (see **Chapter 3**), who stumbled into the Great Maze and became lost or overwhelmed. Creatures native to the Labyrinth have adapted their bodies and talents and magic to explore and enjoy its reaches. As with beings everywhere, they arrange themselves into factions for safety, companionship, and ideological compatibility.

CULTURE ACROSS WORLDS

The people who live within the Labyrinth (as opposed to on one of the worlds) may be classified into three types of living cultures or the category to describe fallen civilizations.

Settled. Settled peoples reside in scattered demiplanes and bottled cities.

Nomadic. Nomadic peoples move from world to world to gather food and expand the reach of their visited territories.

Hybrid. Hybrid cultures maintain a bottled city or a demiplane but garner supplies and vital resources for these settlements from worlds outside the Labyrinth.

Extinct. Members of extinct cultures no longer walk the Labyrinth, but their structures and artifacts remain to intrigue those who followed them.

For more about the factions noted in this section, see **Chapter 3**.

Ancients (Extinct)

Long ago, a colossal race of gargantuan and primordial creatures called the Qorads or the Demoshar built titanic islands, bridges, and strongholds in the Labyrinth. They were its first architects, but most of their work, along with their entire home world, was corrupted and lost. Only a few portals of Qoradan architecture remain functional; most have been mined for precious materials or lost their power source. Some believe that many such progenitor groups existed, each with distinctive architecture optimized to connect worlds quickly and effectively.

Boatwrights (Nomadic)

Masters of the River Styx, the Boatwrights are a primarily human culture of traveling folk who earn their keep ferrying people up and down the Styx. Few in number, they follow diverse paths; some are diabolists, others align themselves with the factions. As natives of the Styx, they know its inhabitants, currents, and quirks better than anyone. They maintain a steady trade with the Hells, shuttling the Hell Caravans up and down the Styx when needed.

Celestials (Settled)

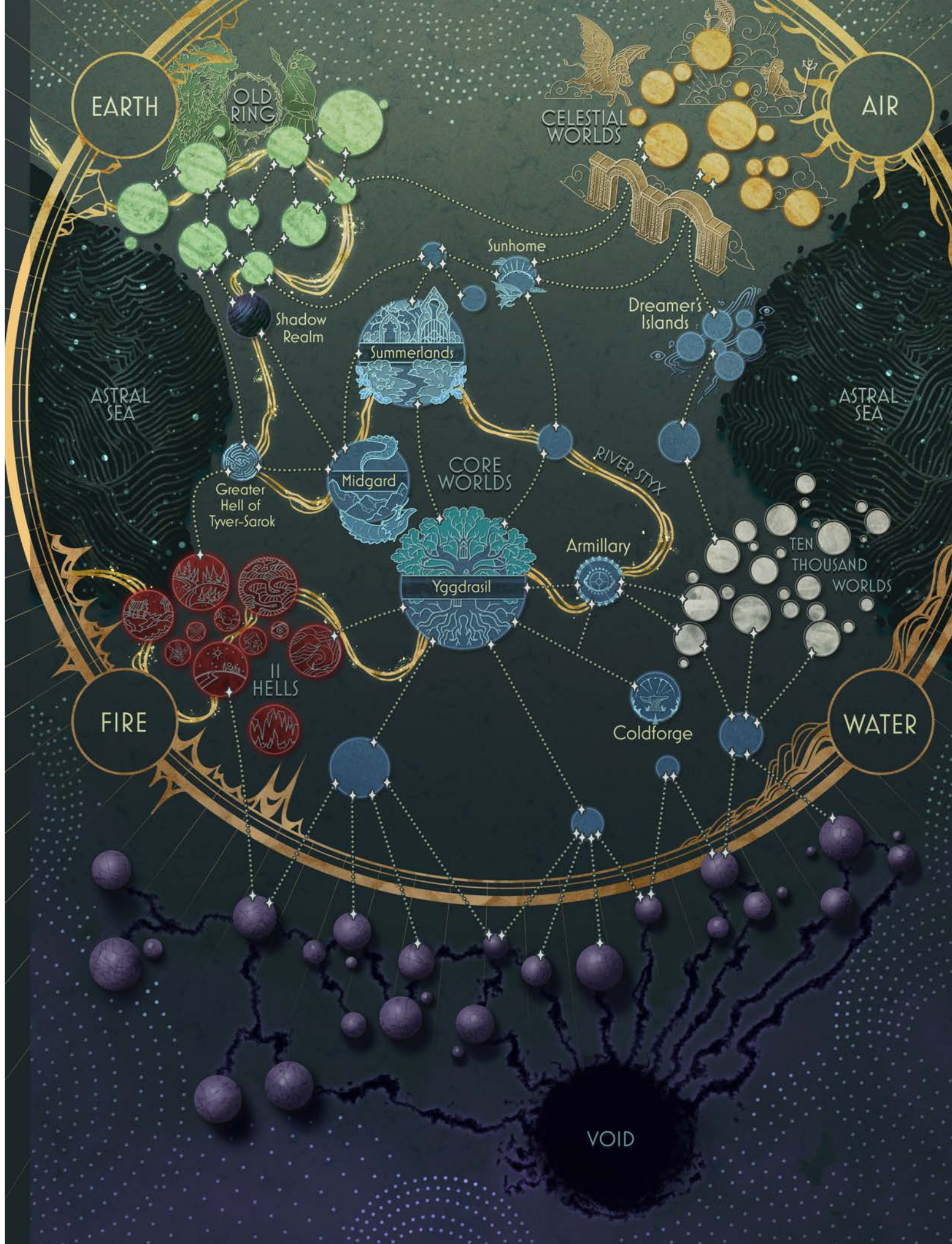
The worlds occupied by celestials are cheerful and don't actively plot or scheme or adventure—as far as anyone can tell. They remain distant from the affairs of the Labyrinth. On the rare occasions a celestial host rides forth from their realms, the Labyrinth shakes, warps, and assumes entirely new shapes. As the celestials' goals are known only to themselves, no one can predict the next incursion. These events happen centuries apart, and sometimes a thousand years pass without more than whispers from the celestial realms known as Celestia. The Concordans might be the only faction that knows or cares about what goes on in the celestials' worlds.

Concordans (Hybrid)

The Concord of Stars faction is headquartered in Sunhome, but its mission of repelling the Void and saving worlds from destruction means that large groups of Concordans, called legions, range through the Labyrinth on yearlong missions. Dedicated legions such as the infamous Azure Lions roam for decades, supported by mechadrons, angelic supply wagons, and their faith in their work.

Dreamers (Nomadic)

As the youngest faction, the restless Servants of the Dreaming God rarely settle in place. They make pilgrimage to holy sites, preach their visions and their dreams, and seek truth and beauty, but their poverty and impatience limit them to building simple shrines. Dreamers embrace a nomadic lifestyle, traveling in groups in dangerous places or happily wandering in pairs and family groups.



Elders (Settled)

Members of the Old Ring faction might call a forest village or a major city home, somewhere on the World Tree in the worlds of the Old Ring. Though they wander to hunt and trade, the Elders' homes are where their hearts lie: on beautiful growing worlds and the roots that connect them.

Far Traders (Nomadic)

Rarely trusted but rarely turned away, the merchant-peddlers and tinkers called the far traders (see **Chapter 8**) venture farther afield than most Labyrinthians. They bring secrets to the Keepers, dreams to the Dreamers, and the promise of new discoveries and new worlds to everyone. The far traders deal freely with mortal peoples, devils of the Hells, and cultists of the dead worlds. Some believe they are seeking the home world of the Ancients, a well of immortality, or the like.

Infernals (Hybrid)

The devils of the Hells call their established worlds home, but those worlds can't support their numbers. To ease the strain, they conquer fresh worlds, steal from existing worlds, or simply acquire what they need in trade and barter. Their Hell Caravans are large, well-organized expeditions that, like the Concordan legions, can spend months or years on the pathways between worlds.

Keepers (Settled)

By far the most settled faction of the Labyrinth, the Keepers of the Keys are crafters, makers, and scholars. Though few want to leave the safety of the Smithy, Keeper culture revolves around making and maintaining portals and gates and perfecting maps and tools to strengthen the Labyrinth's defenses against void attacks and general decay.

Void Cultists (Hybrid)

Every group of void cultists clings to a unique creed and every single one poses a unique threat to the Labyrinth, as described in **Chapter 3**.

LANGUAGES

Four standard languages are commonly spoken across the Labyrinth, and a fifth is reasonably well known. Dozens of esoteric languages are known, as well. All the languages included in the *Player's Guide* are spoken somewhere in the Ten Thousand Worlds of the Labyrinth and can be chosen by PCs during character creation as desired. The most useful language options for a Labyrinth-specific campaign are detailed here.

Standard Languages

Travelers in the Labyrinth encounter the Common tongue everywhere, Celestial, Elder Speech, and Void Speech when dealing with creatures of those factions or creeds, and Infernal mainly among fiends and criminals.

STANDARD LABYRINTH LANGUAGES

Language	Also Called...	Typical Speakers	Script
Celestial	Angel's Tongue	Celestials, creatures of the celestial realms	Celestial
Common	Labyrinthine	Creatures of the Labyrinth, minotaurs	Common
Elder Speech	Druidic	Old Ring world dwellers, druids, elves, giants	Elvish
Infernal	—	Devils, chols, creatures of the Hells	Infernal
Void Speech	—	Servitors of the Void, derro, satarre, void dragons	Void Speech

ESOTERIC LABYRINTH LANGUAGES

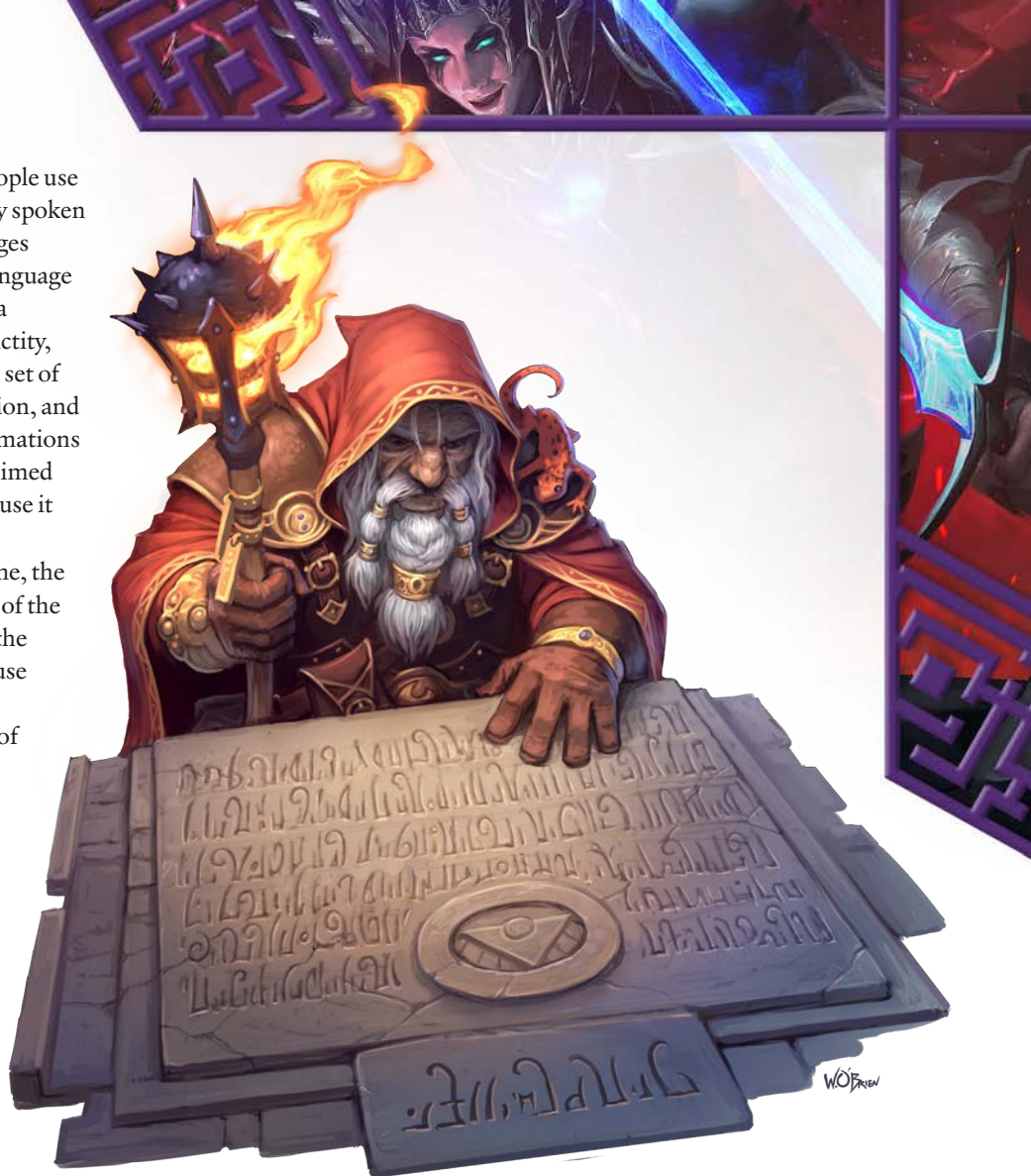
Language	Also Called...	Typical Speakers	Script
Elvish	—	Elves, creatures of the Old Ring worlds	Elvish
Machine Speech	Cliktart	Mechadrons	Unreadable by non-Constructs
Qoradan	Dreamer's Argot	Servants of the Dreaming God	Elvish
Sylvan	—	Bright Lands fey, creatures of the Old Ring worlds	Elvish
Umbral	—	Shadow fey, darakhul, bearfolk, creatures of the Shadow Realm	Elvish

Celestial. The Concordan worlds and people use Celestial speech widely, and it is exclusively spoken in the celestial realms, where other languages clang and echo unpleasantly. An orderly language of incredible depth and clarity, it includes a bewildering number of terms for light, sanctity, prayer, and justice, and a surprisingly clear set of categories describing dark magic, corruption, and other forms of evil or wrongdoing. Proclamations in some regions of the Labyrinth are declaimed in Celestial first, then Labyrinthine, “because it sounds more official that way.”

Common. Sometimes called Labyrinthine, the Common tongue is the interworld dialect of the Ten Thousand Worlds. At one time it was the language of the minotaurs, precisely because that lineage was the first to settle and live within the Labyrinth. The language is full of excellent terms for directions, landmarks, turnings, and other words related to travel and navigation—including a vocabulary specific to magical pathways, portals, and obstacles, and terminology describing void rifts and corruption. Locals on most worlds touching the Labyrinth understand the common Labyrinthine language—with the exception of the few worlds entirely devoid of mortal peoples. Labyrinthine is the primary language of the Keeper and Dreamer factions (see Chapter 3).

Elder Speech. Spoken throughout the Old Ring and related to Druidic, Giant, and Elvish, speakers of those languages can make themselves partially understood to those who know the Elder Speech, though it is a stumbling and halting affair. The language is thought to be related to the speech of the Ancients—or at least, the Elders like to think of themselves as the proper inheritors of the Ancients.

Infernal. As a language of hierarchy and command, the language of the Hells excels. Groups of chol mercenaries [MV] and widross demons (see Chapter 8) adopt Infernal as the preferred language for their mercenary companies, and Labyrinthine bandits find its terms and its speed useful for ambushes, maneuvers, and orders. As a language of trade and diplomacy, it is sorely lacking. Even risolan devils (see Chapter 8) directly from the hell of Tyver-Sarok prefer to use Common or Elder Speech when among humans or non-infernals.



Void Speech. Void Speech is spoken by the cultists, void dragons, derro, death knights, demons, and others who seek to conquer the Labyrinth. It is the language of the outer darkness, used by malevolent forces to bring about mayhem, destruction, and death and used in dark rituals and bindings.

Esoteric Languages

Though dozens of esoteric languages echo through the Labyrinth, five are heard most often.

Elvish. The language of elves is widely known among the Elders and on many forest worlds, and the elves travel through the Labyrinth seeking new worlds or new magic. The language has a dozen major dialects, though all are mutually comprehensible to each other. Elvish is especially useful for certain forms of magic, especially spells with Arcane or Primordial sources.

Machine Speech (Cliktar). Machine Speech, called Cliktar by Labyrinth dwellers, is a language of clicks, beeps, and clacks spoken almost solely by gearforged (see Chapter

4) and mechadrons. Because it requires mechanical clicks and high-speed interpretation of just three or four phonemes, it is impossible for flesh-bodied creatures to understand, read, or speak with any fluency. Interpretation of Kliktar occurs via magical translation or by painstaking transcription of written forms of the language.

Qoradan (Dreamer's Argot). A religious language spoken by the Servants of the Dreaming God, Qoradan concerns itself with the recitation of sacred prophecy and the transcription of fortune, dreams, and world-shaping. Its written lore concerns new worlds, old dreams, and hazy, mystic rules for leading a good life. Qoradan has intriguing similarities to the language of the Ancients, primarily because it uses a similar script and comparable syllables and phonemes.

Sylvan. Often confused with Elvish, Sylvan is a distinct and less common language, occasionally called Old Elvish or simply Fey Speech. It is the courtly language of the Fey lords and ladies of the Summerlands, and it is spoken by beastkin, bright fey, centaurs, gnomes, green hags, selkies, sprites, tollinvardo, and many others.

Umbral (Shadow Speech). Spoken by the shadow fey, some elves, the darakhul, and a few bearfolk, Umbral is the language of the Shadow Realm. It is rarely heard elsewhere.

TIME IN THE LABYRINTH

As a place without the natural seasons or rhythms known in mortal worlds, time in the Labyrinth is difficult to calculate, measured in units such as the “torch” (meaning the time that a torch or *light* spell lasts, or 1 hour) and the “day” (meaning 24 torches). But “week” and “month” aren’t consistently used terms, and the Common tongue defines stretches of days up to 91 as a “season.” Four seasons make a year.

HUB CALENDAR

The Hub calendar is the standard for all factions. It starts with the year 1 of the First Labyrinth, roughly 5,100 years ago, when Arvannos the minotaur stumbled into the Great Maze’s darker corners. Since then, there have been four ages:

- the Age of Minotaurs, sometimes called the Age of the Great Ring, from the year 1 to the year 1252;
- the Age of the Celestials, which the Concord counts until 3731;
- the Age of Portals, which the Keepers count from 3732 to 4590;
- the Age of Dreams, begun when Cartokk the Dreaming God woke in 4590 and running to the current year, 5124.

Each year of the Hub calendar has 364 days, plus one non-calendrical holiday, New Year’s Day, when the clocks are stopped and celebrants put all work aside in favor of a day of remembrances and celebrations.

A second calendar in the Labyrinth, called the Old Reckoning, was used by the Ancients in their buildings and on their stelae and runestones. It stretches more than 4,000 years before the First Labyrinth and uses a confusing set of nested 91-day seasons, each of which contains 7 long counts of 13 runs. The seasons are organized into 23-season great counts, each roughly five and a half years long by the Hub calendar. Only the Keepers seem to understand the Old Reckoning.

HOLIDAYS AND FESTIVALS

Few holidays and festivals are shared among all Labyrinthians, though they celebrate birthdays, founding days, and even faction holidays. The primary holidays known throughout the Great Maze include the World Tree Festival in the spring season, the Feast of Arvannos in the summer season, the First Pathway Feast in the fall season, and the New Year’s Day festival at the end of the winter season, to start the new year with joy and well-laid plans.

World Tree Festival. Celebrated primarily in the Old Ring and by people and worlds connected to the Old Ring, the World Tree Festival celebrates the first leaf buds on Yggdrasil, as reported by the ratatosk (see **Chapter 8**), who always seem to spot it first. It is celebrated with clever masks, music, and dancing, and a particular cake called the “Tree Knot” and (for ratatosk) nut cakes.

Feast of Arvannos. A remembrance of the founding of the Labyrinth, celebrated with a solemn meal to remember the Lost of the Labyrinth and those fallen to the Void. In some places, the event features a procession to a graveyard, memorial, or mausoleum.

First Pathway Feast. This holiday celebrates the young and the explorers of the Labyrinth, and it is a raucous affair with beer, wine, and highly spiced snail sausage (named for its spiral shape, rather than its contents). New explorers are given a first torch and led in a ceremonial journey around their city, stronghold, or local shrine to a major god of knowledge.

New Year’s Day. Celebrated with oaths to discover new places or defend the old, New Year’s Day is the closest thing the Labyrinth has to a universal holiday, as it celebrates one more year of keeping the Labyrinth pathways whole and clear, one more year of survival for the struggling or triumph for those who have had good fortune. A bard or singer might perform a song or orate the story of the community’s successes in martial deeds, great scholarship, mighty magic, or in keeping its young folk alive and its older folk healthy.

MODES OF TRAVEL

Getting around the Labyrinth is easier than some suppose, though not without dangers to the ignorant. Physical pathways allow passage within the Labyrinth. In addition, magical shortcuts can move a traveler quickly from world to world, but their use comes with a price. In almost every case, a trip between worlds requires time in the Labyrinth.

PATHWAYS

The umbrella term “pathways” is used to describe the various methods of physical travel within the Labyrinth.

Passageways, Roads, and Tunnels

The most obvious and least taxing method involves traveling the Labyrinth’s tunnels, roads, and passageways on foot or horseback. Moving from place to place in the Labyrinth leads one from one world to another. One enters the Great Maze in one world and leaves the Maze in another: in between, one might pass through the Smithy,

a forest world of the Old Ring, or a set of tunnels and hedges and echoing valleys devoid of birdsong. “Walking the Maze” is how expeditions find new worlds or bring plunder from a dead world back to a home base or uncover an infestation of the void cult.

These paths and tunnels fade slowly from the Labyrinth into the destination, or vice versa. In some cases, the beginning is very clear, such as when Concordan war priests of Herak-Mavros (see **Chapter 6**) summon the war road into being and a legion marches out to destroy a demon’s lair or cult stronghold. Otherwise, the tunnels are relics of minotaur or Qoradan origin, long traveled and reasonably well known by Labyrinth cartographers.

Oak Roads

The followers of the Old Ring know and use the passageways, but they also know the oak roads, the branches and pathways of Yggdrasil the World Tree. Some ratatosk claim these pathways predate the minotaur maze. All such World Tree branches and roads are empowered by the Primordial source of power more than any Arcane



or Divine element. The elders say all worlds of the Ring and all worlds grown from seeds are connected as easily as branches are to trunks and as tightly as roots are wrapped together beneath the earth. Perhaps this is druidic mysticism and braggadocio, but it is certainly true that anywhere a forest grows, the Elders seem to have a portal to the Labyrinth handy.

River Styx

Taking a boat up or down the Styx, also known as traveling the river road, is a relatively straightforward endeavor, especially if one has friends among the Boatwrights or owns a small and agile craft. For those less confident in their skills on the water, peddlers along the banks sell magic scrolls and devices that make it easy to find a vessel, embark and disembark, and otherwise utilize the river road. However, such travel is limited by the reality that the Styx flows only where it flows, and most worlds aren't connected to it at all.

Astral Sea

The most dangerous and least charted pathway, the Astral Sea can move travelers in a large group in relative comfort along what are known as star roads. However, the presence of derro fleets, astral destroyers, doppelgangers, and voidlings [MV] on the sea makes it decidedly less popular than the other pathways. Members of the Concord of Stars faction use their mastery of Divine magic to harness angelic chariots called dymaxions (see **Chapter 8**) for easy flight across the Astral Sea, and some believe the war road of Herak-Mavros is simply an instance of a star road projected across the otherwise non-Astral firmament.

SLIDES, GLITCHES, AND INTERMISSIONS

The Labyrinth sometimes seems sentient or whimsical because portals—even well-known portals—don't always lead where they are supposed to go. These inaccuracies are referred to as slides, glitches, or intermissions, and they may interrupt travel by any shortcut (portal, vision, or rift). When this happens, the portal or dream seems normal, the rift opens as expected—and then it leads the wanderer or traveler to a different destination for at least 12 and up to 36 torches. Depending on whether a slide leads into a dead world, an undiscovered world, or a friendly world, the results can be enjoyable or terrifying. At the end of that time, all affected travelers are transported the rest of the way to their intended destination.

Traversing one of the physical pathways never leads to this kind of glitch or slide.

SHORTCUTS

Most journeys to another world involve physical travel, but these magical shortcuts are available at a higher price than boot leather.

Gates and Portals

Great magical or divine portals can create shortcuts in the Labyrinth, or they can bridge the distance from the Labyrinth into a particular world without the need for a long journey. This creation of portals and gates is the specific expertise and power of the Keepers of the Keys and (to a lesser extent) the Concord of Stars. The portals created by the Keepers of the Keys are arcane and mechanical, with precise clockwork, timed gear-driven invocations, and a deep understanding of the Arcane power source. The portals created by the Concord of Stars and powered by the Divine power source are far shinier, often as bright as the sun when operating, and hostile to malevolent creatures trying to pass through them. These divine portals tend to be of more limited duration than the arcane devices of the Keepers.



Dreams

The Servants of the Dreaming God find travel in the Labyrinth so easy, they sometimes do it in their sleep. Upon sleeping and dreaming of a new world or an old memory, they can wake in that place. Sometimes their companions come with them, sometimes their companions are left behind. This ability seems to be a gift of the Dreaming God Cartokk, and transport via dream serves the god's purpose in some way. Such dreams are referred to as a "seeker's transit" and are a function of the Wyrd source of magic power.

Void Rifts

The most dangerous and unstable method of traversing worlds is the void rift. These come in two varieties: the double rift and void folding. The first brings a creature directly from the Void or a dead world into the Labyrinth,

and then a second rift leads that creature to a living world or other target for demons and cultists to plunder. These double rifts are usually created by a *void rift* spell (see **Chapter 5**) with or without the assistance of a ripper (see **Chapter 8**).

Far stranger is the void folding, bending of the structure of worlds that should be impossible. Somehow, void cults use the power of their destructive plane to create a dark portal between any two worlds, without transiting the Labyrinth at all and without more than raw void energy to sustain it. These foldings are wildly unstable and dangerous. They spew void and chaotic energies around them until, within a matter of days or weeks at most, they collapse, destroying a goodly portion of the land around them and turning it either into void dust or purple mire (see **Chapter 7** for both).





CHAPTER 2: WORLDS OF THE LABYRINTH

The known worlds of the Labyrinth are many, though they are centered on roughly ten great worlds, known as the core worlds, and the hundred nearest worlds beyond them. Many other worlds are known, though some grow increasingly strange. The twelve most prominent dead worlds are also known to travelers, though not often visited.

THE LABYRINTH

The Labyrinth occupies the spaces between the worlds. It consists of tunnels, bridges, roads, and stranger pathways that link what are called the Ten Thousand Worlds, and into which beings have carved out cities, strongholds, and pocket dimensions.

THE SMITHY

Also called the Great Hub, the Smithy is the central city at the heart of the Labyrinth. From here adventurers can travel to the core worlds and the realms beyond. Founded on the site where explorers established the first connection between the world of Seven Pines in the Old Ring and the Great Maze of the minotaurs, the Smithy has grown into a well-warded hub for travelers. It sustains a population of over 50,000, without counting the many merchants, sellswords, and wanderers passing through at any given time.

Most important, the Smithy is home to the faction called the Keepers of the Keys, a society of explorers and arcanists with the skills to open and close portals, lengthen or shorten

the paths between the worlds, and stop world keys from working. They can even forge keys to previously undiscovered worlds, creating new portals and uncovering new magic. The Keepers and their Smithy are at the hub of the Labyrinth and work to keep the worlds connected, organized, and able to sustain life.

When a *portal key* goes missing or pathways between worlds go awry, adventurers come to the Smithy, asking the Keepers to forge a new key or to reestablish the broken connections and restore the paths to working order. Other travelers come to the city seeking weapons, armor, and magic items to help them in their fight against the forces of the Void.

The Smithy grew up around the Citadel of the Keepers of the Keys on a hill in a bend of the Everrun River. The Keepers originally selected this location inside a branching cavern as their stronghold because several portals to the Labyrinth joined here. Over time, the Keepers added outbuildings, towers, and extensions to their headquarters, creating a sprawling complex that kept growing until it was the size of a town and then a city. As the population of the Smithy swelled, its human inhabitants built tall dwellings above the cavern floor, while dwarves and kobolds excavated the hill to create underground housing. Across the river, large swaths of fenland and pasture became

cultivated farms to feed the growing populace. In time, say the legends, the small cavern grew until the day came that the Dreamers realized the cavern roof had become the open sky of a demiplane or pocket world.

Today, the Smithy is a densely populated city of cramped streets and bewildering alleyways. The Citadel of the Keys, the Keepers' headquarters, dominates the upper half of the hill. Tall towers covered in strange gears—the homes of Keeper wizards and scholars—soar high into

THE SMITHY

Rulers: Holdevar, Queen of the Labyrinth, First of the Keepers of the Keys (human first servant of Rava)


Important Personages: Archmage Alana (human archmage), Kontak Tekar (kobold mechanist)

Population: 51,000 (22,500 humans, 11,500 dwarves, 9,000 kobolds, 4,500 gearforged, 3,500 others)

Great Gods: Rava, Sabateus, Solana

Trade Goods: *Portal keys*, magic weapons and armor, clockwork automatons and devices, scrolls and potions





the sky, while the city's arcane workshops spew clouds of steam and multicolored smoke from their chimneys into the air above. Lower down the hill, toward the docks, the buildings are older, run-down, and crumbling; absorbed by their scholarly pursuits, the Keepers allow mundane matters like routine maintenance to suffer. The Smithy's importance far surpasses its size: the site is only the city and a few miles of farmland. Beyond that, drifting smoke and the banks of the Everrun fade into the roads and tunnels of the Labyrinth.

The Smithy's position in the Labyrinth means travelers can obtain a tremendous variety of goods in the bustling market located outside the gates to the Citadel of the Keys. Here, mule trains and mechadron caravans jostle with celestial merchants and hard-bargaining fey whose easy laughter masks their keen and careful terms.

The city imports necessary precious metals and arcane ingredients in large quantities from worlds rich in those resources, for use in manufacturing *portal keys*, clockwork devices and automatons, and other wondrous items (see **Chapter 5**). The city's forges are fueled by charcoal

imported from forested worlds in the Old Ring, causing tension with the Elders. Fruits, vegetables, unusual cheeses, exotic meats, and delectable sweets arrive daily to supplement locally grown grains and foodstuffs.

Citadel of the Keys

The buildings and towers of the Citadel of the Keys form a huge complex occupying the top half of the hill, surrounded by high walls patrolled by clockwork watchmen [*T&B1*] and connected by dozens of walkways, arches, and narrow passageways. The Keepers of the Keys have their headquarters here, including their council chambers, the vast Library of Worlds with its huge collection of volumes on portal magic (including an unexpurgated copy of the *Nine Chthonic Papyri of Heknusret the Temerarious*), and the Hall of the Grand Orrery, which contains a mostly accurate, 30-foot-diameter clockwork model of the worlds of the Labyrinth. Another notable feature is the Clockwork Temple of Rava, where the Queen of the Labyrinth blesses newly minted *portal keys*.



The Citadel also contains the residences of the senior Keepers. Archmage Alana's villa boasts a tall tower equipped with a landing platform and a spacious courtyard with luxurious pavilions for her regular dragon visitors. The less ostentatious mechanist Kontak Tekar lives in a tiny apartment above his huge workshop, which extends several hundred feet beneath the hill's summit. Most of the time, he sleeps on a cot in his office.

See **Chapter 3** for more about important members of the Keepers.

Hub & Hounds

Travelers can find this famous wandering tavern in any of a number of locations within the Smithy, but it sometimes meanders farther afield. Lore says the Hub & Hounds was built on the barrow-mound of a fey lord of travel and whims, and it shifts its location according to the full moons or high tides of some distant fey realm. Visitors can enjoy exquisite wines, tasty rabbit pies, and faerie merriment, but those who overindulge may wake up somewhere unexpected.

Famous Labyrinth Connections

Numerous doors, gates, tunnels, and corridors throughout the Smithy lead to worlds connected to the Labyrinth. The best known include the following:

- **Celestial Steps.** This stairway of shining crystal ascends from the tower roof of the First Forge Temple—the golden temple of Solana maintained by the Concord of Stars—to connect with a crystal highway to the Celestial Arch leading into the Celestial Realms.
- **Five Ways Bridge.** Several bridges cross the Everrun River to the farmland on the south bank, but this lofty bridge is the most impressive. Built from shining white stone, its five arches are tall enough for a ship to sail beneath. Each archway creates a waterborne portal that leads to and from a different world in the Labyrinth; the central arch connects to the River Styx.
- **Moonbeam Arch.** Active only during certain phases of the moon, this archway beneath the Citadel of the Keys leads to Mazuli Sul, First Labyrinth of the minotaurs in the city of Roshgazi in the world of Midgard.
- **Queensgate.** Largest of the Smithy's eight gates, Queensgate is thought to be the greatest creation of the Keepers of the Keys: a world portal that can be tuned to any world—in theory—by manipulating the gears of the Grand Orrery, creating a passageway large enough to accept entire wagons and ships.
- **Snowpine Walk.** This frost-covered branch of Yggdrasil extends into the Smithy's marketplace from the world of Seven Pines in the Old Ring. Snow flurries and chill winds blow through the portal when it opens.

LINKS AND TUNNELS

Hundreds of twisting pathways allow travelers to navigate the Labyrinth and reach different worlds. The roads and tunnels change their appearance as a traveler moves along them, influenced by their creators and nearby worlds (see Modes of Travel in **Chapter 1**).

The relatively safe passageways close to the Smithy appear as paved roads or subterranean corridors with well-made flagstone floors. Glowing archways or rune-covered doors along the routes indicate portals created by the Keepers of the Keys. The Transit Roundway that runs from the Smithy to the World Tree and on to Celestia is one such passageway.

Closer to the Old Ring, the paths resemble the roots and branches of Yggdrasil, the World Tree. The paths of the Old Ring appear as lonely trails through twilight forests, where fireflies flit between the gnarled and misshapen trees. On one such route, the Great Northern Road, those who stray from the path eventually end up back on the road, somewhat worse for wear.

The shadow roads, created by the shadow elves from tendrils of the Shadow Realm, crisscross that world and touch parts of the Old Ring, Midgard, and possibly the Summerlands. No one but shadow elves commonly use them. Shadow roads can't reach into the Void, the islands, or the Hells.

Those seeking to reach Celestia travel along starry roads and stairways, traverse lofty bridges of elaborate elven design, or follow the path of comets that burn with righteous fire as they soar through the Astral Sea. Meanwhile, travelers bound for the infernal domains of the Lords of Hell journey downward through sinister tunnels where tormented souls cry out in anguish from the walls and floors that hold them captive, or across precarious rock bridges above fiery chasms.

Worst are the crumbled, decayed, rotten, or diseased pathways that lead to the dead worlds that fell to the power of the Void, or deep into the Void itself. Only the foolhardy walk these paths without magical protection against void taint (see **Chapter 7** for details).

Here are six well-known tunnels and junctions in the Labyrinth.

Fire Wheel

Six entryways lead from elsewhere in the Labyrinth into this circular chamber of black stone, located close to the infernal realms. These entrances are one-way; a traveler can't leave by them. A traveler at the Fire Wheel must leave by one of twelve possible exits, each one carved to resemble a different fiendish maw. Eleven lead to various Hells, while the twelfth goes to the Corpse Shore where the terrible serpent-wyrm Nidhogg feasts on the bodies of the damned and gnaws at the roots of Yggdrasil. Devils and demons pass through the Fire Wheel chamber as they travel between their realms.

Lunar Beamway

This set of tunnels constructed from glowing white stone appear near new worlds, or worlds in the process of being created. Lazy groups of lunar devils and their lesser counterparts [*ToBI* and *BoET*] enjoy haunting these passageways, gaining strength by bathing in their moonlit glow. Flattering the devils' considerable egos may result in safe passage.

Narric Trace

Also known as Fool's Passage, this long passageway twists, turns, dead-ends, and frequently changes position on maps. The Keepers' robust research conclusively disproves the theory that the Narric Trace is the intestinal tract of an epic purple worm, but rumors that the passageway is sentient continue to circulate among Labyrinth walkers. Some Keepers believe the tunnel is enchanted to echo with a delay of days, but other travelers whisper that it is haunted.

Quicksilver Canal

This canal of pure elemental waters flows through the Labyrinth, connecting several water worlds. Water elementals [*MV*] frequent the waterway as a route between these realms. River spirits [*BoET*] guard the locks and bridges that cross the canal. Some of these fey guardians allow travelers to pass freely; others demand esoteric tribute or challenge anyone wishing passage to a duel.

Spindle

Six passageways converge at the center of a platform that rotates like a potter's turntable. Since the Spindle turns frequently, veteran Labyrinth explorers labeled the passageways and exit tunnels with sigils, so new travelers know where they are going. However, the destinations occasionally change without warning, and the sigils are not always up to date. The Smithy, the Crypt, the Tree, the Sphere, and the Town appear most often, connecting in turn to the Smithy, the Tomb of the Sun Witch, Yggdrasil, the Shining Heaven of Solana, and Smoketown, which lies between the Shadow Realm and the Hells.

Street of Frozen Tears

This blue glacial-ice tunnel connects Seven Pines in the Old Ring with the fey realm of Everfrost and the freezing Northlands of Midgard. The bodies of well-preserved human warriors are frozen in the ice, entombed for eternity for incurring the wrath of the cruel Holly King.

OTHER SITES

The Smithy isn't the only inhabited section of the Labyrinth. Beings of all races have built cities and towns, strongholds and dungeons, caverns and crypts. Walkers in the Labyrinth know these sites as nodes, portals, and (sometimes) safe places between the worlds.

Each of the locations below can be found when wandering the Labyrinth along its tunnels and roads. They can also be dropped in as an "intermission" or "rerouting" during a portal jump or dream travel. In this case, travelers arrive at the desired destination, but with a delay of 1d20 hours or 1d4 days.

Bubbler's Well

Built by the derro, this well measures twenty feet across and is lined with runes of inlaid silver. Despite its ominous origin and appearance, anyone brave enough to draw water using the wooden bucket—fashioned to resemble a huge frog or water demon—finds it perfectly potable. Wanderers who throw coins into the Well can summon the Bubbler, a giant toadlike creature with a third eye that appears in the roiling water as it bubbles to the surface. The Bubbler allows Dreamers and others to kiss or lick its warty skin and travel through the Labyrinth via hallucinogenic



visions. Best to be wary, though—too much toad sweat is poisonous, and the strange visions can lead travelers astray (see *bubbler's sweat* in **Chapter 5**).

Chambers of the Brood-Mother

These earthen tunnels and chambers are connected to the tosculi city of Doomsting on Willow Shore. The tosculi inhabitants guard the entrances and adamantly keep intruders away from their hive queen, the drones, and the egg chambers. To defend their territory, their warriors are armed with strange items plundered from the ruins of the Ancients' fallen titan empire. The items function as intended but erupt with additional unpredictable results.

Clockwork Kingdom

Always on the move, the Clockwork Kingdom is a walking realm populated by mechadrons, said to be part of their mysterious Plan (see *Armillary* later in this chapter). Under the command of the enigmatic Integron [MV2], the kingdom resembles a large army column that marches without stop through the Labyrinth from portal to portal. When it finds a suitable world, it strips the lands bare of wood, coal, and metal, leaving behind only husks of forests and villages.

Ebon Donjon

Hidden in a remote part of the Labyrinth, this windowless obsidian tower is home to a group of satarre [MV] renegades exiled from their community for questioning the teachings of the satarre elders. The renegades want to warn others of the dangers posed by the Servants of Nidhogg and the Harbingers of the Yawning Void but can't risk detection by the void cults they have disavowed. Their attempts to contact the heroic factions thus far are met with suspicion.

Florez Belltower

Constructed by the Servants of the Dreaming God, the Florez Belltower is a cylindrical tower of pure white marble. At the top, seven bronze bells attuned to the cosmos provide access to a number of worlds. The nine eccentric monks who live in the tower ring the bells in different sequences to reach each world. Annoying visitors to the Belltower have a habit of vanishing into thin air.

Giant-King's Falling Mountain

In a pocket dimension composed of elemental air, a mountain tumbles over and over through the sky, buffeted by furious winds. A mighty giant king and his loyal giant subjects of the falling mountain (see **Chapter 8**) carved out the mountain, creating a strange fortress where the wind is a constant whistle and small objects (and small creatures) blow away, swirling into the cold rushing air.

Howler's Corner

This stone junction in the Labyrinth connects with catslide alleys to many worlds. Cats and catfolk of all kinds come to Howler's Corner to confer with their goddess Bastet (see **Chapter 6**), who appears here in cat form. An obelisk covered in worn hieroglyphs stands in the center of the crossroads, its sandstone surface marked with claw scratches. A pungent and distinctive stench of urine warns Labyrinth walkers of proximity to the junction.

Maze of Ariadne

This enormous cluster of sticky webs covers a pit over the Astral Sea four hundred feet below. Climbing webs is more difficult than a bridge, and a *spider climb* spell or flying magic is the safest way to cross. At the center of the web is a large stone maze carved into the top of a tall rock column. Those who make their way to the middle of Ariadne's Maze can find a portal to the Smithy, exiting in the Temple of Rava.

Moonlit Kingdom of Tes-Qamar

Once a thriving minotaur realm in Midgard, the court of the Moonlit Kingdom relocated from its capital city of Roshgazi to the Labyrinth when its cities were destroyed by dragons. The minotaurs have undergone a slow decline ever since, though the inhabitants still visit the ruins of their old kingdom from time to time.

The Moonlit Kingdom lies at the heart of the minotaur's Great Maze within the Labyrinth: a bewildering mix of endless corridors, chambers, and doorways that link sacred minotaur labyrinths across the known worlds—from the cities of Cindass and Capleon on Midgard to the Empire of the Brazen Horns on Zeboros. The Great Maze constantly changes configuration, making navigating its passageways challenging, and lost minotaurs (use minotaur with Lost template, see **Chapter 8**) and ravaging minotaurs [ToB3] stalk its many halls.

Peddleton Cross

Located at a junction of Yggdrasil's branches, Peddleton Cross is a busy goblin market where odd items from all over the Labyrinth can be obtained through barter, as money isn't accepted. A mixture of common, dust, and shadow goblin merchants [ToB1 and CC] run the stalls here and the lineup changes often. A jovial ogre sheriff named Trozzug Grogbelly keeps the peace, gleefully banging heads together as needed to resolve petty disputes. Treasured items thought lost for good by their owners have been known to turn up here, but the goblins drive a hard bargain for their wares.

Pindelsburg

Situated at the crossroads of two passages in the Labyrinth, not far from the Smithy, this kobold settlement is a good place to stock up on supplies. Its street peddlers and merchants will sell you anything you want for the right price, specializing in *potions of healing* and charms and amulets “guaranteed to prevent you from becoming lost.”

Silber Stad

This fireforge dwarf settlement is home to hundreds of silver miners and silversmiths. They sell their wares to the Smithy and to the kobolds of Pindelsburg and keep notes on every wanderer, merchant, or adventurer who passes through their gates.

Sphere of Chaos

Difficult to describe to those who have not seen it, the Sphere of Chaos is an amalgam of passageways that rotate, connect, and disconnect randomly, like a random array of covered bridges that briefly pass by a landing or arched bridge abutment. Getting through the Sphere to a desired destination requires exceptional coordination—or flight.

Tomb of the Sun Witch

Built in a bottled plane infused with radiance and guarded by radiant dragons, the Tomb of the Sun Witch is the burial site of an ancient syderean celestial. The place is still a site of pilgrimage for Concordans visiting from Sunhome or elves from the Summerlands; those who sleep in her tomb are said to receive marvelous dreams and visions, so Servants of the Dreaming god also visit—though their frequent revelry and merrymaking have given them a reputation as unwelcome guests.

Tower of Solana

A construction of the Concordans, the Tower of Solana is a navigational beacon within the Labyrinth, shining with divine radiance. Its light can be seen through stone, planar gates, and enormous distances—but only by celestials and those few souls who have received the blessing of Solana.

PLANES AND PATHWAYS

Beyond—and around—the worlds of the Labyrinth are the planes of existence: the Astral Sea, the Elemental Spheres, and the Ethereal Plane. All the worlds of the Labyrinth are connected to the Ethereal Plane. Primordial casters can access the Elemental Spheres of Air, Earth, Fire, and Water to harness their power, but journeying to the Elemental Spheres is rarely straightforward. Some worlds also have “astral shores” that border the Astral Sea, allowing wanderers to enter that plane and travel between worlds.



Two great planar pathways wind through the Ten Thousand Worlds: the River Styx and the oak roads of Yggdrasil, the World Tree. Opinion is divided, even among the erudite sages of the Keepers of the Keys, whether these two pathways should be considered part of the Labyrinth. Travelers find the question irrelevant as long as they get where they need to go.

ASTRAL SEA

In certain areas, the shores of the Labyrinth look out over the Astral Sea. It is a strange interplanar expanse, subject to mystic tides and currents unlike those of any true sea. The plane glows in multicolored patterns, and travelers find its fluid yet numinous essence disturbing. It isn't water and it isn't ether—and yet it supports ships and swimmers who concentrate on their destination. The Concord of Stars uses its divine power to drive angelic chariots (see *dymaxions* in **Chapter 8**) over the Astral Sea, and some believe the war road of Herak-Mavros is simply a star road somehow projected across the otherwise non-Astral firmament.

Although the Astral Sea connects everything and can be used to travel between the worlds, it is less popular than using the paths of the Labyrinth because such travel can be a perilous undertaking. Many of the creatures found

there, such as the astral destroyer, are enormous and dangerous, although travelers may also encounter pods of astral dolphins, gargantuan manta rays, or other peaceful wanderers. Astral natives also include the nebunii, a race of sentient clouds who drift through the sea in search of new experiences, and solar elementals, vaguely humanoid in shape but glowing with intense light.

Colonies of derro inhabit small islands in the Astral Sea that are thought to be fragments of forgotten worlds. These derro are predominantly bloodthirsty pirates and reavers, but there is one far more dangerous group. The Ebon Bastion (see **Chapter 3**) is a thriving outpost of the Sisterhood of the Outer Darkness, under the command of a derro shadow antipaladin [ToBI] named Quormaq Xeervank who has received the dark blessing of the Voidmother. Xeervank's flagship, the *Widowmaker*, bears a caged derro fetal savant [ToBI] hanging from its prow in place of a figurehead.

ELEMENTAL SPHERES

The elements are woven into the structure of the worlds, and Primordial spellcasters can harness elemental power throughout the Labyrinth. Some claim the element of Fire is strongest near the Hells, while Air is stronger near Celestia and Earth more powerful close to the Old Ring,

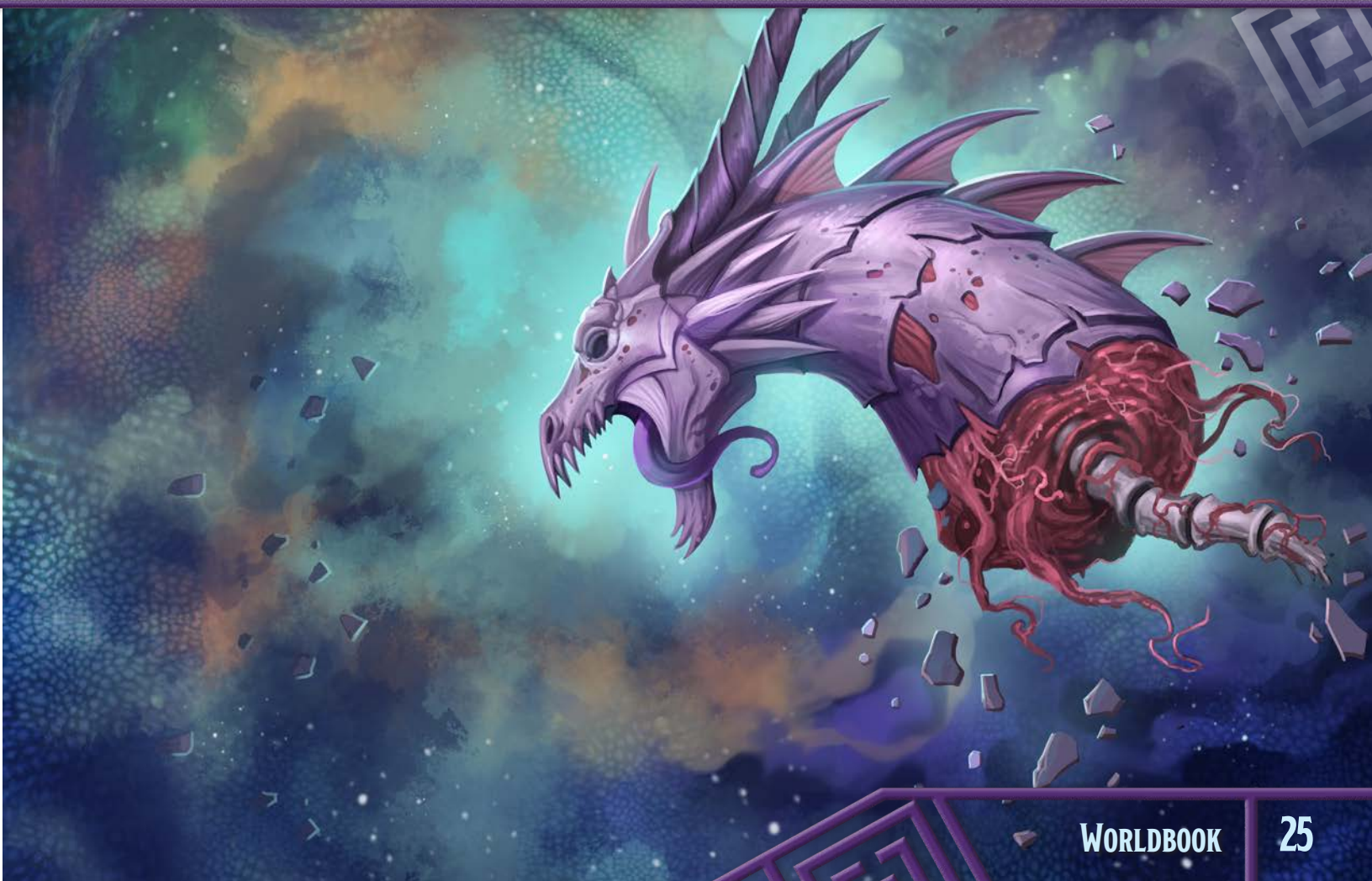
but arcane studies conducted by the Keepers of the Keys have proven inconclusive.

Learned sages believe that each element exists somewhere as a perfect paragon world or elemental sphere, but reaching such places isn't easy. Portals and branches of the Labyrinth rarely enter places of pure elemental force, so many Labyrinth natives believe the pure elemental paragons to be a myth. Despite their skepticism, the Elemental Spheres do exist and are described below.

Air

Visitors to the Sphere of Air drift in a seemingly endless expanse of azure skies, dotted with drifting white clouds that move at the whims of the continuous breezes and winds. There is no "ground," but floating islands of terrain scattered through the plane are home to flora and fauna, and some contain settlements or even cities. The Sphere's inhabitants include djinn, angels, air elementals, invisible stalkers, cloud and storm giants, and all types of flying creatures from eagles to couatls, dragons, and sphinxes.

Flying creatures make use of the winds, air currents, and storms that sweep through the plane, but those who can't fly must master the plane's subjective gravity to move around. Travelers must determine the direction of their personal gravity, and by imagining "down" to be in



a certain direction, a traveler will “fall” in that direction. Changing direction or landing safely and gently—rather than crashing at high speed into an island—requires a successful DC 15 WIS check.

The upper layer of the Sphere is called Endalaus, meaning “Forever” in Labyrinthine. Most travelers arrive in this realm of open skies, clouds, and floating islands. Its largest settlement is Qasfi Alasam, Steel City of Shining Ice, the capital of the djinn. It rests on a massive white cloud that encircles the Citadel of Bright Wind, the huge and splendid palace of Zephyr Queen Astall.

Closer to the center of the Sphere is Storoval, the Storm Wall, a churning sea of black and gray storm clouds where lightning bolts flash across the sky. It is a realm of intense winds, driving rain, and obscuring clouds, dangerous for travelers and home to turbulent air elementals, storm giants, djinni, spire walkers and wind dragons [*ToB1*], noth-norrens [*ToB2*], and other creatures that relish tempestuous weather.

Earth

The Sphere of Earth is a massive, predominantly lightless, subterranean realm of mountain ranges and ravines, caverns and twisting tunnels dripping with stalactites. The brief breaks in the stygian gloom include illumination emitted by patches of phosphorescent fungi and from light sources used by inhabitants and visitors. Although the atmosphere is breathable, the air is dusty and stale, and journeying through the darkness with the weight of boundless stone above is a claustrophobic experience.

The Sphere’s dominant inhabitants are the hinns—steadfast and conservative earth genies. The hinns are ruled by cruel and tyrannical khans who put their people to work in vast mines where they dig endlessly for gems and precious metals. The hinn overlord and head of the Council of Khans, Khagan Ghorek, rules from the Throne of Earth, a multilevel fortress carved from emerald. Ghorek is joined on the council by the khans of the two largest and most important regions: Golnaz, Keeper of Shadows, and Delatam, the Emerald Mage. The latter has been absent of late, but the council has kept this secret. The prevailing theory is that Delatam was tricked into partial servitude by an audacious mortal on one of the Ten Thousand Worlds.

Other inhabitants include earth elementals and rockslide elementals [*ToB3*], pech [*CC*], fast-flying gargoyles who dwell in rock temples carved into the towering Zephyr Peaks, and xorn. The khans imprison any xorn they can capture. The remaining free xorn tribes have banded together under the leadership of a huge xorn called Scarlet Maw. These xorn fight to free their kin and bring chaos and destruction to the khans. The xorn try to win the hinn underclass to their cause, but convincing intractable genies is slow going.

Fire

Violent and inhospitable, the wild, burning landscapes of the Sphere of Fire remain in a state of constant change. Jagged stretches of basalt and mirror-black obsidian rivers gleam beneath the burning sky. Ripping torrents of scalding wind whip up drifts of black sand, ash, and cinders. Smoke clots the air. Gouts of steam and fire spew from cracks in the rock while molten streams rip through the lands. Sulfurous clouds race across the burning sky, raining ash, flaming cinder, and brimstone.

The Sphere burns everything that isn’t immune to fire. Natives possess fire immunity, and their physiology typically comprises some sort of flame. Visitors need to protect themselves from a variety of harsh environments and fiery hazards, including spontaneous combustion!

The plane of Fire is the least hospitable plane of the multiverse to mortals, yet travelers and lore seekers remain drawn to the majesty and mystery of the plane and its wondrous City of Brass.

The best-known inhabitants of the Sphere are the efreeti, rulers of the magnificent City of Brass, and the most potent and organized creatures on the plane. Under the wise oversight and absolute authority of Grand Sultan Ixingaltrix, the City of Brass is a neutral ground for trade and diplomacy, and a haven to diabolic exiles and curiosity seekers alike. Renowned throughout the Labyrinth, the city’s influence extends far beyond the Sphere.

Dwarf-like azers live in settlements along the edge of the Basalt Barrens, organized into a loose federation of independent clans. Azers living outside this society work as merchants, manufacturers, and guides in the City of Brass or operate interworld caravans, smuggling operations, or courier services.

Mighty salamander clans lay claim to the wastes of the Sea of Ash, where their monarchs [*ToB2*] fight over who can prove the purest bloodline back to the first salamander god-emperor. Such infighting prevents the salamanders from increasing their dominance on the plane.

Other inhabitants include the ubiquitous fire elementals, fire giants, magmin, magma and steam mephits, scorch drakes [*MV*], and the odd red or brass dragon.

Water

The Sphere of Water is an immeasurable expanse of liquid, broken up by the occasional submerged land mass, reef, or sunken hulk. The unending waters remain in constant motion due to temperamental, ever-shifting currents.

Despite the vast, seemingly empty expanses of water, life is abundant. The waters are rife with tiny shrimps and other miniscule creatures. Mollusks and crustaceans live on the land masses, while fish of all sorts swim through the seas, feeding on their favored prey. Creatures of unimaginable size swim in the plane’s farthest reaches.

The center of the plane, Bittereye, is a roughly spherical mass of rotating ice that holds the Arp of Gloaig, the triptych of crystalline vortices that provides natural (though blue) light to the plane. Surrounding Bittereye is the Aquan Totality, a boundless, turbulent expanse of fresh water punctuated with numerous salinized oceans, each of which formed around a sizable solid mass. The Sphere's civilizations are clustered in the Totality. The outer reaches of the Sphere, called the Stygian Veil, appear as a lightless expanse of thick vapor. The Veil has a spongy, solid texture close to the Totality, but it thins the farther one moves from the center of the plane.

Silas *[MV]* are native to the plane, and Pasha Saliandla, a water genie of immense power and status, rules the plane from his throne in the Pearl Fane. His great rival, the Empress Quarrimaj, has an identical palace in the mother-of-pearl city of Nacre, where she entertains mortal petitioners asking her to grant their wishes.

Merfolk construct settlements on coral reefs across the Sphere, ranging from isolated hamlets to the teeming metropolis of Kinvmere in the Sea of Pelenos—the largest city on the plane, with over 250,000 residents. Kinvmere contains portals connecting it to the Dreamer's Islands and the banks of the Styx.

Water elementals swim through the plane in untold numbers. Other inhabitants include ice mephits, merrow, sahuagin, aboleth, and all types of fish, from tiny carp to giant megalodons. Marine dinosaurs, giant octopuses, nautiloids *[ToB3]*, and ocean-going leviathans such as sea serpents, dragon turtles, and krakens swim through the depths.

ETHEREAL PLANE

The Ethereal Plane suffuses each of the Ten Thousand Words, slightly out of phase with the rest of the material world. Arcanists have proven that the Ethereal can be visited, explored, and used in enchanting items or weaving spells, but it appears as a misty, foggy realm with few native inhabitants. Almost nothing grows or lives in the Ethereal, except by dipping into a mortal world for sustenance.

The areas of the Ethereal Plane that overlap with the worlds of the Labyrinth are known as the Border or Near Ethereal. Creatures such as ghosts can see into the Border Ethereal from the Labyrinth and vice versa. The *see invisibility* and *truesight* spells also grant this ability, while the effects of *forcecage* and *wall of force* spells extend into the Ethereal. Phase spiders, nightmares, night hags, and succubi move freely between the Labyrinth and the Ethereal Plane and may be encountered by Ethereal wanderers.

At the far edges of the Border, brilliant, dancing lights form a multicolored aurora, a stunning display of ever-changing patterns. Beyond this curtain of light lies the Deep or True Ethereal, a limitless expanse of fog and mists.

Travelers who wish to reach the Elemental Spheres can find vortices in the Deep Ethereal that lead to these realms. Tiny demiplanes are also scattered through the Deep Ethereal, created by archmages to hide their secret chests, magnificent mansions, or colossal castles.

RIVER STYX

Also known as the Black River, the Ever River, and a dozen other names, the mysterious River Styx offers a way for travelers to journey between the worlds of the Old Ring, the Shadow Realm, the Hells, and the Elemental Spheres—if they are prepared to pay the ferryman's fee.

From the Smithy, waterborne travelers can steer their vessel through the central arch of Five Ways Bridge to join the River Styx. Reaching the river from elsewhere in the Labyrinth might involve travelers covering themselves in blue dye and performing a druidic ritual at a lakeside henge in Old Ring, consuming a mind-bending elixir brewed by the Dreamers, or bargaining with the shadow fey.

Charun the Ferryman, Guardian of Souls and Boatman of the Infinite, is the Lord of the Rivers. His black-robed followers navigate the Styx, offering passage to travelers in their flat-bottomed skiffs in exchange for golden coins or other valuable items. Boatwrights (see Minor Wayfaring Groups in **Chapter 3**) are human traveling folk living on the Styx who earn their keep by ferrying people up and down the river. Where the river passes through the Shadow Realm, travelers can hire a shadow goblin barge. Near the Eleven Hells, foolhardy adventurers might make a deal with a devil to travel on an infernal barque (see **Chapter 5**). The spell *conjure ferryman* (see **Chapter 5**) can also summon a ferry spirit and its boat to transport a small group along the river.

The Styx loops and meanders across the Ten Thousand Worlds in unpredictable ways. Travelers might need to head upriver when downriver seems the logical route or follow a tiny tributary to reach their destination. Journeys can take hours, days, or weeks, and the usual distances between locations has little bearing on the length of the trip. Common beings encountered on the river include river giants *[BoET]*, shadow goblins *[CC]*, shadow river lords *[CC]*, and hezrou demons.

YGGDRASIL, THE WORLD TREE

After the River Styx, Yggdrasil is the best-known planar pathway, connecting to the worlds of the Old Ring through living structures called World Trees, local instances of the cosmos-spanning Yggdrasil itself. Creatures who climb (or enter) a World Tree and ascend for a mile or so transition to the branches of Yggdrasil and the Labyrinth. For more information on World Trees, see Oak Roads in **Chapter 1**.

On Yggdrasil, travelers can traverse a twisting network of branches, known as the oak roads, to their destination. Such trips can take days on foot and are complicated by the constantly changing branches. Travelers discover new branches frequently, while old ones die off and break. Portals formed within Yggdrasil can provide a quicker route between worlds. These appear as holes, doorways, or arches of entwined branches, marked with the Eiwaz rune.

Only the ratatosk and ravenfolk can keep track of which branch or doorway leads where. They cheerfully serve as guides for hire, though even the natives can get turned around or become lost.

Different parts of Yggdrasil maintain their own local gravity. A traveler might need to walk along the underside of a branch or stride vertically up the central trunk. Other branches are treacherous and slippery, or seep sticky resin that hinders movement.

Inhabitants

Yggdrasil's inhabitants relish living on a planar pathway between worlds. Ratatosk (see **Chapter 8**) are the most numerous, along with avian beastkin and humans.

Yggdrasil's great city is Grenstad, city of the five branchings, a place of ratatosk. Three of the five branches go to Midgard (Alvatrad, the Witch Tree, and Wotan's Tree), a single to the Court of the Golden Oak in the Shadow

Realm, and the last to Revelport in the Dreamer's Islands, making Grenstad a vital hub of trade and communication. The ratatosk glory in their position between worlds. They make it clear they are not beastkin but divine messengers of the gods, and that they have known about the Labyrinth far longer than those minotaurs who came later. When challenged, the ratatosk assert that they kept the secret to themselves, so of course the minotaurs are credited with the discovery. Other ratatosk settlements, known as drays, are hidden in scattered locations up and down Yggdrasil; the most famous are Acornray, Conedray, and Snagdray.

The avian beastkin (primarily ravenfolk) live in rookeries, ramshackle collections of individual nests, shops, shrines, and meeting places connected by bridges, walkways, and ladders. They use all manner of materials in the construction of these rookeries, harvested from the tree and scavenged from places across the worlds of the Labyrinth. Yggdrasil's ravenfolk are often Dreamers; their mystics are known as doom croakers.

Humans live in small treehouse villages throughout Yggdrasil. These communities are outposts of the Old Ring faction that developed near the groves of druids charged with growing and nurturing the World Trees. Elves live along the branches closest to Celestia, where they maintain shrines to Solana, their patron goddess.

Travelers in Yggdrasil must be wary of the wilder creatures that build their homes in its canopy, including giant eagles (offspring of the great eagle that keeps watch from the Eyrie), giant elk, giant boars, and storm boars [ToB2]. Toward the bottom of the tree, fell creatures gnaw on the roots, including the foul spawn of Nidhogg (see **Chapter 8**), while the goat-legged kallikantzaros [CC] try to saw through the trunk and void knights [ToB3] guard the cultists there. Void dragonborn (see **Chapter 8**) also have settlements among the roots.

Pathways leading to other worlds are warded by powerful guardians. Where the boughs connect with celestial or fiendish realms, planar flora [MV2] is commonly encountered.

Key Locations

Here are some of the best-known settlements and sites of the World Tree. The Corpse Shore where Nidhogg gnaws on the roots of Yggdrasil is described later in this chapter.

The Eyrie

At the top of the World Tree sits an eagle the size of a roc. No one knows the eagle's name—he keeps it to himself—but he sees from his perch what goes on in the worlds of the Labyrinth. A smaller giant eagle named Vedfolnir also watches from on top of the great eagle's head so that nothing is missed. Ratatosk visit the eagles each morning and evening to find out the latest goings-on and to relay



news from the lower branches and roots of Yggdrasil to the two giant birds. The ratatosk enjoy embellishing what they've heard to stir up trouble, and it's hard to know what the eagle truly saw without climbing to the top of the tree to ask him. Occasionally the great eagle gets so annoyed by what the ratatosk tell him others are saying about him that he threatens to deal with the slanderers firsthand and must be calmed down by Vedfolnir.

Wotan's Gallows

High in the branches of the tree is the sacred place where the Valhallan god Wotan (see **Chapter 6**) hung himself from Yggdrasil, wounded by a spear and without food or drink, for nine days and nights. At the end of his ordeal, the god screamed in agony as he pulled knowledge of rune magic from the Void. A village of ravenfolk called Hrafnby has grown up on the branches close to this holy site. Perched precariously in a crook of the tree, the rookery is a bewildering mishmash of architectural styles and building materials and is home to around a hundred ravenfolk, many of them doom croakers and Dreamers. When the wisest of these mystics die, their souls hang from Wotan's Gallows for seven nights, after which time an egg appears in the place where they died. The departed ravenfolk hatches from the egg, reincarnated into a new body. The souls appear as twinkling motes of light seen hanging from the branches.

Factions and NPCs

Important personages of Yggdrasil are described below. Prominent faction members of the Old Ring are described in **Chapter 3**.

Queen Clarahekkarina

Queen Clarahekkarina (ratatosk warlord [CC]) rules the squirrel-folk of Yggdrasil from the Acorn Palace in Grenstad. The queen possesses a sharp intellect, peppering her subjects with quick-fire questions to cut through ratatosk chatter and identify kernels of vital information relevant to the World Tree.

Determined to protect Yggdrasil from the dangers of the Void, the queen commands a covert organization of elite ratatosk agents and saboteurs known as the Shadowtails who use information gathered by the squirrel-folk to pinpoint threats to the World Tree and eliminate them.

Orrin Bristletail

An expert on the branches and portals of Yggdrasil, Orrin Bristletail (ratatosk) is a member of the Old Ring who offers his services as a guide to travelers on the World Tree. Operating out of Grenstad, Orrin freely wanders Yggdrasil's branches. He is an insatiable talker with a love of sweets (especially dates), and he accepts tasty foodstuffs for his services.

Madbranch Cult

The Madbranch, also called the Cult of Lyssa, is made up of void-tainted (see **Chapter 7**) ratatosk and ratatosk warlords. They hold secret rituals to call upon dark gods in whispered Void Speech and open void portals in remote locations of the World Tree, where the void taint can spread unnoticed. The cult hides in plain sight among ratatosk communities, slowly spreading the Void's corruption through offers of power, infected dreams, and the lure of knowledge. They send secret messengers to Nidhogg, the dragon at Yggdrasil's roots (see the Void section later in this chapter).

Conflict

The ratatosk, the Elders of the Old Ring, and the Dreamers living amid the leaves of Yggdrasil remain vigilant against the threat from the Void. The greatest risk to the World Tree is, of course, Nidhogg and its spawn who gnaw at the trunk to bring about the end of the cosmos. Lesser dangers require attention too: Limbs of the tree can become corrupted when they reach into worlds tainted by the Void, and the Madbranch cult and others work to spread the Void's baleful influence.

CORE WORLDS

These worlds are easy to find from within the Labyrinth and feature elements suitable for heroic fantasy campaigns. They can link to the GM's home campaign or other published settings, providing nearly a dozen worlds that can be visited without a major expedition though uncharted territory.

The known worlds of the Labyrinth are many, though they are centered on roughly ten prominent worlds and the hundred worlds nearest them. Beyond these, the known worlds grow increasingly strange the farther they are from the Labyrinth. Travelers avoid the twelve most prominent dead worlds unless they have specific reason to visit.

ARMILLARY

World Type: Warded

Near Celestia, yet outside the gate to the celestial realms, this work of clockwork creatures is the home plane of the mechadrons. It isn't their first home, for their world was lost to the Void long ago, when Mechadron Prime led its clockwork people on the Great Exodus. Armillary is a world they built from a single living gear salvaged from their lost home.

Armillary is a realm of law and order, inhabited by mechadrons, gearforged, and a small number of trusted dwarves and celestial sydereans—nearly all makers and engineers. The world exists as four enormous metal

rings continually revolving around a central arcane sun. Mechadrons are not known for their imagination, so they refer to the rings as the First, Second, Third, and Fourth Ring. The First and Third Rings orbit the sun in a clockwise direction, while the Second and Fourth Rings turn anticlockwise. There is no night on Armillary, for mechadrons rarely require rest; when a part wears out, they seek repair and renewal at the Great Forge.

Although small numbers of fire elementals and other fiery creatures dwell on the central sun, the majority of Armillary's inhabitants live on or inside the four rings, in complex clockwork structures embellished with bells and whistles. Gleaming brass trains powered by arcane engines circle the rings on tracks, making it easy to travel from one part of Armillary to another. Beings that stay close to home use the trains that run in a continuous loop around a single ring. Those traveling farther take trains run through tunnels to the other rings via arcane portals, or to like-minded worlds in the Labyrinth such as Ravatet, the Clockwork Heaven of Rava. All trains run like clockwork and on time.

The mechadrons have a boundless appetite for metals, coal, and workable stone as they expand their small world into a much larger one. They speak of "the Fifth Ring," a project that may take centuries to bring into being and is referred to as "Phase One" of "the Plan." The Plan is the driving force that provides every mechadron with its purpose. To non-mechadrons, it explains the mechadrons' sometimes infuriating or baffling behavior.

Only the members of the Quadrum Conclave at the top of the mechadron hierarchy understand the entirety of the Plan, but Kontak Tekar and other high-ranking Keepers believe the Plan is a bold scheme to seal away the Void and eliminate the threat to the mechadrons once and for all. Whatever it is, the Plan drives Armillary and mechadron society onward.

Key Locations

Several of Armillary's important sites are described below.

Grand Central Sprocket

With dozens of levels filled with complex machinery, this huge, many-tiered, revolving clockwork tower extends from the outer rim of the First Ring, through the ring's interior to the inner rim. Inside the Grand Central Sprocket, thousands of mechadrons are hard at work, transmitting messages up and down the mechadron hierarchy and performing the computations needed to ensure the Plan remains on track.



At the heart of the tower, equidistant between the outside and inside edges of the ring, the mechadron leaders meet in the Chamber of the Quadrum Conclave. Magical viewing panels made from arcane glass line the walls of this gleaming golden chamber, allowing the Quadrum Conclave to monitor the worlds across the Labyrinth and consider how events affect the Plan.

Empty Throne of Mechadron Prime

Thought to be a fragmentary demiplane of the mechadrons' old home world, this chamber in the Second Ring contains a metallic throne that shines with inner blue light. It stands fully fifteen feet tall, with strange cables, gears, and sockets all around. The mechadrons believe the Empty Throne to be haunted by the spirit of their ancestor, Mechadron Prime, who led them to safety from their doomed world before it fell into the Void.

Although this mass migration, known as the Great Exodus, saved the mechadrons from corruption or destruction by the Void, Mechadron Prime itself became lost somewhere in the Labyrinth and is thought to have

sacrificed itself to allow its people to survive. However, high-ranking mechadrons who have connected to the Empty Throne claim they received transmissions from a living Mechadron Prime, trapped in a remote part of the Labyrinth. The Plan has been adjusted to incorporate Mechadron Prime's retrieval.

Great Forge

Occupying more than half of the Third Ring, the Great Forge is Armillary's vast workshop and factory, belching smoke from the tall chimneys that protrude from the outer and inner rims of the ring. Crucibles filled with molten metal travel in all directions through the forge on heavy duty steel cables, and clockwork parts whizz along the production lines on fast-moving conveyor belts.

Here, new mechadrons are assembled, and older models are repaired, reconfigured, or dismantled for parts. This is also where new buildings and sections of Armillary are constructed, and where the mechadrons and their gearforged, dwarven, and syderean mechanist allies devise and blend high magic with mechanical technology to manufacture new clockwork items. An entire wing of the Great Forge is devoted to schematics and early construction of the Fifth Ring. So far, only small-scale prototype sections have been built, but there are more than enough of these to fill a huge warehouse.

Factions and NPCs

Important personages and factions of Armillary are described below.

The Integron

The mechadrons' Plan consists of numerous moving parts—literally. One initiative is led by the Integron [MV2], ruler of the Clockwork Kingdom, an army of mechadrons that marches through the Labyrinth collecting fuel, metal, and other resources to be transported back to Armillary via portals. The Integron takes its kingdom on a bizarre, circuitous route across the worlds, following the inscrutable directives of the Quadrum Conclave.

Keepers of the Keys

The Keepers (see **Chapter 3**) are friends and allies of the mechadrons, sharing technological innovations and intelligence about the machinations of the Void. The Keepers act as intermediaries in disputes between the Quadrum Conclave and the Old Ring over deforestation.

The Keeper mechanist Kontak Tekar sent Brunwen Copperplate, a gearforged mechanist with a dwarf chassis (and one of his most talented apprentices), to study at the Great Forge. Working with the mechadrons, Brunwen has invented a void detector (see **Chapter 5**) that can be mass-produced and issued to Keeper field operatives.

Quadrum Conclave

Since the Great Exodus when Mechadron Prime went missing, leadership of the mechadrons has been in the hands of the Quadrum Conclave, four powerful mechadrons who appear as levitating pyramids of gleaming golden metal with a single eye in the middle of each of their four faces. The names of the council members are not easily translated into Labyrinthine from Machine Speech, so non-mechadrons call all of them "Second Mechadron," without worrying about which is which.

The Quadrum Conclave gathers in their council chamber in the Grand Central Sprocket, considering what proactive or corrective actions should be taken to advance the Plan.

Conflict

The mechadrons' constant need for fuel and mineral resources means they are often at odds with the Old Ring, who object to having their forests destroyed and their mountains mined in the name of progress. These disputes turn violent as angry druids sabotage mechadron sites on their worlds.

Armillary residents take up arms to combat infernal raids from the Eleven Hells. Imps and chain devils in the service of the powerful automata devil [ToB1] known as The Forked Machine use fiery hidden tunnels to enter the Great Forge from the Labyrinth and plunder valuable components and supplies.

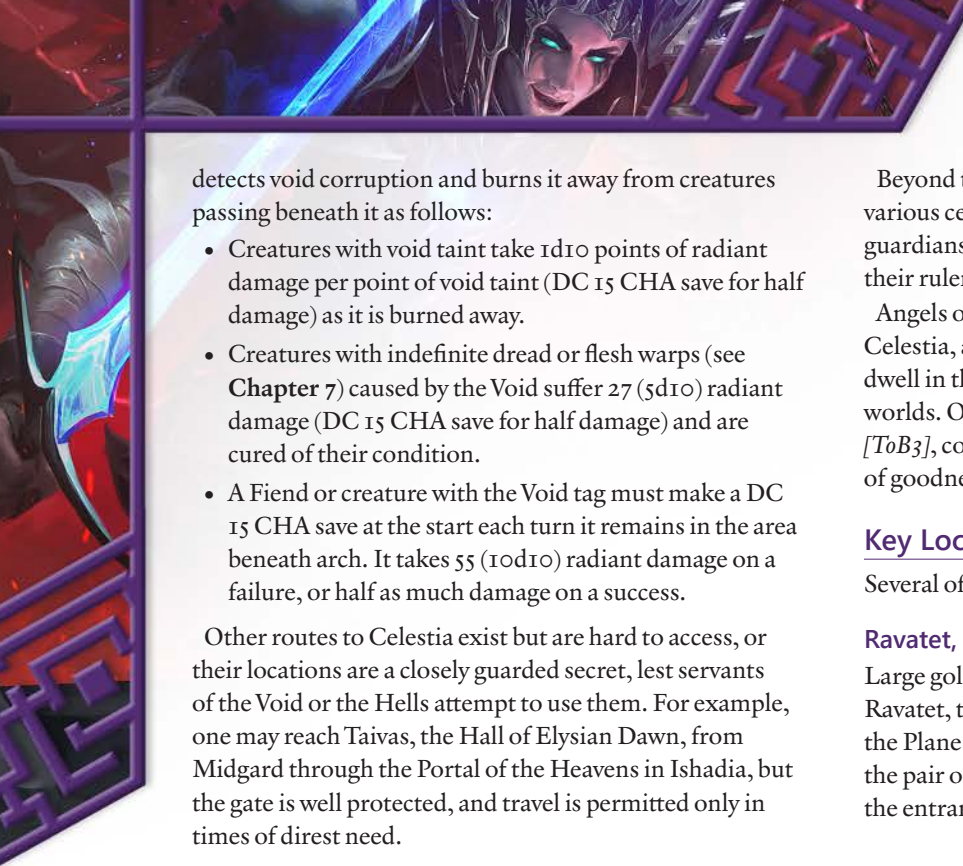
CELESTIA

World Type: Sunlit

Referred to as the heavens or the celestial realms, Celestia is an assembly of worlds of law, strength, and divine providence untouched by the Void. Protected by beneficent angels and demigods, these worlds are ruled with justice and mercy. The total number of celestial realms is believed to number between seven and seventy-seven; the lesser realms are ephemeral worlds that greater angels literally carry with them and thus are difficult to tally. The Lesser Heaven of the Archangel Iilar'jil, the angel called the Fire of Forgotten Hope, is one such realm, a beacon moving through the Labyrinth.

To enter the celestial realms, travelers must traverse the crystal highway, a route through the Labyrinth suffused with sunlight. Members of the Concord of Stars and other travelers from the Smithy can reach the highway by climbing the Celestial Steps from the First Forge Temple or take the Transit Roundway via the World Tree.

At the end of the highway stands the Celestial Arch, through which all visitors must pass to enter any of the realms of Celestia. This magnificent gateway is decorated with bricks of lapis lazuli and gold representations of Solana, Rava, and their angels, as well as celestial dragons, lamassu, and other magical beasts. The Celestial Arch



detects void corruption and burns it away from creatures passing beneath it as follows:

- Creatures with void taint take 1d10 points of radiant damage per point of void taint (DC 15 CHA save for half damage) as it is burned away.
- Creatures with indefinite dread or flesh warps (see **Chapter 7**) caused by the Void suffer 27 (5d10) radiant damage (DC 15 CHA save for half damage) and are cured of their condition.
- A Fiend or creature with the Void tag must make a DC 15 CHA save at the start each turn it remains in the area beneath arch. It takes 55 (10d10) radiant damage on a failure, or half as much damage on a success.

Other routes to Celestia exist but are hard to access, or their locations are a closely guarded secret, lest servants of the Void or the Hells attempt to use them. For example, one may reach Taivas, the Hall of Elysian Dawn, from Midgard through the Portal of the Heavens in Ishadia, but the gate is well protected, and travel is permitted only in times of direst need.

Beyond the Celestial Arch, golden portals lead to the various celestial worlds, each with its own gates and guardians. Like the Hells, the celestial realms depend on their rulers to keep them secure and organized.

Angels of all types are the primary inhabitants of Celestia, and celestial sydereans, star elves, and humans dwell in the shining cities and towns on many of the worlds. Other creatures living here include archons [ToB3], couatls, lamassu, pegasi, and such celestial beings of goodness and light.

Key Locations

Several of the best-known worlds are described below.

Ravatet, Clockwork Heaven of Rava

Large golden cogs and gears secure the huge twin gates to Ravatet, the Clockwork Heaven of Rava, also known as the Plane of Gears. The gates unlock at the command of the pair of winged clockwork myrmidons [ToB1] guarding the entrance.



The Clockwork Heaven is ruled on Rava's behalf by her seneschal Archangel Hala'ath [*Tb3*], the Sentinel of Progress. Hala'ath's residence is the Gyrespring Fortress, a shining palace of clockwork and dusky quartz, alive at all hours with the sound of hammers on metal, winding gears, and industry of all types. Dozens of haladrons [*Tb3*], mechanical servitors that resemble toothed cogs with unblinking central eyes and steel wings, buzz around the fortress. Hala'ath sends its haladrons to aid those who petition and are proved worthy of its aid.

Other locations of interest occupying the faces of the gigantic gears that make up Rava's realm include the Burnished Grove, a clockwork forest that is home to Mainspring, a strangely metallic World Tree, and the goddess' purgatories: the Desert of Rust, the Hall of Inevitable Fate, and the Junkyard of Broken Cogs.

Shining Heaven of Solana

The realm of the Sun Goddess is a gleaming city of alabaster buildings and golden domes and spires. Here, it is always daytime—as soon as the sun sets in the sky, it rises again, heralding a new dawn. The Shining Heaven's splendid palaces, castles, and temples float on islands of gold and silver clouds, connected by wondrous glass bridges and staircases of elaborate elven design that reflect and refract the golden light emanating from the sun above. The city is also home to the Furnace of the Righteous, a great forge where dwarven master smiths manufacture weapons and armor to equip the celestial armies against their enemies.

The Concord of Stars maintains an embassy and faction headquarters here in an impossibly tall tower called Sunbeam Spire. Comet tunnels to Hopefire, the Concord's principal headquarters in Sunhome, and the First Forge Temple in the Smithy allow supernaturally fast—if somewhat discombobulating—travel between the three locations. Lysanthir Dawnbright, a star elf high priest of Solana, is the Concordan ambassador, a highly skilled diplomat capable of subtly flattering Archangel Zadramiel's sizeable ego to win military support for the faction's fight against the Void.

Taivas, The Hall of Elysian Dawn

The Seven Known Heavens comprise a range of celestial mountains divided into horizontal subplanes that form seven layers called “halls” or “heavens.” Taivas, the lowest of the halls and the only one easily accessible from the Labyrinth, is a land of sloped valleys and the sprawling bases of uncountable mountains.

Animals of every variety populate the mountain slopes, as do crumbling ruins: remnants of the world's brief occupation in the ancient past by the ahu-nixta (see **Chapter 8**) and the rebellion of their celestial dragons.

Several celestial dragons remain in Elysian Dawn, dwelling in caves, aeries, and towers spaced around the realm to guard against future incursions. The eldest is Astorlumenion, an ancient light dragon [*CC*] and seer, who offers guidance to those who reach his lofty library, dispensing his wisdom in verse.

Ulchin, the City of Penance, is the largest city in Taivas, ruled by the planetar [*MV*] Adriel, the Archangel of Hope. The city hosts pilgrims from across the Labyrinth who seek to climb the Seven Known Heavens, a grueling challenge that tests the mettle and faith of any traveler.

Factions and NPCs

Important personages and factions of Celestia are described below. The Concord of Stars faction is described in **Chapter 3**.

Archangel Zadramiel

No single being rules the whole of the celestial realms—each realm is independent—but Archangel Zadramiel, the golden solar who governs the Shining Heaven of Solana on the goddess's behalf, is widely acknowledged as the closest Celestia has to a leader. Zadramiel heads the Angelic Council that meets four times a year to discuss the threat from the Void and other concerns.

Never known for his modesty, Zadramiel has grown even more pompous since becoming head of the council. He believes that no other angelic commander possesses either his tactical nous or his righteous fury in battle, and his unsolicited pearls of wisdom have a habit of rubbing the other archangels the wrong way. Some believe his pride and vanity will lead to an epic collapse—though not any time soon.

Lumiazra

Lumiazra is a kalkydra angel [*Tb3*], appearing as a copper-scaled serpent with six pairs of feathered, pearlescent wings. For centuries, Lumiazra has been a loyal servant of Solana, her joyous song heralding the dawning of each new day from the Sun Goddess' magnificent golden-domed cathedral. But recently a silver-tongued agent of the Eleven Hells snuck into Celestia and whispers insidiously in Lumiazra's ear, offering intelligence on the Last Cathedral in exchange for “trivial favors.” One such favor involves eliminating a group of adventurers who are causing trouble for Heaven and Hell alike. . . .

Thoelle, Shepherdess of the Watchful Eyes

Thoelle is a song angel [*CC*] whose divine task is to keep watch for incursions from the Void or the Hells. A cadre of eyes of the gods [*CC*] under Thoelle's command float singly or in pairs across Celestia. When they observe something amiss, the eyes report to Thoelle. Little escapes her notice.

Conflict

To ensure that the Void does not increase its hold over the Labyrinth, Celestia's armies of angels and mortals wage war across the worlds, fighting valiantly alongside the paladins and mages of the Concord of Stars in the front line to hold back the darkness.

Celestia remains safe from the Void's influence due to its powerful wards and the eternal vigilance of its angelic inhabitants. Still, although the Celestial Arch prevents agents of the Void or fiends from entering through heaven's front door, trouble finds secret ways in. The forces of evil are persistent, stealing celestial chariots or sneaking in via obscure branches of the World Tree. Successful incursions are rare and are crushed swiftly with overwhelming force. Recently, a small group of *ahu-nixta* attempted to enter Taivas to search their ancient ruins, but they were detected by the eyes of the gods and destroyed.

COLDFORGE

World Type: Darkened

Coldforge is a largely desolate world of ice, snow, and abandoned cities. It is on the verge of becoming a dead world, having succumbed to the forces of the Void.

Although it was abandoned long ago by its original inhabitants, Coldforge still shows flickering signs of life, thanks to regular visits by members of the Concord of Stars and dwarves and smiths affiliated with the Keepers of the Keys. Both factions have temporary bases on Coldforge as they search for superior enchanted weapons, armor, and secrets once known to the Dwellers, the rulers of Coldforge who mysteriously vanished three hundred years ago.

The Dwellers were stone dwarves whose realm encompassed a mountainous realm of enchanted fires and deep tunnels, connected by outrageous bridges, aqueducts, and sky ship docks. The ingenious engineers and mechanists built a variety of Constructs to mine the mountains for gold and gemstones.

The Dwellers' extensive mining operations led to their disappearance. Digging increasingly deeper shafts and tunnels, the dwarves unearthed a wondrous ore they named *malchonite*, which yielded a shining, reddish-gold metal. The Dwellers began excavating *malchonite*, melting down the ore to produce magical weapons and armor of superb quality.

Unfortunately, the ore came from the colossal stony body of a living being—a hibernating primordial named *Ursaxulith*. Having pieces chipped from its body awakened *Ursaxulith*, and the furious primordial shook the earth beneath the mountains, collapsing the mines and burying hundreds of Dwellers in mile-deep tombs. Worse, *Ursaxulith*'s consciousness reached through the rock to the forges and warehouses full of the stored *malchonite*.

Its wrath permeated the upper halls of the Dwellers' realm, driving the dwarves into a murderous rage. Most died in the carnage, but a handful escaped—some in a sky ship, others through the Labyrinth.

Today, the mechanical servants of the Dwellers still inhabit the halls and tunnels of their former realm. These loyal retainers are forge servitors (see **Chapter 8**), stumbling warrior golems, and a handful of gibbering gearforged, minds shattered by the voice of *Ursaxulith*.

Travelers to Coldforge must also face its undead guardians, the frost knights (see **Chapter 8**). When they were still living void cultists, the knights served in the army of the King of the Death Knights, which invaded Coldforge after the Dwellers' demise. Some succumbed to the extreme cold or died in battle against the Constructs; others came under *Ursaxulith*'s influence when they discovered the *malchonite* ore still stored in the upper halls of the Dwellers and slaughtered each other. When the cultists died, they rose as undead frost knights and remain here, stationed by their king to ensure Coldforge remains forever desolate and lifeless.

These unliving warriors can be encountered anywhere on Coldforge. Frost knights wear armor of metal, leather, and bone, and open-face helmets that reveal their glowing blue empty eye sockets. They wield mighty warhammers capable of shattering the weapons and armor of their enemies.



Dangers of Coldforge

In addition to its hostile inhabitants, visitors to Coldforge must protect themselves against extreme cold (see hazard in *Player's Guide*). In addition, the weather has the following effects:

- Temperatures swing wildly from minus 20 degrees Fahrenheit to minus 65—cold enough to freeze the skin in minutes.
- Items made of metal, wood, and glass become more brittle. Halve the hit points of such objects.
- Nonmagical weapons shatter on an attack roll of a natural 1.
- Nonmagical armor and shields take a cumulative –1 penalty to Armor Class each time the wearer is damaged by a critical hit. When the AC of the armor reaches 10 or the AC bonus of a shield reaches 0, the item has broken and requires repair.
- After 1 hour, containers of liquid (such as a potion, alchemist fire, oil, or holy water) freeze. Roll 1d6 for each such container. On a 1, the ice shatters its container.

Malchonite ore remains a danger to living creatures entering the Halls of the Dwellers. Creatures in proximity to the raw ore risk falling under the influence of its sinister curse (see **Malchonite Exposure**).

Despite the risk in handling it, malchonite is highly prized. Once smelted, malchonite loses its connection to Ursaxulith and becomes inert, no longer posing a risk to those in its proximity. Weapons and armor forged from malchonite are treated as magical and always gleam, never becoming dirty or dull.

Malchonite Exposure

Curse

Malchonite ore is a danger to living creatures on Coldforge. Cursed creatures fly into an immediate and unyielding rage—a sinister glow, like mirror-bright bronze, shines in the pupils of affected creatures. In extreme circumstances, cursed creatures may disintegrate into flakes of malchonite, becoming part of Ursaxulith, the ancient earth primordial whose body spans most of Coldforge.

Trigger: A living creature comes within proximity of malchonite ore. Consult the **Malchonite Ore Exposure** table to determine whether a creature is close enough to the ore to become affected, and for the WIS save DC.

MALCHONITE ORE EXPOSURE

Source Size	Proximity	Wis Save DC
Rock	Touch	DC 5
Pack	5 feet	DC 8
Mine cart	10 feet	DC 10
Silo	30 feet	DC 15

Effects: A cursed creature must succeed on a WIS save or fly into a murderous rage for 1 minute, attacking any nearby creatures to the best of its ability, whether friend or foe. At the end of each of its turns, the creature can make another WIS save. On a success, the effect ends.

Resolution: A *remove curse* spell cast on a frenzied target calms them until the end of their next turn. Alternatively, a *remove curse* spell cast on the malchonite source makes it safe to handle for 1 minute—though Ursaxulith immediately realizes it has been targeted by a spell.

Key Locations

Several notable Coldforge sites are described below.

Halls of the Dwellers

A huge network of halls, forges, and workshops built by the Dwellers lies beneath the high peaks of Coldforge. Explorers in the upper levels can discover magical weapons, armor, and other wondrous items, as well as skeletal corpses of the dwarven dead who slew each other in the distant past. Adventurers may also unearth dangerous caches of malchonite ore and encounter frost knights, lesser Undead, and Dweller Constructs, both deadly and harmless.

The lower levels of the complex are harder to traverse, since many of the corridors and chambers have caved in, but great riches may lie buried here. Those brave enough to risk the dangers of the collapsed mines might discover the priceless lost lore of the Dweller mechanists.

Khorduruhl Gates

The Keepers of the Keys have a small outpost in a cavern outside the Khorduruhl Gates, an impressive pair of giant, bronze-clad doors opening to the Halls of the Dwellers. A tunnel leads from the cavern to the Labyrinth and ultimately to the Smithy.

The Keepers have made several incursions into the dwarven ruins. The last one ended disastrously when the expedition discovered a room piled high with malchonite ore. Now, only a handful of Keepers remain alive, pinned down in their camp by frost knights who prevent their return to the Smithy.

Rimefrost Keep

Located in the frozen wastes twenty miles from the Halls of the Dwellers, this icy stone tower is the headquarters of Coldforge's frost knight garrison. Standing 150 feet tall, the six-story keep is topped with a landing platform for the void dragon ridden by Lord Terric Winterspite, the knights' commander. The altar of glowing blue ice that dominates the keep's Great Hall swells the ranks of the frost knights by transforming corpses of fallen visitors into loyal frost knights.

Sky Dome Outpost

The Concord of Stars came to Coldforge via a portal from a starry highway through the Labyrinth. Their portal opened in the former sky ship dock of the Dwellers, a landing platform high in the mountains, covered by an enormous half dome of magically reinforced glass and wrought iron. The dome is still intact and provides some shelter, although it is open to the elements at the western end. An ancient sky ship stands on the platform; it no longer functions but could be repaired if the magical power source is replaced (see Vehicle Repair in the *Player's Guide*).

The Concordan outpost consists of a handful of tents and cabins constructed from logs brought in through the Labyrinth. A hardy group of clerics, paladins, and wizards live here under the command of Kairia Sunrise (see below).

Factions and NPCs

Three important individuals on Coldforge are described below.

Graldrim Amberhand

The leader of the Keepers of the Keys expedition is Graldrim Amberhand, a fireforge dwarf mechanist who manufactures magical weapons at the Arcane Foundry in the Smithy. Graldrim searches the Halls of the Dwellers for molds and schematics for items that can be used against the Void. He is currently hiding from a belligerent bronze golem [CC] in a partly collapsed chamber in the Halls.

Kairia Sunrise

The Concordan commander on Coldforge is a proud celestial syderean mage called Kairia Sunrise who specializes in angelic magic. Her group has mounted several expeditions into the Halls of the Dwellers and recovered a small cache of magical weapons and armor. They regularly fight off groups of frost knights and keep the portal in the Sky Dome Outpost under constant guard to prevent the undead from accessing the Labyrinth.

Lord Terric Winterspite

Commanding the frost knights of Coldforge from their headquarters at Rimefrost Keep, the death knight Lord Terric Winterspite is under orders from Visimar, King of the Death Knights, to ensure that the world doesn't regain any semblance of life. Lord Terric patrols Coldforge on a young void dragon named Rulveidix the Life Stealer.

Ursaxulith

Ursaxulith is an ancient primordial force tied to the Elemental Sphere of Earth. After disposing of the Dwellers, Ursaxulith went back to sleep. It wakes briefly when it senses the presence of intruders.

Ursaxulith is aware of living creatures anywhere in the Halls of the Dwellers through the stored caches of malchonite ore, and it can communicate with intruders telepathically in Primordial. It can also trigger an earthquake (as the *earthquake* spell) up to three times per day.

Those who hear Ursaxulith's voice in their heads can calm the angry primordial temporarily with a successful DC 25 CHA (Persuasion) check and perhaps convince it to allow them to explore the halls safely for a limited time—if they promise not to remove any ore.

DREAMER'S ISLANDS

World Type: Shadowed

These islands on the shore of the Astral Sea are warm, shimmering, inviting, and rich with tropical nights and disquieting dreams. The Servants of the Dreaming God find them congenial, but few others do.

The Servants of the Dreaming God gather here because new worlds are born in the Astral Sea not far from the Dreamer's Islands. When a new world is ready to emerge from the Astral essence, the Dreamers learn of it through their dreams and visions. Many believe their dreams make these new worlds real. However these worlds come to be born, the Dreamers sail as fast as they can on their swift-moving ships to the new world's location in the Astral Sea to be the first to experience its wonders.

But the Dreamers are not alone in wanting to reach these new worlds. The infernals of the Hells maintain a constant vigil from their island base of Brimstone Tower and launch their infernal barques (see **Chapter 5**) as soon as they learn of a new birth. The infernals don't wish to explore the nascent worlds, but to sacrifice them on the Altar of Innocence, thus keeping their realms safe from the Void's influence.

The bright blue seas around the Dreamer's Islands are dotted with small cays, coral atolls, and dangerous reefs. Toward the south, where the waters merge with the Astral Sea, the sea takes on that plane's characteristics, glowing with strange, multicolored light.

The islands' sandy beaches and palm trees give way further inland to dense jungle. The interiors of the large islands are hilly or mountainous, and several are volcanic. Most are inhabited, though sparsely, by humans and other intelligent species, along with dangerous beasts, aberrant creatures, and poisonous flora.

Ruined temples to forgotten gods, enormous carved stone heads, and crumbling step pyramids lie deep in the jungles, luring explorers to their doom with the promise of untold riches. Those who spend the night in these ancient places experience unsettling dreams.

Key Locations

Notable sites in the Dreamer's Islands are described below.

Coral Arch

Towering above the waves, this great archway of bright pink coral is a two-way portal to the Everrun River and the Smithy. A community of merfolk lives in a large reef beneath the arch, in a place of woven kelp called Deep Selas. Travelers arriving from the Labyrinth are expected to pay tribute to the proud Queen of the Deeps.

Delinos

Located in a sandy cove on the island of Bamahi, the village of Delinos is a place of pilgrimage for followers of the Dreaming God. Here, the priests of Cartokk hold festivals to celebrate the arrival of spring, the tropical heat of summer, bountiful harvests, and the cooler winds of winter.

The Temple of the Golden Portal, the Dreaming God's greatest shrine, stands atop a hill overlooking the bay. The temple is built around a defunct portal that once led to the chamber where Cartokk lies dreaming. Priests perform daily rituals to reopen the portal, repeatedly met with failure.

Leviathans' Graveyard

Weird, colossal creatures from the Astral Sea drift into the seas around the Dreamer's Islands when they feel death approaching. They swim down several thousand feet below the surface to a deep trench, called the Leviathans' Graveyard, where their lives ebb away. The rotting remains and gargantuan bones of these enormous creatures lie strewn along the bottom of the miles-long trench. Valuable treasures rest among the giant skeletons—items held or carried by creatures they swallowed. Great riches await explorers brave enough to venture this deep beneath the ocean, but those few who have done so and returned speak of insidious, terrifying whispers in the dark.

Revelport

This lively harbor town, situated in a sheltered bay on the island of Sankertu, hosts Dreamers and like-minded souls who celebrate in between expeditions into the Astral Sea to visit newborn worlds or explore remote jungle ruins. The Dreamers' fleet is stationed here, at the largest settlement on the island. Its sails, rope, and shipbuilding attracted members of the Boatwrights, who have a small community



within Revelport. In addition to providing skilled labor in the shipyard, they bring much-needed navigational and piloting expertise to Dreamer expeditions.

Tlazonak

Deep beneath the waves, in the center of a ring of more than a dozen coral atolls, lie the sunken cyclopean ruins of Tlazonak. Once a gleaming city of gold and orichalcum built by the mysterious Ancients, Tlazonak sank to the bottom of the sea following the eruption of its mighty volcano.

Now inhabited by deep ones [ToB1] who perform blasphemous rites in honor of their vile undersea gods among the city's broken pillars, the ruins have portals to dead worlds where the Ancients once held sway. One such gateway leads to Whispering Dunes, another to the Crypt of the Glittering Gods, the deep ones' legendary burial ground (see Chapter 3).

The Vortex

This fearsome whirlpool pulls ships into its tumultuous waters and then transports them to a random world or the Aquan Totality of the Sphere of Water. The unpredictable portal operates in both directions: travelers have arrived here by sailing over the edge of Midgard or by tumbling over a waterfall on an obscure tributary of the River Styx.

Factions and NPCs

No single figure rules the Dreamer's Islands, but Leshay, the Lady of the Dance and a key figure among the Servants of the Dreaming God (see Chapter 3), is the closest there is to an authority figure. Leshay divides her time between her mansion in Revelport and the beaches, jungles, and mountains of the other islands. The Servants of the Dreaming God and the infernals are the dominant factions in the Dreamer's Islands. Important members of these groups are described below.

Captain Loic Helmward

Captain Loic Helmward (human bard), a Dreamer, former explorer, and utter reprobate, is the charismatic mayor of Revelport. Although Loic professes to have retired from adventuring, he regularly leaves town in his shining brass submersible to be among the first Dreamers to set foot on a new world and is always willing to cross blades with the infernals.

Green Sisters

Three wood hags [ToB3] dwell in the Cave of the Mystics on the island of Rongan, where they harvest rare plants in the jungle and weird mushrooms from subterranean caverns. Using these ingredients, they brew psychotropic concoctions that the Dreamers drink to travel the Labyrinth or imagine new worlds. The Green Sisters trade

these potions for secrets they share with their mistress, the fey lady Nicnevin, Queen of Witches [ToB1]. The infernals have tried to trick the Sisters into giving them potions so they can bring their own worlds into being, so far without success.

Jelzimeth, the World Butcher

Commander of the infernals based at Brimstone Tower, Jelzimeth (horned devil) takes her orders from Countess Levosu, the honey-tongued (but ruthless) ambassador of the Greater Hell of Tyver-Sarok. A coward and a bully, Jelzimeth stops at nothing to seize newly created worlds to feed to the Void.

The World Butcher commands a fleet of infernal barques (see Chapter 5) and wields a fiery magical trident given to her by her mistress. When Jelzimeth embeds this weapon in the earth of a new world, the world shrinks down to a six-inch diameter sphere that can easily be transported to the Hells and sacrificed on the Altar of Innocence.

Jelzimeth loathes Loic Helmward, as the Dreamer captain has made her look foolish in front of her troops on more than one occasion. In particular, Loic once disarmed Jelzimeth and impaled her with her own trident, pinning her to a coconut palm. When she pulled herself free, she was struck on the head by several coconuts, to the amusement of Helmward and his crew.

Conflict

The clash between the Dreamers and the infernals over the fate of the new worlds born in the Astral Sea drives events in the Dreamer's Islands. Each group spies on the other, and fierce battles occur between the two factions whenever a new world is discovered. The Dreamers know that if they reach a new world before the infernals do, they can ward it against the power of the Hells and save it from being sacrificed.

GREATER HELL OF TYVER-SAROK

World Type: Darkened

Sages disagree about whether Tyver-Sarok is a core world of the Labyrinth or a plane of Hell. The simple answer is that it's both. The arch-devils and demon princes of the Eleven Hells named it the Greater Hell of Tyver-Sarok, but it sits just outside the Eleven Hells and is connected to the Smithy and the rest of the Labyrinth.

Nicknamed the "friendly face of Hell," Tyver-Sarok welcomes visitors. This is where members of the Keepers of the Keys, Old Ring, and Servants of the Dreaming God come to parley with infernal diplomats and agents of Hell's rulers. Representatives of the Concord of Stars visit here on rare occasions.

The Greater Hell is dominated by the gleaming palaces and halls of its nobles and diplomats. Invited guests are met at the Labyrinth entrance and whisked to the palace district in opulent carriages. Here, they are wined and dined by Tyver-Sarok's diplomats, the risolan devils (see **Chapter 8**), in baroque salons decorated with ornate golden furniture and plush crimson carpets while they discuss potential pacts and mutually beneficial arrangements.

For everyone else, including adventurers, reaching these luxurious sites isn't an easy task. The palace district is surrounded by a fiendishly difficult maze of bewildering corridors and tall hedges of razor-sharp, poisonous thorns. Barbed and bearded devils patrol the maze, bullying hapless wanderers into paying extortionate fees for a visitor's permit or demanding hefty bribes for directions, and vrocks haunt the skies, attacking anyone attempting to fly over. Taking a wrong turning in the maze can land a visitor in one of the Eleven Hells (see sidebar), at the Fire Wheel (see Links and Tunnels earlier in this chapter), or elsewhere in the Labyrinth.

As uninvited visitors approach the heart of the Greater Hell, their torment isn't over. Here, they are forced to join a seemingly endless queue that loops many times around the enormous Great Hall and moves at a snail's pace. After hours of queuing, the visitor is asked a series of tedious questions by an officious scribe devil [*ToB2*] before their permit is hopefully ratified and they are admitted to the palace district. Anyone without the correct permit must return to the maze and obtain one before rejoining the queue, which has of course become longer in the meantime.

Although under infernal control and therefore inherently malevolent, the Greater Hell of Tyver-Sarok is largely uncorrupted by the Void. The use of void magic is strictly controlled by infernal barons, countesses, and arch-devils, who fiercely defend their world against void corruption by anyone other than themselves.

Behind the Greater Hell's smiling facade lies a sinister truth. To keep Tyver-Sarok and the Eleven Hells free from the Void's influence, the infernals seize new worlds and sacrifice them on the Altar of Innocence, casting them into the Abyss to feed the Void.

Key Locations

Two infamous locations in Tyver-Sarok are described below.

Altar of Innocence

Deep beneath Countess Levosu's palace lies a vast hidden chamber known as the Altar of Innocence. Guests of the countess who become lost in the palace and stumble across this secret vault are never seen again.

The chamber is dominated by a large round pit that descends into utter darkness. An altar of pure white marble, carved with blasphemous runes, stands on a circular platform extending over the pit.

When Jelzimeth the World Butcher captures a newborn world in the Astral Sea, it is brought to this chamber as a six-inch sphere. There, it is released to float above the altar, where it is offered to the Void in a dark ritual conducted by a cabal of risolan devils. At the culmination of the ceremony, a portal to the Void opens inside the pit, and the world is hurled into its heart to be consumed.

Gilded Gates

These golden gates carved with the grinning faces of goat-headed risolan devils (see **Chapter 8**) guard the main entrance to the Greater Hell of Tyver-Sarok from the Labyrinth. The Gilded Gates stand at the end of the Path of the Damned, a stifling hot tunnel that leads from the Smithy, its walls studded with glowing coals.

ELEVEN HELLS

The Eleven Hells are listed below, roughly ranked from the easiest to enter via Tyver-Sarok to the most difficult. Half a dozen or so lesser hells can also be reached via portals or pathways. Labyrinthians know that the Eleven Hells designation is subject to change. For reasons known only to the infernals, sometimes a lesser hell is suddenly acknowledged as a greater one, and a greater hell is demoted.

The roads and gates between the Hells are controlled by the archdukes, dark gods, and demon lords who rule them. Traveling from one hell to the next involves esoteric transdimensional arcane rites known primarily to fiends and certain trusted cultists.

1. Urgennos, Luminous Hell of Fire and Sulfur
2. Efrizarr, Frozen Hell of Ice and Silence
3. Qes-al-Marit, Shifting Hell of Darkness and Bone Dunes
4. Archedantuss, Riverine Hell of the Styx and Lethe
5. Bzeletalet, Buzzing Hell of Insects
6. Snorecksubo, Lingering Hell of Plagues
7. Emwabbik Em, Alien Hell of the Acid Abyss
8. Fleggesun, Fetid Hell of Cannibal Rot
9. Nakhol, Vanishing Hell of Ignorance
10. Sooleleed, Mirror Hell of Lies
11. Chundresh, Hunter's Hell of Blood and Fear

The gates swing open when approached from the Labyrinth. Beyond lies a courtyard where ornate carriages pulled by nightmares wait. An ink devil in a red hat [ToB1] checks a lengthy scroll for the visitors' names. Those on his list of invited guests can board a carriage; everyone else must take their chances in the maze.

Factions and NPCs

The Dreamers, Elders, and Keepers are regular visitors to the Greater Hell, forging alliances of convenience with the infernals against the Void and hiring fiendish mercenaries to do their dirty work. Influential infernals are listed below.

Countess Levosu

The honey-tongued ambassador of Tyver-Sarok is an erinyes devil and fallen angel. Red-haired, stunningly attractive, and always armed with a seductive smile, Countess Levosu uses her wiles to charm representatives from the other factions into making agreements that advance the infernal agenda. See **Chapter 3** for more information.

Galphujimus

The former seneschal of Volzmalech, an arachnocrat devil [ToB2] named Galphujimus lives in the elegantly furnished Palace of Silk in the center of Tyver-Sarok. He dresses in the finest silk robes and wears bejeweled veils to conceal his arachnid features from mortal guests. Galphujimus remains loyal to Volzmalech and plots with spies from the Great Chantry of the Voidmother to undermine Countess Levosu's regency and reinstate her master.

Sagacious Lirabeth

Somewhere in the maze that surrounds the palaces of the Greater Hell is a tower of twisted iron belonging to the infernal tutor [ToB3] known as Sagacious Lirabeth. Travelers to Tyver-Sarok seek out this infernal mystic for her wisdom and knowledge, and Lirabeth is all too willing to share her insidious teachings with these naive individuals. In exchange for her tutelage, the devil slowly tempts her students into corruption, encouraging them to spread tyranny under the guise of the greater good when they return to their home worlds.

Volzmalech Thrice Corrupted

The nominal ruler of Tyver-Sarok is Volzmalech Thrice-Corrupted, a horse-headed orobas devil [ToB1] who succumbed to the lure of void magic and was driven insane as he attempted to harness its power.

Volzmalech has been shut away for decades inside his iron fortress deep in the maze, the keep enchanted with mighty wards to prevent his escape. Countess Levosu, Infernal

Ambassador to the Labyrinth, rules Tyver-Sarok as regent, paying Volzmalech a visit only when she has important contracts for him to sign.

Conflict

As befits the “friendly face of Hell,” the major conflicts of Tyver-Sarok take place in the shadows. Only the Servants of the Dreaming God know the infernals are seizing new worlds to sacrifice, but they don't know the terms of the pact the forces of the Hells made with the Void, or that Tyver-Sarok lies at the center of the conspiracy. Likewise, few outsiders are aware that the void-backed Volzmalech loyalists led by Galphujimus are plotting against Countess Levosu. If the heroic factions were aware, they'd use a longer spoon to sup with the devils.



LANDS OF PARSANTIUM

World Type: Shadowed

The Free City of Parsantium stands astride two continents at the crossroads of the world of the same name. Here, storied cultures collide in a melting pot of adventure and intrigue, home to evil cults, unscrupulous politicians, scheming serpentfolk, ancient dungeons, powerful criminal gangs, gladiatorial combat, and chariot racing.

Conflict simmers between rival city states and kingdoms vying to control the Corsairs' Sea and vital maritime trade. Adventurous souls explore the ancient tunnels and chambers of the Hidden Quarter beneath the streets of Parsantium; the crumbling ruins of the fallen empires of Bathura, its glorious cities sacked by orc and hobgoblin armies; Karjan, home of the infamous geomancers who corrupted the land with twisted earth magic; and Khemit, destroyed in a magical cataclysm by Queen Merytnofru's sorcerers as they battled invaders from Aqhran.

The Hidden Quarter below Parsantium holds several entrances to the Labyrinth. The city's numerous cats lead the curious into cat-slide alleys, bringing them to Howler's Corner in the Labyrinth, to Per-Bastet, the famous City of Cats in the Southlands, or to other worlds with vibrant feline populations. Beyond Parsantium, the minotaurs of the island of Phokris in the Corsairs' Sea live in an extensive underground complex called the Grand Labyrinth, which connects to the wider Great Maze. On the southern shores of the Griffin Water, the borders are thin between the Feysore Forest and the Summerlands, making it easy for wanderers in the woods to drift into the fey realm.

For more information on the Lands of Parsantium, see *Parsantium: City at the Crossroads* (Ondine Publishing).

Key Locations

Two of the world's important locations are described below.

Parsantium

Located where the Griffin Water joins the Corsair's Sea, the Free City of Parsantium is divided into three quarters, one on each side of the Dolphin Strait and a third on a central island. Great stone bridges over three hundred yards long connect the separate parts of the city.

The Old Quarter on the southern side of the strait was built over the ancient city of Dhak Janjua, founded two thousand years ago by refugees fleeing the evil geomancers of Karjan. The streets are narrow, dusty, and crowded, as bullock carts, camels, and donkeys vie noisily for right of way. The quarter is a chaotic, cosmopolitan blend of cultures: onion-domed mosques and Aqhrani coffee shops jostle for space with Sampuran temples adorned with painted carvings and elegant Tiangaon teahouses. The incredibly tall tower of the mysterious Esoteric Order of

the Blue Lotus soars above the poorer districts and slums of the Old Quarter.

On the north side of the strait is the Imperial Quarter, home to the Great Palace of the Basileus, the Holy Basilica of Helion, and the Hippodrome where the ever-popular chariot races are held. The city's wealthy and decadent noble class resides here. Many claim to be descended from the Bathuran emperors of old and constantly scheme to increase their power and riches. Glistening white marble buildings with columned entrances or crowned with golden domes and embellished with fine mosaics dominate the quarter.

Between the Imperial and Old Quarters, occupying the island in the middle of the Dolphin Strait, is the Mercantile Quarter, the world's largest marketplace. Goods arrive in Parsantium from all points of the compass, meaning almost anything can be obtained here. A bronze colossus over two hundred feet high depicting Corandias the Magnificent stands at the center of the marketplace. The area is packed with hundreds of stalls, while snake-charmers, water sellers, tooth-pullers, barbers, and musicians wander among them, offering their services.

Finally, a fourth Hidden Quarter lies beneath the city streets. Composed of the ancient ruins of Dhak Janjua and the cellars, cisterns, and tunnels built by later generations, the Hidden Quarter is ruled by a powerful crime lord. The catacombs are frequented by criminal gangs, necromancers, evil cultists, and worse. They are best avoided by all but the boldest adventurers.

Pillars of Heaven Mountains

Beyond the thorn-choked badlands to the southeast of the Free City lie the snow-capped peaks of the Pillars of Heaven Mountains. A series of treacherous high passes, accessible for only half the year, allow the Path to Heaven trade road to cross the mountain range from Parsantium to the Kingdoms of Sampur.

High in the mountains, the rakshasa Rajah Vrishabha has been frozen in ice for 1,900 years. Vrishabha was a cruel tyrant who ruled over Dhak Janjua in the distant past. He was slain by Srivatsa, a young priest of the outlawed Monkey God, who rode into the city on an enormous white elephant and shot the rakshasa through the heart with a holy arrow from his steel-forged bow. But that wasn't the end of the rajah. After his death Vrishabha was reincarnated and frozen in a glacier. Now, he waits patiently to be freed by his followers so he can unleash a terrible tiger-striped future on the world.

The rajah is served by rakshasa agents hidden in Parsantium and by a cabal of yak-headed sorcerers living in the Vale of Descending Stars, a valley filled with lush, tropical vegetation and ancient ruins in the shadow of the icy peak where their master is trapped.

Factions and NPCs

Dozens of organizations create endless opportunities for intrigue in the Lands of Parsantium, including fighting orders such as the Platinum Knights of Themecia, based in a cloud fortress floating above the island of Cervenna, and the Esoteric Order of the Blue Lotus, the world's foremost arcanists' guild, led by its vanara Grand Master, Tapasranjan.

Three of Parsantium's notable NPCs are described below.

Boss of All Bosses

Also known as the Fourth Tribune, the Boss of All Bosses controls the criminal gangs of the Hidden Quarter beneath the city streets of Parsantium. Avishandu, a handsome Aqhrani man with an impeccably neat mustache and beard, piercing blue eyes, and a cruel smile, has held the position for the past ten years and keeps every criminal gang in Parsantium at his beck and call, including the powerful Golden Scimitars and the crews run by the six Dock Ward Bosses. The ruthless Heinsoo serves as his chief lieutenant and troubleshooter.

Unknown to almost everyone, Avishandu is a greater rakshasa [CC] who serves the Rajah Vrishabha. As he builds his power base in Parsantium, the Boss of All Bosses uses Heinsoo to search for the means to free his master from his icy prison.

Corandias XVII The Lion-Blooded

The Basileus, a Bathuran word meaning "sovereign," is the absolute ruler of the Free City of Parsantium and its surrounding territories. The current Basileus is Corandias XVIII the Lion-Blooded, who has been on the throne for ten years and is a direct descendant of Corandias I the Magnificent. Proud of his ancestry, he is fiercely determined to protect Parsantium and its people at all costs: the city must never again be allowed to suffer the indignity of falling to its enemies.

Corandias is a short, stocky, and physically powerful human in his thirties who conducts himself with a confidence that borders on arrogance, though he is handsome and charismatic enough to get away with it. Usually calm and businesslike, he has a violent temper when pushed too far, often by his maddeningly contrary and beautiful wife, the Despoina Thecia.

Jagadamba

Renowned throughout Parsantium's Old Quarter as a gifted fortune teller and apothecary, Jagadamba is the Witch of Flotsam, a priestess of the Black Mother, and the city's most powerful witch. A very old Sampuran woman, tiny and stooped with wispy white hair, Jagadamba dresses in plain black robes and gold jewelry bearing snake and skull motifs.

The witch lives on a houseboat in the boat town of Flotsam with her pseudodragon companion, selling potions to locals and reading fortunes for Bathuran noblewomen who visit her in disguise. Some of these women—including the Despoina's mother—are later initiated into the Cult of the Black Mother, a secret religious sect that seeks to awaken a sinister serpent goddess from her torpor.

Conflict

The potential return of Rajah Vrishabha is the biggest danger faced by Parsantium, but more immediate troubles threaten the city's reliance on trade. If tensions escalate on the Corsairs' Sea between the Water Lords of Loranto



and the Caliph of Aqhran, or if the Gnoll Khan of the Great Grass Sea seizes control of the Silk Road, Parsantium's prosperity is under threat.

Elsewhere, the Sunset Lands of the former Bathuran Empire risk falling further into darkness as hordes of giants and trolls spill out of the Gloomtangle Forest, and the awakened Mummy Queen Merytnofru is gathering the forces she needs to reconquer Khemit, her desert kingdom.

MIDGARD

World Type: Shadowed

Perhaps the best known of the core worlds of the Labyrinth, Midgard is a world of dark roads and shadow magic, home to masked gods, powerful ley lines, and ancient fallen empires. Its people include the clockwork gearforged, the rock-ribbed bearfolk, and a clever strain of urban mining kobolds, as well as a dragonborn empire ruled by ancient elemental dragon lords.

Midgard is a flat world encircled by the great serpent Veles—or so those few travelers who have sailed to its edge claim. The world contains many connections to the Labyrinth: More than a dozen World Trees reach up into the branches of Yggdrasil, and the elves of Midgard claim they grew mighty Yggdrasil from a seed. Powerful ley lines crisscross the world, used by spellcasters to empower their magic and to create shadow roads (also called fey roads by the elves). These roads allow travelers to speedily cover great distances, both across Midgard and to the Shadow Realm and other worlds of the Labyrinth. Many centuries ago, Nurian wizards discovered the secret to opening Red Portals in Midgard along the ley lines to the Labyrinth and to different places in space and time.

The cities of Cindass, Capleon, and ruined Roshgazi hold paths that lead into the Great Maze of the minotaurs, and catslide alleys are common in Per-Bastet, Triolo, and the cities of Cathay in the Brilliant East. The well-guarded Portal of the Heavens in Ishadia leads to Celestia, while climbing the Sky Stairs of Beldestan can take travelers to the edge of the Void.

Throughout Midgard's history, the nefarious and the foolish have opened portals to the Void. During the Great Mage Wars, nine rival magocracies tore holes in reality and called forth the Dread Walkers, alien monstrosities that, once summoned, could not be banished but only put into a Great Slumber. Another portal was opened by a group of naive druids in the jungles of Kush four hundred years ago, summoning the Green Walker, while the Black Goat's Flock cult recently opened a portal in the Wasted West and called forth a new alien monstrosity.

Midgard is divided into three main regions: the Midlands with the Free City of Zobeck at its heart; the frozen Northlands with its giants and bearfolk; and the burning deserts and sweltering jungles of the Southlands. Its

greatest cities include Bemmea, capital of the magocracy of Allain; Per-Bastet, the City of Cats; and Harkesh, capital of the Mharoti Empire.

When visiting Midgard, heroes can empower their magic with ley lines, travel swiftly on shadow roads, and confront hostile fey, gnomish assassins, or members of the Emerald Order, a group of illuminati seeking world domination.

For more information on Midgard, see the *Midgard Worldbook* and the *Southlands Worldbook*.

Key Locations

Two of Midgard's famous locations are described below.

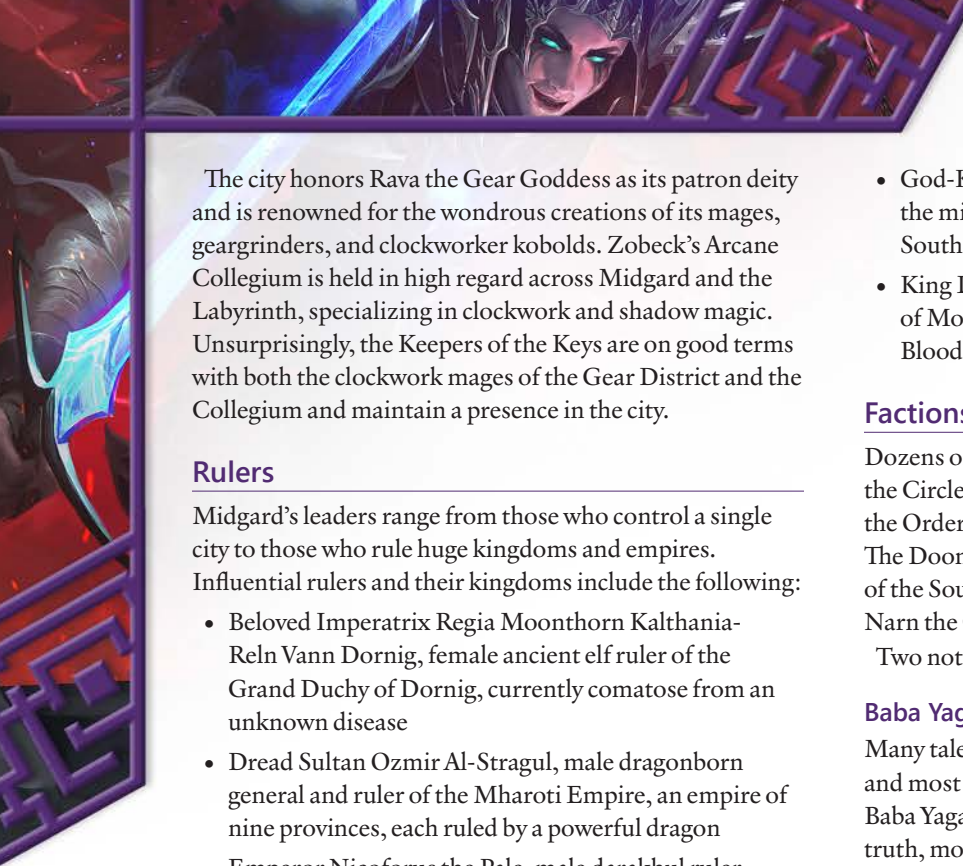
Old Margreve

The Old Margreve is an ancient forest, as old as the forests of the Old Ring. Dark, tangled, and foreboding, it unsettles the nerves of interlopers, especially first-time visitors, and these feelings grow as an intruder delves deeper beneath its dense canopy. Druids of the Old Ring who visit the Margreve speak of the forest as a living thing with a personality and will of its own, and those who come here with the intent of doing the Margreve or its inhabitants harm find the forest actively hostile toward them. Biting insects, poisonous plants, and aggressive wildlife make travel difficult, while shadows and strange sounds are everywhere, confusing the senses. Many who enter the forest don't return.

The Great Northern Road runs for two hundred miles through the Margreve from Zobeck through the Labyrinth to the Blood Kingdom—the only trail that goes from one side of the forest to the other. The branches of the trees on either side reach across, transforming the road into a long, green tunnel. A series of coaching inns, built from ruined Griffon Towers constructed by House Stross, provide a safe place to sleep. One of these, the Bluebell Coaching Inn, caters both to travelers and the forest folk of the deep woods, including beastkin and fey. The inn's rarely seen owner, a treant named Leafhair Rootglum, is a member of the Old Ring who meets with faction agents in a deep forest glade overrun with bulbous violets. Labyrinth travelers are often confounded to learn this Great Northern Road is connected to (and perhaps the origin) of the Great Northern Road in the Labyrinth itself.

Zobeck

The Free City of Zobeck lies at the center of the Crossroads region, sandwiched between the Ironcrag Cantons of the dwarves to the west, the human Magdar Kingdom to the south, the ancient forest of the Old Margreve to the east, and the vampire-ruled Blood Kingdom to the north. Since overthrowing its feudal masters, House Stross, nearly a century ago in the Great Revolt, Zobeck has been ruled by a Free Mayor and city council of eleven consuls.



The city honors Rava the Gear Goddess as its patron deity and is renowned for the wondrous creations of its mages, geargrinders, and clockworker kobolds. Zobeck's Arcane Collegium is held in high regard across Midgard and the Labyrinth, specializing in clockwork and shadow magic. Unsurprisingly, the Keepers of the Keys are on good terms with both the clockwork mages of the Gear District and the Collegium and maintain a presence in the city.

Rulers

Midgard's leaders range from those who control a single city to those who rule huge kingdoms and empires. Influential rulers and their kingdoms include the following:

- Beloved Imperatrix Regia Moonthorn Kalthania-Rein Vann Dornig, female ancient elf ruler of the Grand Duchy of Dornig, currently comatose from an unknown disease
- Dread Sultan Ozmir Al-Stragul, male dragonborn general and ruler of the Mharoti Empire, an empire of nine provinces, each ruled by a powerful dragon
- Emperor Nicoforus the Pale, male darakhul ruler of the Ghoulish Imperium, a subterranean kingdom stretching from beneath the Ironcrag and Margreve to southern Krakovar

- God-King Thutmoses XXIII, male human ruler of the mighty desert kingdom of Nuria Natal in the Southlands
- King Lucan, male vampire ruler of the Greater Duchy of Morgau, Doresh, and Krakovar, also known as the Blood Kingdom

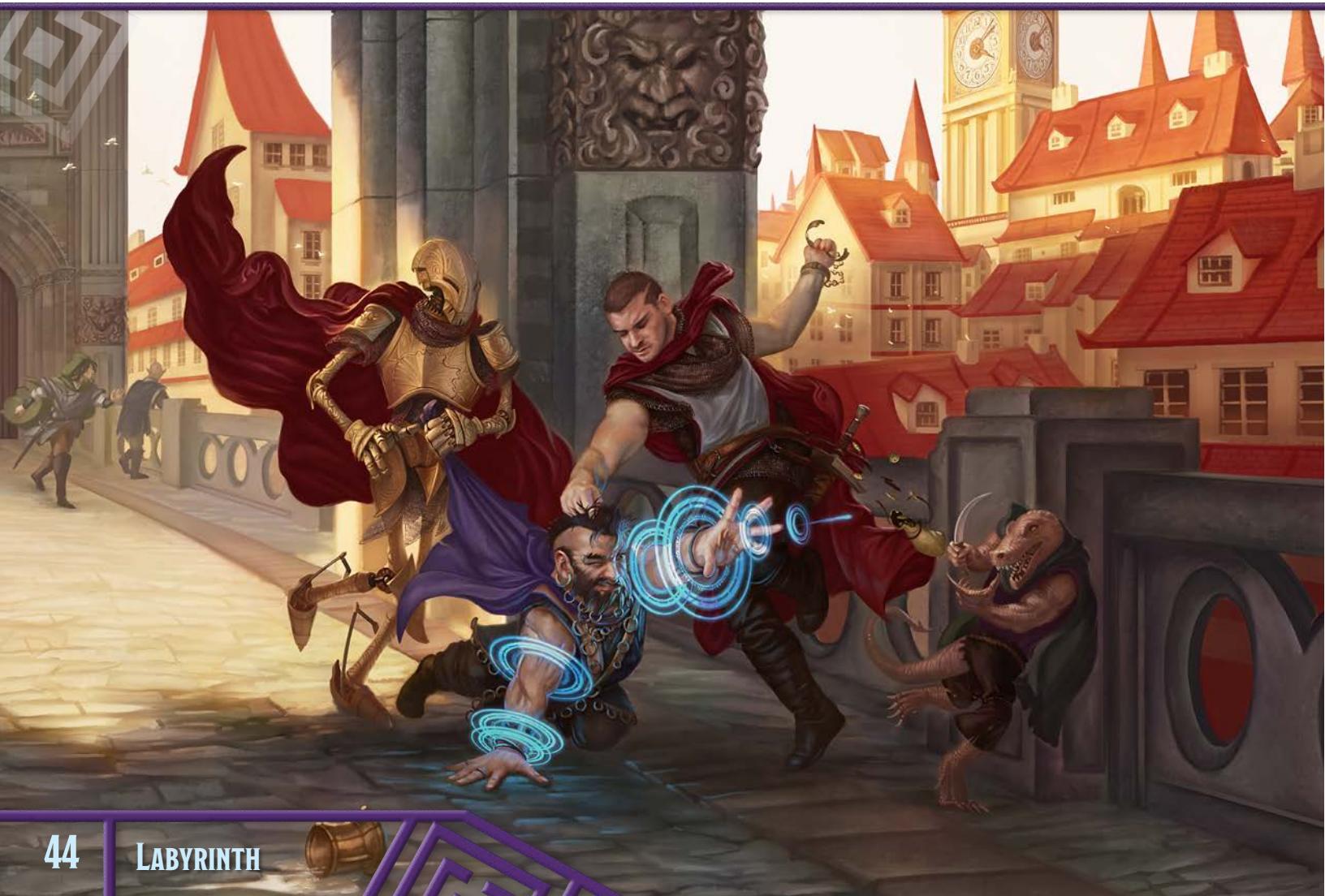
Factions and NPCs

Dozens of factions and cults exist on Midgard, including the Circle of Orchids, the Night Cauldron of Chernobog, the Order of the Undying Sun, and the Red Sisterhood. The Doomspeakers void cult is active in the Sarklan Desert of the Southlands, under the leadership of the antipaladin Narn the Crucifier.

Two notable NPCs are described below.

Baba Yaga

Many tales are told of the bony-legged fey witch Baba Yaga, and most contradict each other. It's hard to get a sense of Baba Yaga, and that's exactly how she likes it. Whatever the truth, mortal rulers, the lords of Celestia and the Eleven Hells, and the gods leave Grandmother alone, seemingly out of fear.



Baba Yaga is a trader of secrets. It is said there is nothing she doesn't know, and the brave, the desperate, and the foolish make pilgrimages to seek her information. Finding Grandmother isn't easy, for she's rarely found when she doesn't want to be. She lives in her infamous dancing hut, which appears as a small log cabin with a stone chimney that walks on enormous chicken legs. Baba Yaga's hut is much bigger on the inside, containing several dozen rooms, and it travels the length of the Cloudwall Mountains, the Rothenian Plain, and the Margreve.

Those who track her down take the chance Baba Yaga will eat them or force them to undertake humiliating tasks on her behalf. When she agrees to part with her knowledge, Baba Yaga demands a dangerously high price—perhaps the memory of a first kiss, a final breath, or a forgotten artifact.

Heknusret the Temerarious

Heknusret the Temerarious is a former member of the Honorable Society of Portal Wizards, a secretive order of Nurian mages based in the city of Per-Anu who seek to control the mysterious Red Portals. Heknusret traveled through dozens of Red Portals to different times, places, and worlds with little regard for his safety, meticulously recording his discoveries in a collection of scrolls known as the *Chthonic Papyri* that he kept in a leather scroll case embossed with the symbols of a golden ankh and scythe.

Heknusret was expelled from the society for his failure to safeguard the secrets of the portal wizards when his scroll case was stolen during a visit to the River King's Court in the Arbonesse. He has subsequently joined the Keepers of the Keys and travels the Labyrinth on the faction's behalf, though few in Midgard know it. Heknusret is prone to getting into hot water, but he usually lands on his feet!

Conflict

The stability of Midgard is threatened by the dragon armies of the Mharoti Empire, the undead forces of the Ghoul Imperium in the darkened depths and their vampiric allies above ground, as well as hellish gnomes, various cultists of deranged gods, Baba Yaga, and the elder aberrations from the Wasted West. Creatures and cultists of the Void are active, but by no means the largest threat to the people of Midgard.

OLD RING

World Type: Warded

The worlds of the Old Ring are the most ancient known to the Labyrinth folk. Their names derive from the names of their primary flora where they were first linked to the Labyrinth's connections: Ancient Alder, Autumn Ash, Maple Leaf, Oakroot, Redwood Haven, Rowan Heart, Seven Pines, Summer Birch, Twin Hawthorns, Twisted

Cedar, and Willow Shore. Not surprisingly, these wooded worlds were either discovered or created by the Great Druid of the Old Ring. The particular tree in each name refers to the grove where the World Tree of each world was first grown.

Key Locations

The eleven known worlds of the Old Ring are described below.

Ancient Alder

Ancient Alder is a world of druids and richly woven connections to the cosmos-spanning World Tree. Humans and minotaurs populate the world, and its biomes range from birch and alder woods to olive trees and cedars. Much of the world is covered in rocky and poor soil, but its river mouths support small villages or settlements.

The ruins of an ancient minotaur town called Hemorion lie on a craggy island off the coast of the largest continent. Destroyed by an earthquake centuries ago, the city ruins are inhabited by basilisks; their petrified victims are scattered throughout the wreckage. Partly buried tunnels beneath the buildings lead to a long-forgotten section of the Great Maze.

Autumn Ash

Autumn Ash is ruled by forest drakes and smallfolk gnomes. The gnomes live in cozy earthen burrows beneath the ash trees of the forests, guarded by their aboveground allies, the drakes. Loamsnuggle, the largest of these settlements, consists of dozens of underground chambers warded by devious booby traps.

Autumn Ash gnomes are believed to be among the most greedy and rapacious of the Old Ring and make excellent assassins and spies. When there is dirty work to be done, the leaders of the Elders send a squad of ruthless gnomish killers to carry out the task.

Maple Leaf

Known for its chilly climate and its landscape dotted with small lakes and expansive bogs, the inhabitants of Maple Leaf are almost entirely elves, and humans are not welcome for long. Gnomes and beastkin work the orchards and trim the hedges of the strange fey houses belonging to the elven nobility. These residences are built on lake and river shores, for reasons best known to the elves and their allies. One theory is that the River Styx connects to the lakes and rivers that flow through Maple Leaf, allowing the elven inhabitants to reach that waterway and travel to the Summerlands or the Shadow Realm. Acer Lodge is the most splendid of these mansions, though its mistress is inconsolable following the end of a tumultuous affair with the River King [*ToBI*].

Travelers on Maple Leaf's lakes and rivers are advised to be on their guard. Lake trolls and their pet eel hounds [ToBI] prey on intruders in their territory. Treasures that once belonged to their victims can be found sunk in the muck of the riverbed.

Oakroot

Dominated by ancient forests dotted with stone towers, standing stones, and ivy-covered ruins, Oakroot is home to wood woses, treants, and children of the briar more than humans or elves, who live here in smaller numbers. The children of humans who have lived in Oakroot for generations have been slowly changed by the primeval magic of the forests and exhibit plantlike physical qualities, such as root-like appendages for feet or coarse, bark-like skin.

The dense, dark Darach Forest grew up around the World Tree and covers the whole continent, aside from four treeless peninsulas of bleak moorland known as The Fingers. Darach Forest is a living wood, as aware as Midgard's Margreve. It despises unnatural creatures, whether undead or from the Void, and views gearforged and other Constructs with suspicion. Enemies that enter its borders quickly become lost as trails sprout overgrowth and

landmarks shift. Forest animals attack intruders without provocation, roots trip them up, and thorns pierce their flesh. Woodcutters' axes and saws rust overnight, while hunters find game scarce and the water from the streams and springs to be brackish.

Mossbeard's Throne is the largest forest tower, built on a great mountain just above the tree line. It belongs to the Great Druid Oberic, but he is often absent, ceding the seat to Mossbeard the treant while away. When he is on Oakroot, the Great Druid meets with the leaders of the Elders at his tower or at Hoxley Lodge on the shores of Moon Mirror Lake, where they confer over the Void's threat to the worlds of the Labyrinth.

At the winter solstice, dark-hearted kallikantzaros [CC] emerge from Bitterroot Cavern to harass the forest dwellers before returning to the Underworld to resume sawing through the trunk of Yggdrasil. Across the Sea of Squalls to the southeast lies the Nadair Forest, a primeval wood that thirsts for blood. Here, a red hag druid [ToBI] named Vercula Bloodthorn leads a cult that sacrifices hapless innocents to the ancient forest gods on the blood-soaked Altar of the Old Ways.

OAKROOT



Redwood Haven

Redwood Haven features two great islands of sharp cliffs and canyons covered with deep fogs, and a wide ocean of whales, dolphins, and kraken. Fishing for salmon and whaling form the economic foundation of the small cities.

A void cult called the Brothers of the Tentacled Maw sprang up in the town of Ottercove and now spreads among the coastal villages, encouraging the inhabitants to slaughter whales as sacrifices to their dark masters. An awakened blue whale named Old Cetaceus is aware of the cult and is desperate to get word to the Elders.

Rowanheart

Primarily home to grove elves and halfling smallfolk, Rowanheart is a world of brambles, berries, and cities of woven wood. Lady Hawthorne (see **Chapter 3**), the Elders' accomplished diplomat and spymaster, makes her home in Rambletwist, a spiral tower of intertwined branches and bright scarlet berries. It's a lively place, home to dozens of chittering ratatosk and forest birds, full of song and laughter.

Recently, Lady Hawthorne's spies on Yggdrasil spotted a small group of mechadrons approaching along the oak road to Rowanheart. Concerned that the mechadrons are an advance party of the Clockwork Kingdom, Lady Hawthorne ordered them to be kept under close observation.

Seven Pines

Also called Winter Pines, this cold and glacial world features craggy peaks and more giants, ogres, and trolls than humans or elves. Yew, birch, and reindeer flourish everywhere, and bearfolk visit. A pair of jotun giants [*ToBi*] named Hergrunn and Sigvald divided Seven Pines between themselves, creating two rival kingdoms imaginatively named Hergrunnsrik and Sigvaldsrik. Although they have gone to war against each other many times in the past, they now maintain an ill-tempered truce, brokered by the Dreamer called Tondrel the Even-Handed (see **Chapter 3**).

Winter wolves stalk the pine forests. The white-furred bearfolk ranger Gudfrid Frostwalker hunts them for their furs, then drives her reindeer sleigh along the Yggdrasil branch known as Snowpine Walk to the Smithy and sells the furs in the marketplace there. As a member of the Elders, some of Gudfrid's trips are cover for a different sort of hunting expedition ordered by the Great Druid.

Summer Birch

Summer Birch is a long-settled world of plenty, with vineyards and barley fields nestled between well-loved forests of alder, birch, laurel, and pine. The inhabitants are humans, elves, halfling smallfolk, and beastkin.

Mossbeard the elder is said to have wooed a birch-maiden here in his youth, and some believe he still visits her grave each spring to lay flowers and stay for a while in silent contemplation.

A leafy portal in the village of Fierthuly leads to the Birch Queen's domain in the Summerlands, and the bright fey frequently visit the winery to purchase bottles of Fierthuly Red. The smallfolk vintners return the visit each year to sell their wine at the famous Birch Queen's Fair.

Twin Hawthorns

Named for the two trees growing near its famous druidic college of Thorns, this is a world of humans and bearfolk. Elves visit but maintain no settlements here.

The Great Druid Oberic spends much of his time at Thorns, inspiring young students with tales of Primordial magic and teaching the senior druids how to grow and nurture new World Trees to become vibrant, healthy worlds. The college lies in a beautiful forest grove where woodland beasts wander freely among the moss-covered standing stones at the heart of the complex.

Twisted Cedar

This land of cedars and pines rests on a cold and foggy ocean. Humans are in the majority, though ravenfolk and elves are common, as are owl beastkin and selkies. Foggy moors and deep-cut river valleys make travel difficult, and worgs, chimeras, and other dangerous monsters haunt the wilderness.

Capricious sea dragons [*ToBi*] inhabit the seas, hunting whales and sinking ships that sail through their territory without offering sufficient tribute. Enormous, rowed galleys enchanted with magical navigation form the majority of the Cedarian fleets; most set sail from the port town of Mistlehaven.

Willow Shore

A mangrove world of islands and low-lying coastal land, Willow Shore's World Tree stands at its coldest region. Inland tends toward desert or jungle, with long rivers and cenotes providing water for human and catfolk settlements and nomadic gnolls, jinnborn, and air elemental tribes.

Ancient step pyramids are scattered throughout Willow Shore, similar to those found on the Dreamer's Islands but covered in strange, spiral runes. Giant poisonous snakes living nearby discourage further exploration; the enormous reptiles don't respond to the overtures of friendly druids. A network of tunnels connected to the Labyrinth runs beneath the pyramids. These passages are the domain of serpentfolk of Yig [*CC*] ruled by Xoxamenoch, a powerful serpentine mummy lord that wields void magic.

Factions and NPCs

The Elders are naturally the most influential faction in the Old Ring. Oberic Thorn, a gray-bearded, middle-aged human, is the current Great Druid and leader of the Old Ring faction (see **Chapter 3**). Prominent members of the group include the following individuals.

Rhorlief

Standing over nine feet tall, Rhorlief has wolflike features, gray fur, pointed ears, and a scraggly goatish beard. Charms and fetishes made of feathers and the skulls of tiny woodland creatures hang from his shabby brown clothes, and he carries a ragged, gnarly staff. Surely too tall to be a beastkin, no one is quite sure what lineage he belongs to.

Rhorlief wanders the worlds of the Old Ring and the fey realms of the Summerlands and the Shadow Realm, trading scrolls of Primordial magic for precious memories and other valuable intangibles. Wearing a wolfish grin, he drives a hard bargain, offering lopsided deals in which he always comes out ahead. As he travels, Rhorlief gathers useful information about what's going on elsewhere in the Labyrinth to pass on to the Elders.

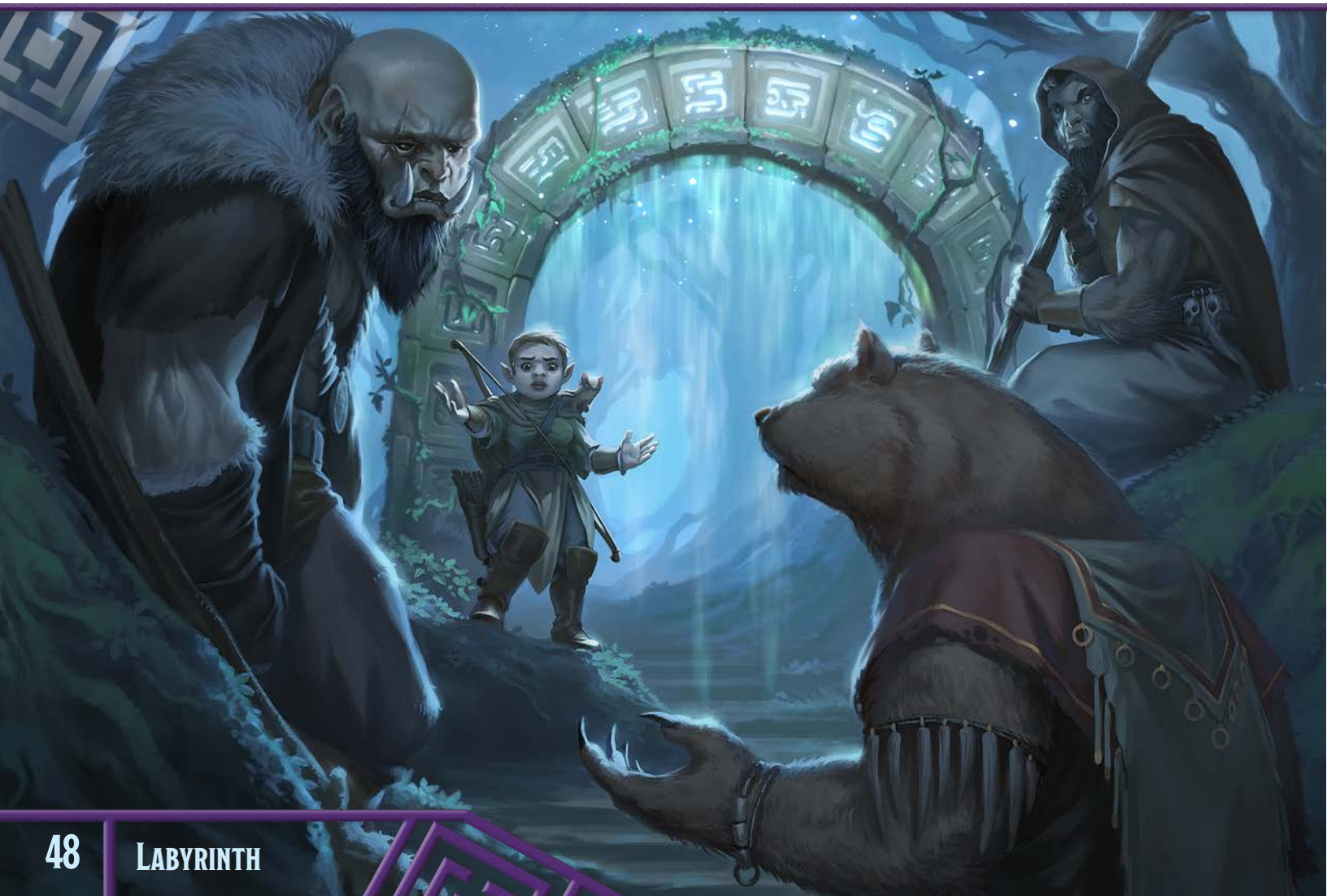
Ysabel Sunbloom

A halfling smallfolk bard with curly auburn hair, rosy cheeks, and a cheerful smile, Isobel Sunbloom is originally from Summer Birch but now travels the worlds of the Old Ring and the branches of Yggdrasil, learning new songs and tales wherever she roams. A talented singer and lute player, Isobel believes joyful music has the power to defeat the Void. This may well be true, as a handful of folks who were exposed to the Void were cured of its corrupting influence after listening to one of her performances.

Conflict

The forces of the Void would like nothing more than to corrupt one of the ancient worlds of the Old Ring, suck it dry of its vitality, and reduce it to a lifeless husk. Fortunately, the Elders and each world's grove keepers maintain a constant state of vigilance against incursions from the Void and act swiftly to stamp them out before they can take hold.

However, they are less aware of threats from enemies within. A handful of void cults, such as the Brothers of the Tentacled Maw in Redwood Haven, have sprung up throughout the Old Ring and quietly operate unnoticed and unchallenged. This situation is likely to deteriorate if their influence spreads.



SHADOW REALM

World Type: Shadowed

Once upon a time, the Shadow Realm was created by the will of the goddess of moon and magic. She tempted a group of ambitious elves to settle this demiplane and increase its population and might. These were the shadow fey, and they are still the preeminent creatures of the realm of the ebon tides. Other major inhabitants include bearfolk, darakhul, shadow goblins, and umbral humans. Erina, quicksteps, ravenfolk, satarre, and wyrd gnomes [BoET] are also present in smaller numbers.

The shadow fey's rulers are Sarastra Aestruum, the Queen of Night and Magic, and her estranged husband, the Moonlit King, along with other notables such as Chief Gulfwyr of the bearfolk and Queen Valda of the Golden Oak elves. Emperor Vilmos, the Black Fang of the ghouls, the shadow goblin King Flibbam Barkwater, and the Queen of Teeth Phylomara also vie for the claim of greatest power of Shadow.

The Labyrinth reaches the Shadow Realm through a number of ways, including the River Styx, the roots of Yggdrasil, portals (which typically require an obscure ritual to open), and radiant wells from Celestia. Magical pathways known as shadow roads allow fast travel between a limited number of destinations—either within the Shadow Realm, or in worlds adjacent to the Shadow Realm, such as Midgard or the Old Ring worlds.

Cloaked in perpetual twilight, the magical Shadow Realm is especially congenial to fey and shadow mages, since illusions and shadow spells are empowered here. The landscape is subject to the mysterious ebon tides that move forests, rivers, and cities out of their usual positions as they ebb and flow. Shadow roads are firmly anchored, so using them allows travelers to move from one place to another reliably and swiftly.

Visitors must contend with the risk of shadow corruption [BoET] if they spend too long in the Shadow Realm, eat the wrong food, or make bargains with the wrong people. Victims first become distracted and withdrawn, shunning all forms of light, before in severe cases eventually giving themselves wholly to the Shadow Realm.

For more information on the Shadow Realm, see *Book of Ebon Tides*.

Key Locations

Notable locations are described below.

Corremel, City of Lanterns

The busy metropolis of Corremel is the essential source of the shadow fey's wealth and power and is ruled by the Black Prince of the shadow fey, Hander Svenk. Corremel is connected by shadow roads to the Free City of Zobeck and the desert city of Corremel-in-Nuria in Midgard, making it an important trade hub.

The city's streets and squares are well-lit. Lanterns of black iron, gleaming silver, and polished glass shine brightly throughout Corremel. The specter-haunted River Lethe, one of the Shadow Realm's major waterways, runs through the heart of the city, and its ancient white marble bridge offers one of the few ways to safely cross the river. Each of the bridge's supports features a carving of an unfortunate soul recently lost to the dark waters. These images change constantly as the Lethe claims new victims.

Court of Night and Magic

The lords and ladies of the shadow fey rule over a dozen major fey courts and at least as many minor ones. The Court of Night and Magic is the largest and best organized, since it controls important shadow roads and has dominion over Corremel and other major settlements. Ruled by Sarastra, the Queen of Night and Magic, the court has a long association with mortals as well as powerful fiends such as Akyishigal, Demon Lord of Cockroaches.

The Queen of Night and Magic rules from her magnificent castle, which stands atop a series of cliffs rising above the dark forests of the Shadow Realm. The palace is divided into the Lower Court, home to shadow goblins and other servants, and two upper sections, the Winter Palace and the Royal Halls. The queen resides in the Royal Halls along with the highest-ranking members of the nobility, while the Winter Palace is the traditional seat of her wayward husband, the Moonlit King. Other residents include the Gray Ladies, three ancient shadow fey crones with an affinity for spiders and weaving, and Revich, the Blind Seer.

Fandeval, City of Goblins

Located at the confluence of the Lethe and Styx rivers, Fandeval is ruled by His Majesty Flibbam Barkwater, King of All Goblins and Master of the Moons. The Barkwaters, a clan of shadow goblin soothsayers, were granted the city by a fey lord known as the Crow Prince for services rendered. Fandeval became a free city, home to shadow goblins and umbral humans and patrolled by a legion of catfolk. Fandeval's inhabitants fish and harvest oysters from the Black River and use timber from the forests to build boats, barrels, and wagons.

The city is famed for its moon towers, each topped by a dome that lights up at night. These towers are shrines to the moon goddess Hecate and mysterious rites take place there at the new and full moons.

Moonlit Glades

Deep in a pine forest in the far north lie the Moonlit Glades, home to the Shadow Realm's bearfolk and a ray of light and hope in the gloomy demiplane. Bearfolk druids have set up stone and silver cairns around the borders of the Moonlit Glades and in each community. These markers are bathed in moonlight, keeping shadow's influence at bay.

and ensuring the lands have clear water and food sources free from shadow corruption.

The Moonlit Glades are ruled by their chieftain, Gulfwyr Moonrage, a bearfolk werebear who is fearsome in battle and wise and fair at other times, and by Ernalda Berlasdottir the hierophant, a bearfolk druid who offers spiritual and magical leadership and maintains the wards around the kingdom.

Oshragora, the City Fallen into Shadow

This crumbling ruined city is inhabited by umbral vampires [*ToBr*][—]pale, gaunt humanoids, twisted and sustained by the power of shadow and known for potent and dangerous magic.

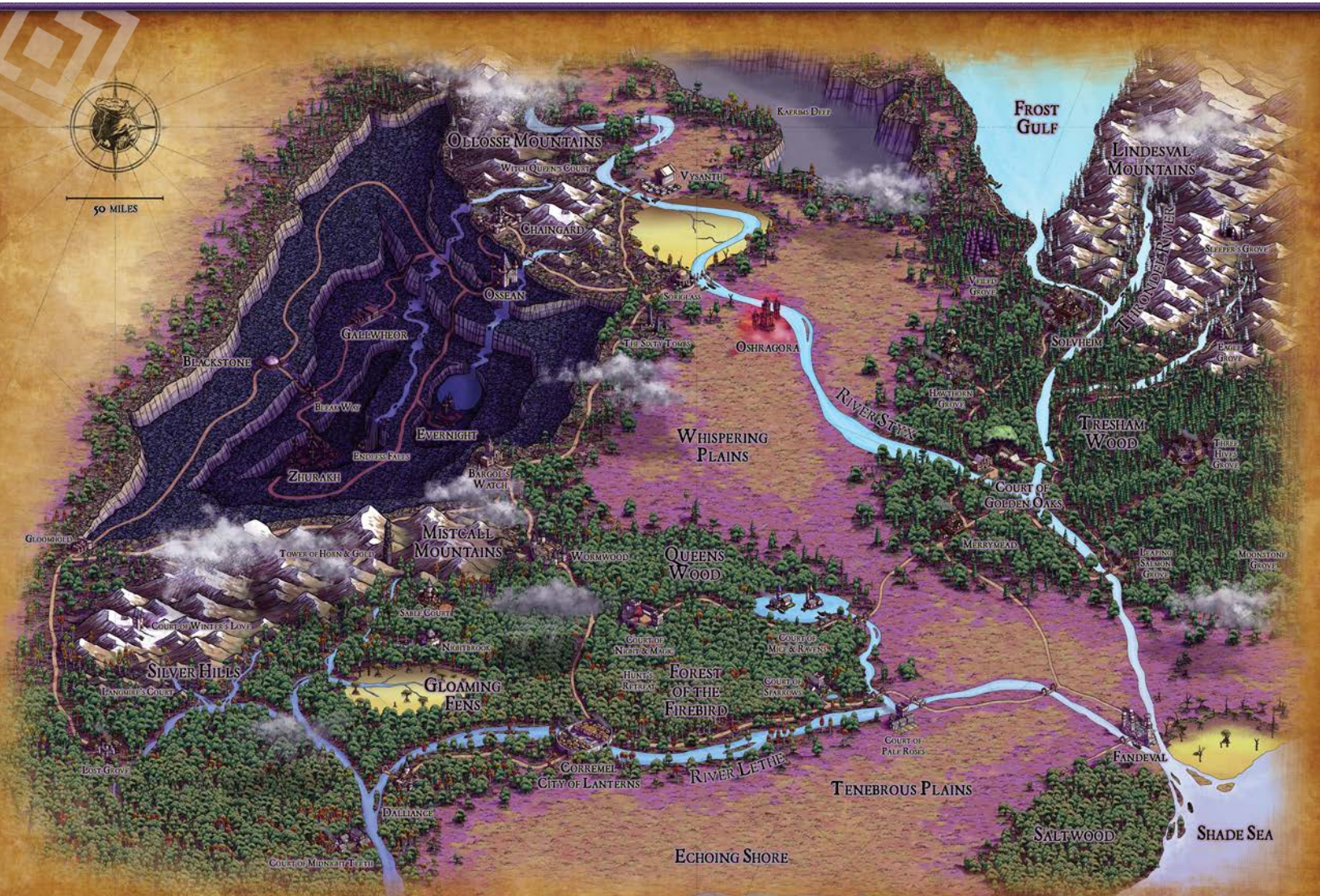
In the distant past, the thriving city of Oshragora was ruled by powerful spellcasters who sought to prevent the inevitable march of time by diverting its flow. For generations, the city's inhabitants flourished, untroubled by aging or death, but eventually the rivers of time eroded the mighty spells that held it at bay. The entire city vanished into a timestorm, where it was devoured by shadow,

reborn, and consumed again. When the storm finally abated, the City Fallen into Shadow was born.

Oshragora's streets and buildings continually collapse and reassemble themselves, defying the understanding of the greatest shadow mages. Splinters of Oshragora appear elsewhere in the Shadow Realm, manifestations ranging from a single ruined building to an entire neighborhood full of umbral vampires.

Soriglass, City of Shades

Built in the distant past on the banks of the River Styx by sable elves [*BoET*], the city of Soriglass is an enormous ruin, famous for its crypts, ghosts, and shades. Its inhabitants collect tomb-dust to make the drug called requiem, and visitors explore the city's two infamous dungeons. One is the Pit of the Squamous Fiend, said to connect directly to the worst parts of the Eleven Hells. The other is the Cloisters of the Outer Void, headquarters of the Sisterhood of the Outer Darkness, one of the two sects comprising the Great Chantry faction. The cloisters are described in **Chapter 3**.



Factions and NPCs

Fey courts hold the power in the Shadow Realm. These include the Court of the Golden Oak, ruled by Queen Valda of the sable elves and connected to Yggdrasil; the Court of Mice and Ravens, ruled by the fey lord Reynard [CC]; the Witch Queen's Court, ruled by Nicnevin the Witch Queen [ToBI]; and the Court of One Million Stars, ruled by the noble selang archmage, Prince Valendan.

Three prominent Shadow Realm figures are described below.

Emperor Vilmos

Vilmos Marquering, the Black Fang, commanded the Iron Legion of Midgard's Ghoulish Imperium until he staged a failed coup against Emperor Nicoforus the Pale. He escaped to the Shadow Realm with a few surviving darakhul and established the Twilight Empire in the Black Iron Depths to the north and west of the shadow fey lands. Emperor Vilmos hasn't forgotten his humiliation and dreams of one day returning to Midgard to seize power in the Underworld. His ghouls currently search Oshragora for an artifact that will help him achieve this goal.

Moonlit King

Ludomir Imbrium XVI the Moonlit King [ToBI] is the estranged husband of the Queen of Night and Magic. The king lost the favor of Sarastra a long time ago and was banished from the Winter Palace to the Tower of the Moon, where he descended slowly into madness. Since then, the Moonlit King has abandoned the tower and his court of lunar devils [ToBI], quicksteps [CC], and other fey to wander the Shadow Realm and beyond, seeking support for reclaiming his throne from minotaurs and others.

Queen of Night and Magic

Her Celestial and Royal Majesty, Sarastra Aestruum, Queen of Night and Magic [ToBI], rules the shadow fey with grace and majesty—most of the time. The queen heads the Summer Court, ruling her people for the summer season. When the long, peculiar seasons of the fey turn, she steps aside in favor of her husband, the Moonlit King, although this seasonal shift hasn't happened for quite some time.

The Queen of Night and Magic is a fey lady of stunning beauty with hair the color of midnight and a gown woven from the night sky. A powerful sorceress with command over shadow magic, she never ignores an opportunity to strengthen her rule or gain further power over the Moonlit King.

Conflict

The Shadow Realm is a hotbed of intrigue and backstabbing among the rival fey courts, as each lord or lady seeks to gain power and curry favor with the Queen of Night and Magic. Such shadow fey plots often involve meddling in the affairs of mortals on other worlds.

Queen Sarastra keeps a close eye on the Moonlit King and has become concerned by increased ghoul activity around the City Fallen into Shadow. The Twilight Empire leaves the shadow fey alone, but the ghouls raid the Moonlit Glades, goblin villages, and other settlements.

SUMMERLANDS

World Type: Warded

The lands of the elves and the fey are sunlit and warm, a richly forested world littered with slim towers and underhill palaces, with halflings and gnomes as well as the ever-shifting rule of the archfey lords and ladies. These powerful fey nobles include the Countess of Garlands, Grandmother Berchta, Morrinn the Snow Queen, Mesikammen the Bear King, the Lord of the Hunt, and the River King. Each presides over their own fey court, but all pay fealty to the High King and High Queen who have dominion over the whole of the Summerlands.

The bright fey, also known as the sidhe or summer elves, are widespread throughout the Summerlands, alongside dryads, hags, sprites, and all other types of fey. Cloud and grove elves live here in large numbers, as well as gnomes and halflings, erina, goblins, talking animals, and awakened plants.

Summerlands folk are suspicious of strangers and cautious around any whiff of dark magic or the Void. While the pleasant lands and the enchanting forests are safe, this world's relative peace and security is based on watchfulness and isolation. Uninvited visitors are politely told to leave, especially any creature of unnatural or non-fey lineage such as gearforged, dwarves, humans, or sydereans.

Although much of the world is the sylvan forests, secluded valleys, and gleaming castles travelers expect to see in the lands of Faerie, the northern reaches of the Summerlands are distinctly wintry and home to the Holly King's realm, Everfrost, and the Snow Queen's frozen realm of Grokeheim. To the far south lie the warm seas of the Coral Queen's domain and the jungle realm of the Rainforest King.

The oak roads of Yggdrasil are commonly used to reach the Summerlands from the Labyrinth, but tributaries of the River Styx also reach into the realm. One waterway flows here from the fey estates of Maple Leaf in the Old Ring.

Fey crossings are another well-known way to travel to the Summerlands, either by choice or unwittingly. The River Court and the Meadow of Fey Revels exist simultaneously



in both the Summerlands and Midgard's Arbonesse Forest, while the Birch Queen's Fair has appeared in Summer Birch and other worlds of the Old Ring, and in Parsantium's Feyshore Forest. Visitors to such locations can cross over freely to the Summerlands, but returning home isn't always straightforward. Time flows strangely in the fey realms, so travelers may find that for each day they spent in the Summerlands, a minute, a week, a month, or a year has passed elsewhere.

Key Locations

Two notable locations in the Summerlands are described below.

Palsarian, Silver City of Summer

The seat of the High King and High Queen, Palsarian is an elegant city of graceful spires rising above ivy-bordered alabaster domes, gently meandering canals, and majestic pillars. The magnificent summer palace of the High King called the Archon's Height lies at the heart of the city. Here, the High King and High Queen entertain fey lords and ladies at their court with splendid balls and feasts.

Elsewhere in the city, elven magecrafters devote decades to perfecting their arts at the Conservatory Arcane, which instructs its students in fey magics unknown elsewhere in

the Labyrinth. At the College of Silvery Chords, musicians, singers, and poets compose masterpieces so beautiful that even cold-hearted fiends are moved to tears.

Controversially, the shadow fey recently established a new embassy in Palsarian. High King Alveric believes in keeping his friends close and his enemies closer, but many are unhappy with their shadowy presence.

Twinklefell

The tiny realm of Twinklefell nestles in the branches of an ancient treant named Ashenbark who wanders the forests of the Birch Queen's and Oak King's domains. Twinklefell is a friendly treehouse community of sprites and brownies, lit by glittering fireflies and governed by the chaotic Pixie Parliament. The diminutive members of the Parliament mean well, but their constant bickering gives Ashenbark a headache and he is on the verge of evicting them.

Factions and NPCs

Each lord and lady of the Summerlands controls an independent fey court, ranging in size from a single chateau to a realm hundreds of miles across. The best known of these is the Court of the River King [ToBI]. Other powerful courts include the neighboring Birch Court, ruled by the power-hungry Birch Queen, a fey lady known



for her barbed wit; the densely wooded realm of the Oak Court, ruled by the Oak King, a wise treant who struggles to remain distant from court affairs; and Everfrost, the realm of the Oak King's rival, the fearsome Holly King.

Other notable figures in the Summerlands are described below.

Berchta the Guide

The fey lady Grandmother Berchta [CC], also known as Bright Swan and the Endless Spindle, lives in a small cabin in a lush mountain valley filled with plants and birch trees.

Berchta walks the Summerlands and other worlds in different guises, appearing as a young maiden in a pure white dress or a beautiful swan, or in her true form of an old crone in a simple white robe. Berchta takes care of mothers and children in need, offering them food and shelter, and slaying any who would do them harm. Nothing rouses her anger more quickly than threatening a child.

Long ago, Berchta made a pact with Rava (see **Chapter 8**), goddess of fate, gaining knowledge of the future in exchange for watching over the strands of fate. She loathes the undead, viewing them as abominations that pervert the proper course of fate, and opposes followers of the Last Cathedral whenever she can. Berchta calls to task those using divine magic to bring the dead back to life for their role in upsetting the natural balance.

Lady Sorreminx

A notorious enchantress from the River Court, Lady Sorreminx is a black-haired bright elf who travels throughout the Summerlands and beyond in the service of her capricious master, the River King, negotiating alliances and brokering deals. Renowned for her sharp wit, she delights in delivering cruel put-downs to foolish mortals but enjoys discussing arcane scholarship and history with intelligent folks.

Lady Sorreminx wields an ebony wand set with diamonds at both ends. She is often accompanied on her travels by fellow courtiers Lord Chelessfield, Master of the Alpine Marches, an elderly summer elf with golden hair and purple eyes and a close friend of the Black Prince of the shadow fey, and Sir Yngress the Red, a young and gullible elf and excellent hunter.

The High King and Queen

High King Alveric Finva Tanaquil and High Queen Lirazel Morrigen Aynwyn have authority over the fey courts of the Summerlands, at least in theory. They recently ascended to the Oberon Throne, following the abdication of the former high king and queen, Valeshi and Haldifelli, who grew weary of the continual infighting among the lords and ladies.

Before their coronation when they joined the symbolic royal Court of the Archon, Alveric belonged to the Court of the Quill, while Lirazel was a member of the rival Court of the Mist. Their marriage was supposed to forge an alliance between the two minor courts and prevent the ascension of the ambitious Birch Queen to the Oberon Throne. Unfortunately, once this goal had been achieved, the usual acrimony between the Quill and Mist courts resumed.

Lady Merryveil

A bright fey who often disguises herself as a simple squire to walk among the commoners and humans, the fey knight Lady Merryveil serves in the Court of the Golden Oak and spends much of her time visiting the Labyrinth and destroying monsters. Her bright laughter and shining golden armor are distinctive, as is her shield with its green acorn and three red stars. While Lady Merryveil has discovered one new world of drakes, beastkin, pseudodragons, and smallfolk, a world she calls Parzamel, she hasn't yet reported it to the fey courts—she plans on building a small outpost there first.

When meeting adventurers or members of other factions, Lady Merryveil challenges them to a duel or joust “just for fun.”

Sir Tarryfloss

Sir Tarryfloss is a bright fey priest of Nakresh, the god of magic and trickery, and rather a strange knight. He rides a pure white pegasus named Argento with a pack of five blink dogs running alongside, and he spends most of his days traveling the Labyrinth helping lost wayfarers and putting down fiends and bandits. His golden banner and his pale green armor are distinctive, as is the festive music that accompanies him wherever he goes, the result of a magic ring he won from a demon. He's willing to talk and talk with anyone he meets about how delightful his adventures are, and why others should help him with his future exploits. In other words, he can be annoying and full of himself; yet he is a supremely capable cleric and trickster-warrior.

While Lady Merryveil and Sir Tarryfloss are friends, they are also rivals—and Merryveil has discovered a path to a new world, while Sir Tarryfloss hasn't. He's eager to catch up, and asks every Dreamer about new worlds, grills Labyrinth travelers about new places they have seen, and questions Elders about their plantings of new worlds (see **Chapter 3**) or new offshoots of the World Tree. And indeed, sometimes he finds small world bubbles, unknown portals, and even hut-sized demiplanes. He carries their secrets and *portal keys* with him until he finds some traveler who might enjoy it—and generously passes it along.

Conflict

Although much of the Summerlands is beautiful and idyllic, conflicts and tension between the fey lords and ladies constantly bubble below the surface in the Silver City. The ambitions of the Birch Queen, the annual battle between the Holly King and the Oak King over territory, and the Rowan King's resentment at losing his place at court all provide drama and intrigue.

Now that the nefarious shadow fey have established a foothold in Palsarian, they scheme in the shadows on behalf of their queen, while hags, redcaps, and other unseelie fey hatch evil plots in murky swamps and dark forests.

SUNHOME

World Type: Warded

Positioned near the celestial realms, Sunhome is called “the Floating World” since it consists entirely of floating discs and spheres, connected by sky ships and magical creatures that fly from fiefdom to fiefdom in the radiant sky.

The Concord of Stars bases its legions here in a well-fortified stronghold named Hopefire, with the blessing of the Floating World's ruler, the Golden Regent, Prince Jassin Miaberos (human paladin). A sect of stern sydereans called the Lightbringers maintains a string of glasslike castles called the Great Globes. Each of these holds a small “sun” that sheds light piped from Celestia to Sunhome.

Cloud and star elves are Sunhome's primary inhabitants, but humans, celestial sydereans, and fireforge dwarves thrive here too. Sunhome's proximity to Celestia means winged celestial creatures fill the skies. Buraqs [ToB1] and moonkites [ToB2] are used as flying mounts by important individuals to travel between the discs and spheres, while the elves harness pegasi to pull their sky chariots. Tiny iridescent irids [ToB2] buzz around the fiefdoms, listening out for secrets and spreading gossip—often exaggerated—to any who will listen. A mighty simurg [CC] named Mosfandiyar dwells atop a temple on Cloudburst Mountain, offering healing to poor pilgrims who visit.

Because of the Concordans' close links with the angels of Celestia, travel is common to and from the heavenly realms. A starry road from Sunhome joins the crystal highway that runs through the Labyrinth and ends at the Celestial Arch, while another road connects to the Celestial Steps, the shining stairway to the First Forge Temple in the Smithy. For faster travel, a comet tunnel links Hopefire with Sunbeam Spire, their embassy in the Shining Heaven of Solana.

To transport food and other supplies to the frontline against the Void or other locations in the Labyrinth, the Concordans use the Cloud Gate. This portal connects Hopefire with a single chosen point anywhere in the Labyrinth until a week-long ritual directs it elsewhere.

The ritual magic for this requires considerable expense, and the Concordans have not shared their formula. Invocations to Solana and offerings of astral dragon's blood may be involved.

Key Locations

Two notable Sunhome locations are described below.

Hopefire

This mighty fortress of gleaming white walls, lofty towers, and golden banners is the primary headquarters of the Concord of Stars faction. Its legions are stationed here when they are not out in the field battling against the forces of the Void.

The Silver Marshal Alderic Skytouched and the war mage Phantarra (see **Chapter 3**) are rarely present, but Unther the High Archivist is frequently at Hopefire, directing spies and adventurers on faction missions. Unther stores his comprehensive records in a repository in the central keep. This vast chamber is filled from floor to ceiling with shelving, staffed by dozens of library automatons [ToB1], and protected by deadly glyphs.

Plunder from the Concord's battles against the Void is sent back to Hopefire through the Cloud Gate. Weapons and armor that can be repurposed are cleansed in the Radiant Waters of Purity, a magical pool bathed in the light of the sun, before being issued to the legions. Items irredeemably corrupted by the Void are locked in a vault deep below the fortress, warded by a series of angelic seals, and guarded by shining Constructs forged in the Smithy to be immune to void taint. Void factions have made several attempts to steal the contents of the vault. So far, all have failed.

Mellifluence

The disc named Mellifluence is a beautiful garden of trees, flowers, and tranquil pools, inhabited by avieres [ToB2], fiery songbirds sent here by the goddess Solana and filling the air with wondrous music. Star elf wizards seeking a familiar come to the garden to befriend one of the birds.

Alabaster trees, hallowed reeds, and a single ecstatic bloom [CC], planar flora native to Celestia, grow in a grove in one corner of Mellifluence. These magical plants are intelligent and talkative. Bright Petal, the ecstatic bloom, considers itself Mellifluence's ruler and becomes offended when anyone visiting the garden fails to pay their respects. The alabaster trees converse telepathically with kind-hearted visitors, sharing news of the garden in exchange for stories from the rest of Sunhome, while the reeds allow benevolent spellcasters to harvest small portions of their central mass to be used as ritual components. Evil mages can use the reeds too, and the garden has seen recent incursions by infernals and other unsavory types.

Factions and NPCs

The Concord of Stars (**Chapter 3**) is the most influential faction in Sunhome. Three other notable groups and individuals are described below.

Golden Regency

Prince Jassin Miaberos, an eleven-year-old star elf noble, is the current ruler of Sunhome. The young Golden Prince ascended the throne following the death of the king and queen who were killed by death knights of the Last Cathedral. The undead launched a brutal attack on the Concord's home world while the legions were fighting elsewhere in the Labyrinth. Although Hopefire was well defended, the royal palace was not, and the death knights were able to strike a deadly blow to the Concord's allies.

The feisty Prince Jassin is growing up fast and is desperate to avenge his parents. His vizier and the prior regent Aerithya (cloud elf mage) is well-versed in Arcane magic and in diplomacy. The prince's sworn protector Saffronglow, an adult yellow dragon, blames herself for failing to prevent the monarchs' tragic deaths and is determined to make amends by safeguarding Jassin. Saffronglow has refused several requests from the Golden Prince to fly him to the Last Cathedral to take on the brothers.

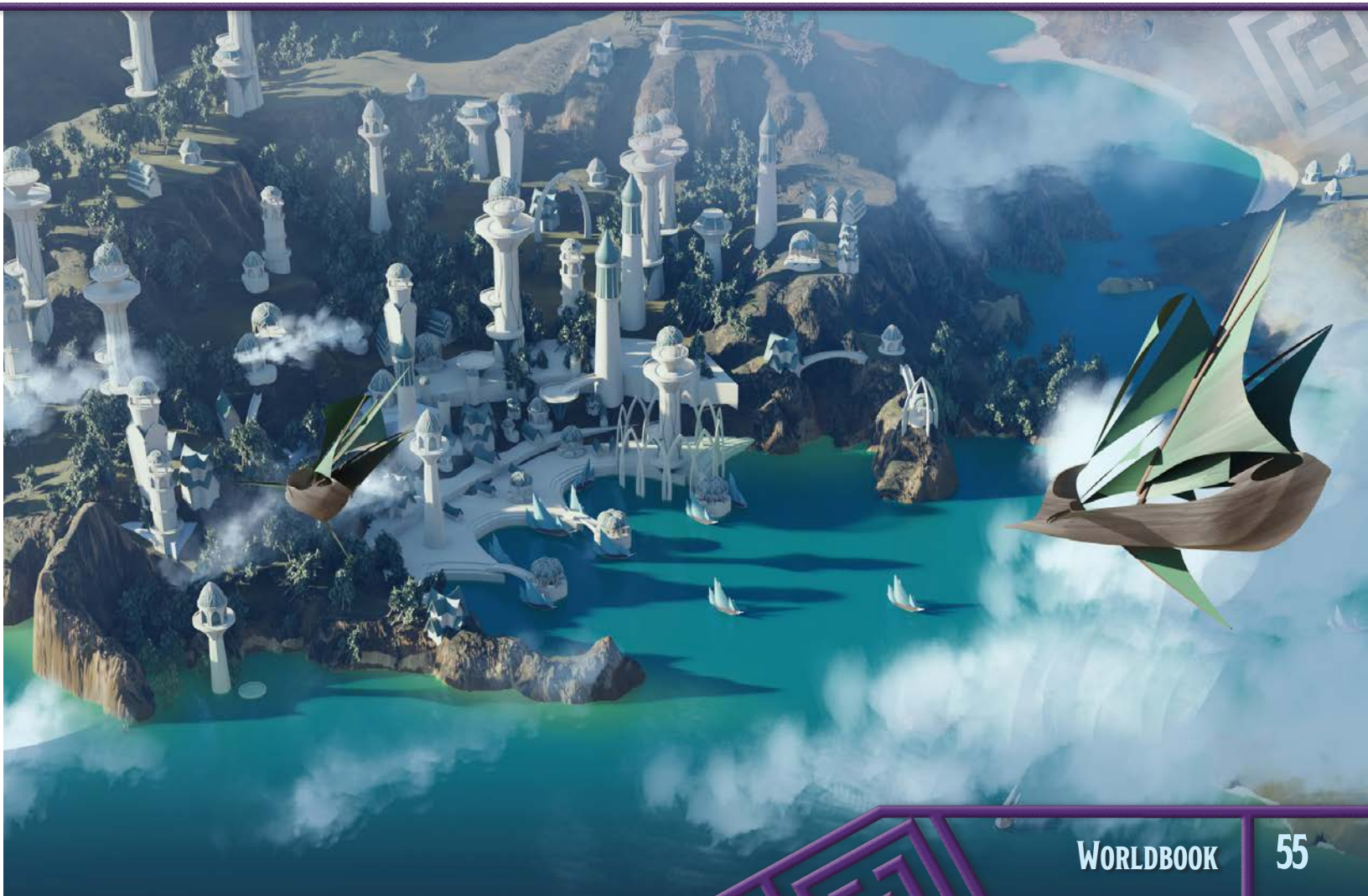
Khassarian

Khassarian is a kind-hearted lamassu [CC] assigned by the Angelic Council in Celestia to watch over Hopefire. Khassarian has stationed himself on top of the castle's gatehouse, where he inspects all who pass through, looking for anyone tainted by the Void or acting suspiciously. A compassionate soul, the lamassu does not like to see the people of Sunhome go hungry, so he insists that wealthy-looking visitors make a charitable donation to the poor and needy. Khassarian's archaic turns of phrase make him sound pompous, and certain members of the Concord won't be upset when his term as Hopefire's guardian ends and a new lamassu is sent to take his place.

Lightbringers

The Lightbringers are a sect of solemn, celestial syderean monks that literally bring light to Sunhome. The sect is responsible for the Glass Globes, crystal castles that float on discs in the sky. Each castle glows with the bright light of the small artificial sun at its heart—a crystal orb filled with pure sunlight beamed in from Celestia and providing enough light to illuminate neighboring discs and spheres.

The Lightbringers take their role very seriously and prefer not to receive visitors to their monastery, a large golden



sky ship that travels between the Glass Globes to ensure everything is functioning as it should be. Members of the Lightbringers wear hooded yellow robes and blindfolds to protect their eyes from repeated exposure to direct sunlight. The monks possess keensense with a range of 60 feet, allowing them to carry out their duties unimpeded by their lack of vision.

Conflict

Although Sunhome houses the armies of the Concord of Stars, it is still subject to raids by the forces of the Void. Usually, these are made by small groups attempting to steal items from Hopefire's vault or hallowed reeds from Mellifluence. The deadly attack by death knights of the Last Cathedral while Hopefire was almost empty caused shockwaves and led to tension between the citizens of Sunhome and the Concord of Stars. Many feel that the Concord's lengthy presence on Sunhome has made their world a target, and the Concord should either commit to protecting Sunhome or find somewhere else to house its legions.

THE VOID

Far beyond the worlds of the Labyrinth and the Astral Sea lies the Void, a vast planar expanse of darkness, cold, and dread that harbors monsters and beings of unspeakable evil. The people of the Labyrinth call it the Yawning Void; to the inhabitants of Midgard, it is Ginnungagap. Few wish to visit, but terrible creatures from this distant and primordial realm are all too eager to invade the mortal worlds.

The Void is a malignant force that devours worlds and offers power to those who choose to use it. It is part of the Wyrd power source, otherworldly and requiring summoning, and it is almost entirely destructive. Those few who know its secrets can turn it to good ends, but in the long run, everything the Void touches is corrupted, tainted, or destroyed. Those who draw on the Void gain access to spells and power, but they create cracks in the world, and over time their followers and their world suffer the incursions of demons and void creatures. Such worlds lose the radiance and life that is the hallmark of life-giving Celestial and Primordial magic, until only hollow, lifeless husks remain.

As time passes, these dead worlds succumb to the Void and crumble away, leaving only demiplanes or small fragments behind. Each time the Void corrupts, devours, and ultimately destroys a world, the borders of the Void expand. The Void's hunger can never be satisfied.

VOID PLANE FEATURES


The plane of the Void is a seemingly endless and confusing realm of nothingness, cast into perpetual twilight where the normal laws of reality break down or rewrite themselves. Stony ground gives way to dust like dunes. Churning clouds of burning phlogiston, snakelike eddies of lightning, waves of water and ice, and chunks of earth float through the darkness. The parts of the plane closest to the Labyrinth resemble wastes and badlands, dead terrain, stony ground, and blasted mountains. This is referred to as the Near Void, and it includes areas such as the deepest roots of Yggdrasil, the Sea of Bones, and dozens—or hundreds—of dead worlds. The deeper into the Void, the more fragmented it becomes and the less of it there is, until one reaches the Deep Void: a place where land and sea turn to nothing but air and emptiness. From that point on, only fragments of worlds remain.

There is breathable air, though it is thin and oddly scented. The temperature is bitterly cold, similar to conditions atop the highest mountains. Unprotected exposure triggers a DC 10 CON save every hour; failure means gaining a level of exhaustion. Most places in the Deep Void are devoid of stable gravity, though world fragments and other massive objects exert their own gravitational pull. Visiting the Void also exposes travelers to the risk of void taint—see **Chapter 7** for more details.

This formless abyss of darkness, cold, and dread evokes an image of vast emptiness, but in truth, the Void is far from empty. In addition to its stony paths and unwholesome mires, it has swallowed the remains of dead worlds—ranging in size from a single ruined tower on an island of rock to an abandoned city or an entire demiplane. These locations have their own atmosphere, inhabitants, and dangers, creating strange bubbles within the larger Void.

Portals sometimes connect these fragments. Otherwise, traveling between these scattered points of life requires specialized magic and equipment, or transportation on a vessel designed to travel in the Deep Void (where there is no atmosphere): an airtight wagon or a rolling apparatus of the mechadrons, or demonic ships to sail the Sea of Bones. The astral galleons (see **Chapter 5**) of the enigmatic far traders (see **Chapter 8**) can travel through the Deep Void, as can certain vessels of the *ahu-nixta* (see **Chapter 8**). The gargantuan cetaceans known as stellar *rorqual* [*ToB2*] can also be persuaded to carry passengers between worlds enclosed in the Void.

Cultists, demons, and others use void rifts (see **Chapter 1**) to travel to and from the Void, or to transport void creatures when they want to target a world on the other side. These are either double rifts or void foldings. Such tears in the fabric of existence are unstable and temporary, collapsing in days or weeks.



Thankfully, few permanent connections between the Labyrinth and the Void exist. Pathways leading to the Void or to dead worlds crumble or decay after a time, withered by corruption. The branches of Yggdrasil and the River Styx don't reach into the plane, either—although the World Tree's roots do (see “Corpse Shore” below).

If a void rift or pathway isn't available, it is possible to reach the Void by spells such as *plane shift*.

Near Void vs Deep Void

While the Near Void grants power to cultists, demons, and others willing to serve as a conduit or channel into living worlds, the Void itself isn't sentient or active as a living thing. It corrupts, it destroys, and it ultimately moves into spaces where its annihilating energies flourish and grow. These places become the Near Void, a realm of dead worlds and empty oceans filled with breathable air and potable water, but with precious few living things other than fungi, small animals, withered plants, or strange humanoids.

The Deep Void is more dangerous and more mysterious. It devours even Undead and demons who do not take proper precautions; air isn't always available, and gravity fails to operate as expected in some portions. Some cultists believe the Deep Void speaks to them in dreams and visions and in the entrails of victims, showing them how to spread its

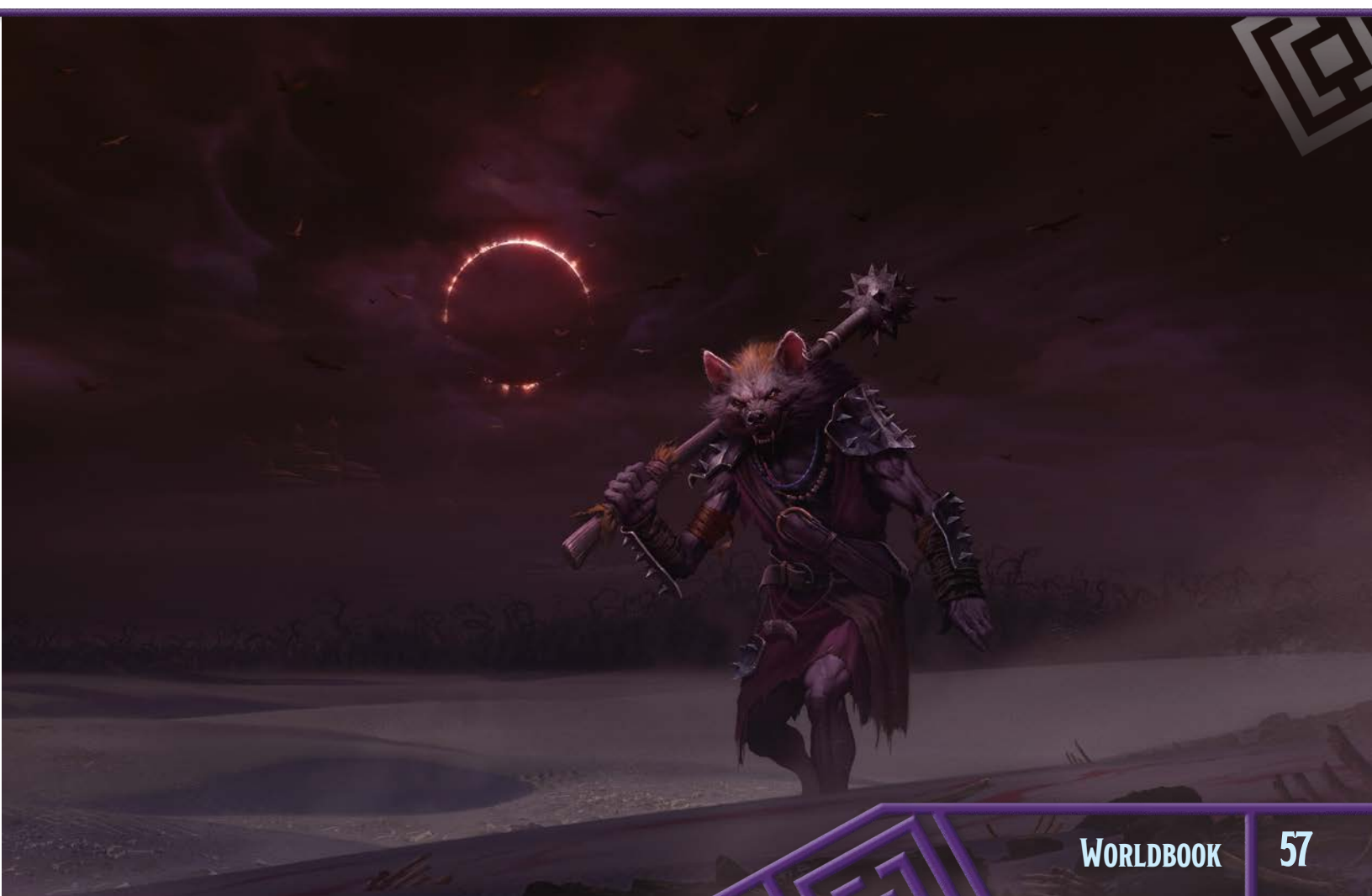
glory, offering sainthood, immortality, and infinite power. Most of these cultists are entirely mad, though some seem to speak with something that is out there: ancient demons, old gods, or undead so malign that they survive the eternal gnawing of the Void.

In the Deepest sections of the Void, nothing survives at all. Pure entropy destroys demons, Undead, and gods alike.

Inhabitants

Aberrations, Fiends, Undead, and other horrors are the primary inhabitants of the Void. These creatures include boneshard wraiths [ToB2], dimensional shamblers [ToB2], dorreqs [ToB1], heralds of the Void [ToB1], mad pipers [ToB2], nihileth aboleth [ToB1], rippers (Chapter 8), shoggoths [ToB1], widross demons (Chapter 8), void giants (see Chapter 8), and void knights [ToB3]. See Chapter 8 for a more complete detailing of creatures found in the Near Void and Deep Void.

Dark gods from Addrikah to the White Goddess and from the Black Goat to Mot seem at home in the Void or draw power from it (see Dark Gods in Chapter 6). In its deepest reaches, evils of alien origin are imprisoned. The Keepers believe the Dread Walkers summoned by Midgard's warring magocracies were called forth from these distant realms.



Factions and NPCs

The headquarters of the undead knights of the Last Cathedral floats in the Deep Void, while the Great Chantry and other cults maintain a presence here. See **Chapter 3** for full descriptions of the leaders and key members of the Brothers of the Last Cathedral, the Great Chantry of the Voidmother, and the lesser void cults.

The two notable NPCs described below may offer aid to adventurers brave enough to enter the Void.

Shimmerscale

A daughter of the draconic sage Astorlumenion, Shimmerscale is an adult light dragon [CC] who travels through the Void, hunting void dragons and other fell creatures. The dragon lost her beloved mate Summershine in a battle with Gundhold, Prince of the Death Knights, and his void dragon mount. She hungers for revenge. Shimmerscale is wise enough to steer clear of the Last Cathedral but hopes for an opportunity to ambush the prince and his dragon *en route* to a new conquest.

Thalda Zhelprith

The captain of the astral galleon *Ruby Star*, Thalda Zheprith (far trader, **Chapter 8**) wears long flowing robes of the finest red and gold silk to hide his goat-like legs and a smiling porcelain mask to conceal his disconcerting serrated teeth. Thalda sails his ship through the Astral Sea to the Deep Void and beyond, trading magic items, scrolls, and potions with cultists, undead, and others and usually has a few strange items for sale. Thalda offers to take passengers, but his ship is crewed by void eater derro [MV] who get very hungry when not well fed.

DEMONS AND THE VOID

Although certain infamous demon lords are known to rule domains in the Hells, the abyssal depths of the Void are where the fiends known as demons were first spawned, and where many still dwell.

Few have traveled to these abominable realms of twisted tunnels, slimy caverns, dismal swamps, and fetid jungles, where ravening hordes of chaotic fiends squabble among themselves, answering only to more powerful demons such as nalfeshnees, mariliths, and balors. These greater demons constantly battle each other for supremacy and are ruled over in turn by a handful of mighty demon lords. See *Tome of Beasts 1* and *2* and *Creature Codex* for more information on these unique fiends.

DEAD WORLDS AND THE NEAR VOID

The region of the Void closest to the Labyrinth is also referred to as the Abyss or the demon-haunted worlds. On the dead worlds of the Near Void, mortal life barely exists, suns have gone black, and unstable magic bleeds from the land. Their inhabitants include demons, satarre, void cultists, undead, and bizarre horrors created by the void energies that run riot here.

These few represent a small percentage of the known dead worlds, and barely count against those long forgotten. Coldforge is teetering on the brink of becoming a dead world.

Dead worlds are all part of the Near Void, though some are much closer to the Labyrinth than others. Over time, dead worlds decay until only fragments remain, which drift into the Deep Void.

Arch of the Sky

This world exemplifies the rare case of a celestial realm devoured by the Void. The Arch of the Sky is a beautifully preserved world of orderly cities covered in dust and rich temples gilded with soot; its people, plants, and animals have been transformed into marble, white clay, or limestone. Treasures taken from the Arch of the Sky crumble to dust within days.

The celestials, humans, elves, and sydereans that lived in the Arch of the Sky were known throughout Celestia for their kindness and diligence. Their cities were splendid and peaceful, their farms and vineyards were idyllic, and everyone in the world had plenty of good food to eat and delicious wine to drink. Living in the Arch of the Sky was pleasant, but it was also very dull.

Servitors of the Void gained a foothold in the world, offering excitement to the bored populace, encouraging them to join a cult “for fun,” taking part in a few unimportant rituals and playing harmless pranks on their neighbors. As the population became corrupted by the Void, fighting broke out between lifelong friends. The angels started to fall from grace, becoming void angels (**Chapter 8**). Those celestials who stood firm were slain by their former comrades and transformed into shadows of death [ToB2]. As things grew worse, demons and void mages poured through a rift, and the Arch of the Sky was lost.

Today, nearly all natural life is gone. A few remaining black lizards hunt the sandflies swarming the pale blue flowers that persist along the world’s burbling rivers. The Arch’s only other inhabitants are void angels and shadows of death that haunt the skies above the cities, and nullicorns [ToB3] that wander through the empty forests.

Phantarra, High War Mage of the Concord of Stars, insists there may be a way to restore the Arch’s petrified populace to life. She believes the means of breaking the enchantment is hidden in the former base of the world’s

original void cult, the Blessed Seers Beyond the Light, somewhere beneath the city of Harmony Towers.

Black Velvet

The dead world of Black Velvet glimmers, its black soil lit by luminescent fungal growth around the hot springs peppering its surface. There is no sun. In the eternal night, the stars shine brightly, and only the moon rises and sets.

The water in the springs is incredibly hot, dealing 3d6 fire damage to creatures coming in contact with it, and 10d6 fire damage per round to any creature that becomes immersed. While some bubble constantly, others seem more innocuous, their crystal clear, blue-tinged water merely releasing clouds of steam. From time to time, the springs erupt, spraying scalding water in a 1d6 × 10-foot radius, inflicting 10d6 fire damage (DC 15 DEX save for half) to anyone caught in the blast.

Void fungus colonies [ToB3] grow around the hot springs. Some of these fungi are ambulatory and collect other fungi as prey for the colony; the rest grow in glowing patches that cover the earth between the bubbling pools. Cracks in the ground are home to eldritch oozes [ToB2] that lash out at anyone coming near.

Beneath the surface of Black Velvet are the ruined tunnels, chambers, and mines of the world's original goblin inhabitants who traded the gems they found with the Smithy. At least one of these passageways connects to the Labyrinth and has been used by adventurers looking for loot. Recent expeditions discovered that the goblin mine elevators are still operational, allowing treasure hunters to move around the complex quickly and easily—but not all have returned safely. Golmana demons [MV] lurk in the tunnels, seeking mortal souls to soothe their pain, and the ghosts of the slain goblins fiercely protect their gemstones from thieves.

Corpse Shore

Although the branches of Yggdrasil don't extend into the Void Plane, one of the World Tree's mighty roots leads to Niflheim, a bleak realm of ice and cold in the very deepest regions of the Void. Here, the root drinks from Hvergelmir, a bubbling spring said to feed the rivers of all the worlds.

On Niflheim's freezing Corpse Shore, the terrible serpent-wyrm Nidhogg (see **Chapter 6**) gnaws at Yggdrasil's roots and feasts on the bodies of murderers, adulterers, and oath breakers. The most wicked of these people are spared being eaten and are cursed by Nidhogg instead. They become the tveirherjar [CC] and climb the World Tree to do battle against the forces of good.

Nidhogg is joined in its feasting by its foul spawn. The spawn of Nidhogg (see **Chapter 8**) are eager to switch to fresh meat should cultists or explorers venture too close. Hidden among the roots, Nidhogg's dark cavern lair

contains its vast hoard. Among the valuable objects given to the serpent-wyrm as tribute are its prized assemblage of skulls and bones, collected over the eons from its enemies.

Members of two void cults can be encountered at the Corpse Shore:

- The Harbingers of the Yawning Void (see **Chapter 3**), a cult of satirists and nihilistic humans, gather here to weaken Yggdrasil's roots by corrupting Hvergelmir with the darkness of the Void. The Harbingers hope that Nidhogg and its spawn will soon chew through the roots and the World Tree will fall, bringing about the end of the worlds.
- The Scribes of the Black Star, one of the two sects that make up the Great Chantry faction (see **Chapter 3**), come here to visit Nidhogg and record its baleful utterances. Lately, these scholars and servants are being devoured before they can capture Nidhogg's words.

Dry Lands

Lying beneath a blood-red sky, this demiplane is the domain of the dark god Mot, inhabited by undead of all types. Most of the terrain is bone desert; its sand is dried blood, powered bone, and tiny bone pebbles. Dunes, ramparts, and pebbled stretches of bone extend for miles, punctuated by skull ziggurats that reach fifty feet or more in height, places of sacrifice to honor Mot.

The Dry Lands also contain crackling forests, composed of fern- and treelike structures made of cartilaginous masses of splintered bones, and dry, leathery leaves covered in fine black hair. Undead find these forests impossibly beautiful, but living creatures consider them so revolting they must succeed on a DC 14 WIS save to enter.

The River of Blood meanders across the demiplane, reeking like an abattoir of iron and decay. Undead can enter its muddy waters without risk; all other creatures suffer 2d6 necrotic damage for each round spent in contact with the river. Vampires and other blood drinkers haunt its banks, drinking from the river for days until they become engorged. Those that drink too much float listlessly downstream until they plummet over a waterfall leading to Chundresh, the Hunter's Hell of Blood and Fear.

The Eternal Palace of Mot is a maze within a tomb, boxed into a labyrinth, and hidden in tunnels and caverns under miles of bone and dust. The entrance is a plain cavern set into a spur of obsidian and guarded by two enormous, hulking, rune-carved gnolls (treat as void giants, see **Chapter 8**). The interior is richly decorated but haunted by shadows, necrotic fire, and the smell of dust and decay. Within the Hall of Hunger, undead courtiers move in a dark parody of courtly life while grim jesters [ToB1] provide grisly entertainment. Guarded by followers, Mot's Treasury contains the wealth of the undead of the Dry Lands, past, present, and future.



Sea of Bones

The Keepers and Dreamers agree this region is where the Astral Sea meets the Void and its navigable yet mystical waters turn into a mariner's nightmare. A silvery sky overlies the Sea of Bones, its light reflecting from a mixture of bony pebbles and black ooze; at other times, ghostly mists rise from the surface of a milky, chalky sea, filled with banshee wails and false cries for help. A faint miasma of decay replaces the Astral's clean starlight air and briny scent of seaweed. The creatures of the Sea of Bones include Undead (especially skeletons), merrow, peculiar tolling jellyfish, and sahuagin, who find shelter in its tangled red seaweed forests.

Many islands dot the Sea of Bones, including two well-known ones: the isle of Kelmar Abbey and the Dreamsedge Bastion. At the Abbey, the sages maintain a council hall and an extremely haunted collection called the Black Library, containing thousands of volumes readable only with the use of magic. Each volume contains blasphemous and void-blasted liturgies, rituals, and invocations of a world eaten by the Void; the scribes are either undead or long dead and only magic can unlock Kelmar Abbey's secrets. The Followers of the Pure Void

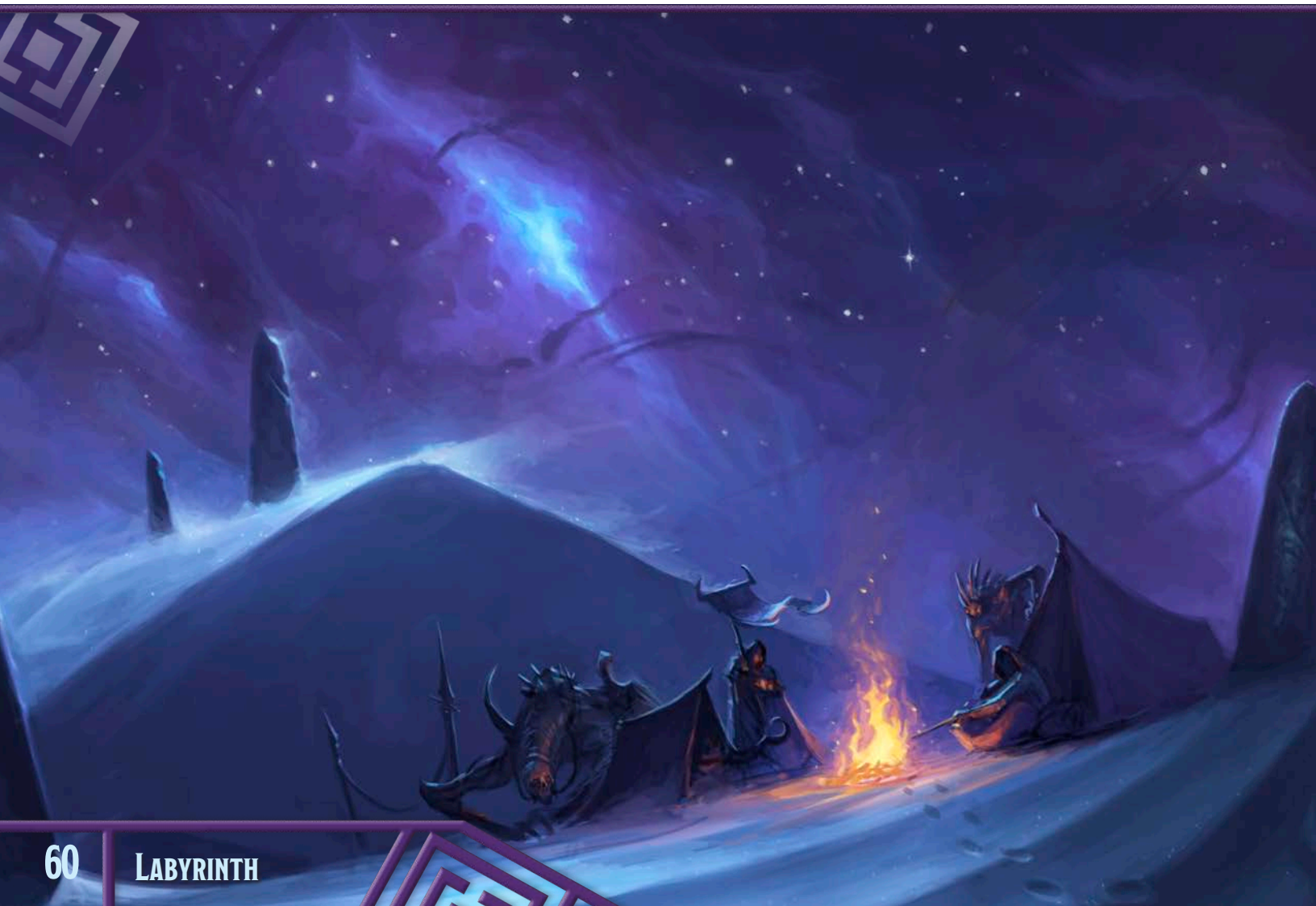
keep invisible stalkers and demons for protection. Only the Boatwrights and a few ferrymen willing to drink the *bubbler's sweat* can find the place.

The Dreamsedge Bastion is a prison for a void dragon held in stasis by the Bonewalkers, a group of dragonborn led by High Protector Mirasha, resupplied regularly by the Concord of Stars. As long as the tower-prison remains intact, the Bonewalkers can draw information and power from the slumbering void dragon they hold. From time to time, they must defend the bastion against one cult or another.

Ships that sink in the Sea of Bones reappear on its surface as an echo of their former selves. Their shape, sails, and the voices of its crew all seem accurate, but they are made entirely of a fine, white, powdery bone.

Whispering Dunes

This world contains an endless white sandy beach of dunes that stretch forever. Very little grows here, and salt contaminates the soil and water. A few species of sand grasses still survive, and bugs and lizards find seeds enough to live on. Nothing else moves or breathes.



Ruined settlements lie between the dunes, their walls eroded by sandstorms and partially buried by the sand. Salt devils [ToB1] inhabit these ruins, left behind by the infernal army that destroyed this world. They have been trapped here for decades and are desperate to return to the Hells. The fiends bargain with any visitors who might help them escape, offering to guide explorers to an ancient obelisk floating above the dunes several days' travel inland. If this doesn't work, they resort to begging.

The obelisk is 250 feet tall and hovers fifty feet above the desert floor. Its surface is covered in strange runes nearly erased by wind and sand. This obelisk was placed here by the Ancients (see **Chapter 3**) and marks the location of their great city of Axanapeque, which lies buried beneath the sands. If the entrance is found, visitors can explore a huge cyclopean city protected by strange Constructs and devious traps and perhaps discover wondrous magic that hasn't been seen for centuries. Portals lead to other ruins of the Ancients, including the sunken city of Tlazonak in the Dreamer's Islands.

Dead bleached coral reefs fringe the shore. Beyond the reefs, a steep drop-off leads to a series of deep crevasses, home to nihileth aboleth [ToB1] and their nihilethic zombie thralls. Lords of nothing, the aboleth dream of fresh worlds to conquer and destroy. Soon they will make their move. . . .

THE DEEP VOID

Malevolent demiplanes, uniquely bizarre phenomena, and the fragments of worlds and ancient empires devoured by the Void float in the seemingly endless expanse. The most infamous of these locations in the Deep Void are described here.

Black Sun

Visible from miles away in the Void, the Black Sun is an orb of pure darkness rimmed with glowing red fire. Although it appears to be burning, the Black Sun is freezing cold, and living creatures suffer 1d10 cold damage each round they spend within 100 feet of its surface. Voidlings [ToB1] are the only creatures that live inside the Black Sun, and they are hostile to anyone who approaches. Black Sun voidlings are immune to cold damage.

The Black Sun is seen in the sky when a shadowed world of the Labyrinth is on the verge of becoming overwhelmed by the Void. It manifested above Coldforge when the King of the Death Knights' army invaded and has appeared above other soon-to-be dead worlds many times before and since. The Dreamer Tondrel the Even-Handed (see **Chapter 3**) had a vision suggesting that if the Black Sun were to be destroyed, it might be possible to prevent the loss of certain worlds to the Void. Tondrel believes the Green Sisters on the Dreamer's Islands know the secret

to destroying the sun but persuading them to part with it won't be easy.

Tales of the Black Sun have spread throughout the Labyrinth and cults spring up in response to new sightings. These include a bloodthirsty tribe of orcs led by sadistic Black Sun priestesses [CC] who rip beating hearts from the cracked ribcages of their victims to honor the dark orb, and a sect of evil priests that has infused ogres [ToB3] with unholy magic and infernal brandings, initiating them into an order called the Knights of the Black Sun.

Citadel of Lost Hope

Previously known as the Citadel of Last Hope, this tall wizard's tower was renamed when it fell to Nargoth, greatest of the void saints and leader of the Servants of Nidhogg (see **Chapter 3**) and became his stronghold. The tower was home to a cabal of star elf mages who fought hard to protect their world from the demons and cultists of the Void but ultimately failed. The site of their last stand is all that is left of their world; the rest has crumbled into nothingness.

Standing 150 feet high, Nargoth's tower was once elegant and beautiful. Its white marble walls are now gray and marred with cracks glowing with sickly purple light, and its base is strewn with rubble—the remains of balconies that collapsed when Nargoth took the citadel. Green lightning flashes continually across the sky above the tower. The lightning poses a danger to approaching enemies, striking a random target each round for 5d10 lightning damage (DC 18 DEX save for half).

Nargoth keeps a void knight [ToB3] as his personal bodyguard, and his tower is filled with his satarre guards and servants and warded by magical glyphs. The top floor contains an observatory where he can gaze out to contemplate the emptiness of the Void. Other floors hold arcane laboratories, libraries, studies, and the void saint's treasure vault and trophy room.

Nargoth has constructed a new Chamber of Unholy Communion beneath the temple so he can commune directly with his master Nidhogg at the roots of Yggdrasil and learn the serpent-wyrm's bidding. This room is similar to the one beneath his hidden tomb in one of the worlds of the Labyrinth (see *Hidden Tomb of Nargoth* adventure).

Cracked Sky Bowl

When large armies of the Void muster to invade a Labyrinth world, they assemble beneath the Cracked Sky Bowl, an enormous, jagged scar in the purple sky. A craggy, flat-topped mesa, some four hundred feet tall, stands on a world fragment below the crack.

Cultists, undead, and demons amass on the plateau while void mages and rippers (see **Chapter 8**) work together to perform the mighty ritual that opens the massive void

rift. Once the rift begins to open, the spellcasters must concentrate on the intended destination to bend reality and create a void folding (see **Chapter 1**) that leads directly to the target world. More than one invasion has gone disastrously wrong. One notorious calamity sent the Crawling Coven of Truth through the Celestial Arch where the entire cult was incinerated, so it is vital that the casters stay focused on their goal. As soon as the connection is established, everything on the mesa is swept up and pulled through the rift.

Such invasions are fortunately rare. Visitors to the mesa at other times can land on top of the rock and potentially open the rift to return to the Labyrinth, provided they can drive off the auroras horribilis [ToB2] that hover above the hill, awaiting the next apocalypse.

Last Cathedral

Once a magnificent temple dedicated to a goddess of life and love, this ruined cathedral floats in the Deep Void in a zone of light gravity. The Cathedral is the headquarters of the infamous Brothers of the Last Cathedral (see **Chapter 3**). The faction is named for this building—the only surviving temple of a goddess whose name, faith, and memory have been completely obliterated, first from the Brothers' home world, then from the dozen worlds where she was worshipped.

The cathedral's once-splendid dome has cracked, exposing it to the Void. It has been stripped of its gold, the beautiful mosaics on temple walls have been defaced, and its stained-glass windows are smashed. The goddess's statue was torn down and decapitated, and her altar has been replaced with the austere gray stone Twin Thrones of the Lich King Domitos and Visimar, King of the Death Knights.

Steps lead down to a vast crypt beneath the temple that is the barracks of the Last Cathedral's undead foot soldiers—countless ghouls, skeletons, and zombies. A cloister attached to one side of the cathedral leads to a chapter house where a hundred death knights are garrisoned. A stable in the compound holds their nightmares and undead steeds, though the Brothers' void dragon mounts use the rooftops of the cathedral's twin towers as their lairs.

Several death barques [ToB2] are moored to a dock extending into the Void. These necrotech creatures have been engineered to fly out of the Void and into the Astral Sea, carrying the Last Cathedral's warriors into battle.

Martyr Mountain

Over ten thousand feet tall, this single mountain looms ominously from the Void. Openings on the mountain's lower slopes lead to rock tombs. These are the tombs of void saints who no longer need physical bodies and have assumed a wraith-like form. These crypts are sealed and protected by fiendish traps, since the bones and other remains of the saints are powerful relics, sought by void cultists and nefarious mages. Other tombs are inhabited by boneshard wraiths [ToB2].

A treacherous path leads up the mountain from the tombs to the Unholy Sanctum, a small temple perched precariously on a ledge a thousand feet or so below the summit. Umbral shamblers [ToB3] plague those who ascend this route—the distorted forms of previous pilgrims to the site, twisted by the Void.

The Unholy Sanctum is a domed octagonal structure overseen by voidwarped derro [ToB3]. Since Martyr Mountain is considered sacred by all the Void cults, the Great Chantry, the Servants of Nidhogg, and the Followers of the Pure Void all send representatives, leading to constant bickering between the rival sects.

Unblinking Stars

Six mountains float surrounded by an inky black nothingness. They are covered with snow, and each has a prismatic beacon at its summit. Void cultists have made these beacons sites of pilgrimage, but many never reach the summits, instead falling by the wayside as well-frozen corpses where they feed the winterghasts [ToB2] that haunt the mountainsides.

Cultists who succeed in reaching the base of a beacon can climb another two hundred feet up an icy ladder to the top where they can bathe in the prismatic glow. The bather must make a DC 13 CON save. On a success they suffer a level of Void taint (see **Chapter 7**) and receive a dark gift from the Void, gaining the ability to cast a randomly determined spell from the Void magic style spell list (see **Chapter 5**) once per day. On a failure, they are consumed utterly by the Void.

A recently discovered fragment of the *Lost Tome of Nargoth* claims that a Void cultist who bathes in the glow of all six beacons will transcend death, becoming a void saint.

CHAPTER 3: FACTIONS OF THE LABYRINTH

This chapter contains detailed descriptions of eight major organizations of the Labyrinth: four heroic factions that strive to keep the Labyrinth safe from the Void, and four villainous factions that aim to tear everything down or crush it beneath their iron-shod or taloned feet. The first four are commonly called the Concord, the Dreamers, the Elders, and the Keepers; the second four groups are the Chantry, the Last Cathedral, Nidhogg's followers, and the infernals.

In addition to these major powers, this chapter presents a number of minor factions and lesser groups, both malevolent and benign. While these organizations don't have the same influence as the eight principal factions, they provide excellent enemies and allies for the player characters.

FACTION-DRIVEN CAMPAIGNS

The Labyrinth setting assumes that the player characters associate with the four main heroic factions. Although you can run a game set in the worlds of the Labyrinth without this, belonging to one or more of these groups creates strong links between the characters and the setting and helps the players feel more engaged with the campaign.

Factions drive adventures and intrigue. The leaders of the Concordans, Dreamers, Elders, and Keepers act as patrons for adventuring groups, sending them on missions to further faction interests, combat the Void, or oppose other enemies.



Not everyone in the party needs to belong to the same faction. Although they don't always see eye to eye, the four major heroic factions all want to protect the Labyrinth from the threat of the Void, and they work together to stop major threats. A multi-faction party leads to more varied adventures, as each faction will offer different missions and adventuring opportunities to the characters. A mixed group can also lead to interesting complications and conflicts of interest.

As well as acting as patron, each faction offers benefits to its members. At lower levels, this could be a safe place to stay in the faction's headquarters in the Smithy or among the Dreamer's Islands, items of mundane equipment, and useful contacts. As the characters rise in levels and status within the faction, they might be offered potions, scrolls, and other consumable magic items; gain access to the faction's library or spellbook collection; or be assigned one or two henchmen or hirelings to assist them on their next quest. Once the adventurers achieve high levels, they may be invited to join the faction's leadership, given command of troops or operatives, granted access to a closely guarded portal, or loaned a powerful magic item.

At least one of the four major villainous factions is likely to become a primary foe of the characters and perhaps the focus of the campaign. But even heroic factions can become adversaries when disagreements arise between groups the PCs belong to. And while the villainous factions are undoubtedly evil, from time to time the adventurers may find that the enemy of their enemy becomes their friend . . . or at least an ambiguous ally.

See **Chapter 4** for player options tied to the factions, and **Chapter 7** for advice on running campaigns in the Labyrinth.

HEROIC FACTIONS

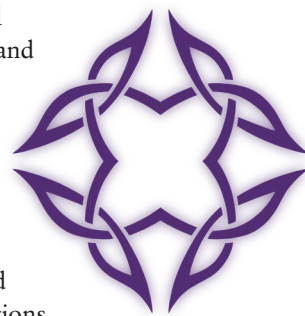
Many factions, groups, and individuals enter the Labyrinth and venture through it into the Ten Thousand Worlds, seeking adventure, plunder, or power. Four groups—the Concordans, Keepers, Elders, and Dreamers—created for themselves a purpose as seekers, guardians, and protectors of the Labyrinth. Members of these factions recruit heroes from backwater worlds or can show up unexpectedly to defend a realm against encroaching shadow. With the help of heroic explorers and adventurers, they establish and maintain outposts on multiple worlds, seeking to expand their foothold.

CONCORD OF STARS (CONCORDANS)

We stood before the anomaly, watching its pulsing silver light shift into purple. The Void screamed and waves upon waves of selang foot-soldiers struck against us. Our world quavered and everything blurred as our physical forms began to erode into the blackness—only faith and sunfire armor kept our bodies intact.

—Report of Commander Tarben, 7th Cohort of Sunhome, on his return from Whispering Dunes

The servants of the Concord are the mortal servants of the celestial realms, the stars and spheres, and the gods of light. Or so they claim, and few can prove the Concord untrustworthy. Their great home world is Sunhome, but their keeps and strongholds are scattered throughout the Labyrinth, and they build camps and fortifications near any world they consider in danger of corruption by the Void.



Overview

Few individuals can gaze on the Void without a sense of dread, fear, and hopelessness, and mortals in particular understand little of what lies beyond the reality they perceive. Members of the Concord of Stars strive for a broader perspective from high in the heavens, remote astral castles, and the celestial realm, where understanding comes easier, and angelic messengers, cloud elf battle mages, and the like are on hand to offer their wisdom. The Concord of Stars accepts the Void as an absolute, a truth, a part of a greater revelation that lies beyond the grasp of mortals—and also as a dark certainty that must be opposed, lest it overwhelm and devour the Labyrinth and all the living parts of the Ten Thousand Worlds.

The Concord of Stars consists of good-aligned scholars, astronomers, occultists, and priests captivated by the tapestry of interweaving energies that form reality. The warp and weave of these energies create a harmonious interplay they refer to as the concord of existence, or concord of the stars. Though they acknowledge the immense power of the Void, members of the Concord do not try to control or manipulate its energy. Instead, the Concord listens to the stars and joins with good-aligned forces arrayed against the Void.

Goals

The primary purpose of the Concord of Stars is to keep the concord of existence intact and to thwart the servants of the Void. The Concord works to protect reality against void rifts, void creatures, and void magic (see **Chapter 5**), identifying or destroying mortals who gather and siphon void energy. The Concord uses radiant magic and its connections to the divine and celestial realms to gather holy weapons, celestial magic, and even tools as simple as bright light to drive away darkness.

Subfactions within the Concord debate the Void's primary purpose. Some believe the Void has some sort of intelligence or spark of collective conscience—or at least, that dark gods can direct the Void's power to suit their own ends. They believe studying darkness is as important as defeating it. Others in the Concord believe this is nonsense and that the Void can only be contained and exterminated, never turned to any worthy purpose.

Concordans seek a deeper understanding of reality and the way that worlds and nations rise and fall. They also defend against the void servants who reweave and manipulate the secrets of the Void to build counter-realities forged from doom, despair, and madness.

Concordans in a Campaign

Most Common Classes: Cleric of Sabateus or Solana, paladin, wizard

Most Common Lineages: Elf (star elf variant and/or cloud heritage), dwarf (fireforge heritage), human, syderean (celestial adaptation)

Good doesn't always mean right. Despite their best intentions, the Concordans occasionally make decisions and take actions that have negative results. The faction never perceives itself as villainous, but player characters may view their actions as dangerous. If you as the GM choose to position the Concord of Stars as an antagonist, assume Concordan actions arise from righteous and goodly intentions, whatever their consequences. The Concord remains protective of its members and jealous of its special power and position under celestial protection—not to mention its literal alliance with archangels. The following text suggests ways to employ the Concord as an adversary.

Closing a Rift Prematurely. In their haste to prevent corrupting energies from seeping into a particular world, the Concordans take swift but underinformed actions and close a void rift prematurely. They might trap innocent people within the rift, seal off void rifts used by a nearby



settlement, prevent a void creature from escaping back to its own world, or nullify the effects of items reliant upon void energy as a power source. If the last, this is deliberate: According to the Concord, void energy shouldn't power any magical item, regardless of its use.

Triggering Void Backlash. The military arm of the Concord tends toward overconfidence rather than deliberation, and their work can take on the fervor of a crusade. When dealing with creatures or anomalies that channel void energy, Concordan agents can underestimate those entities' ability to control, harness, or otherwise direct that energy. The Concord might cause an implosion that sucks objects into the Void and corrupts a region around the origin point, an explosion that floods a place with volatile void energy, or a chain reaction that opens a new void rift and attracts void creatures such as voidlings, insatiable broods, or golmana demons [MV].

Key Locations

The Concordans garrison permanent strongholds on many worlds of the Labyrinth and establish temporary encampments wherever they are needed, such as Sky Dome Outpost on Coldforge (see **Chapter 2**).

Hopefire on Sunhome is the primary headquarters of the Concord accessible to the Labyrinth, while Sunbeam Spire in the Shining Heaven of Solana is the faction's main headquarters and embassy in Celestia. Both are described in **Chapter 2**. Three other major bases are detailed below.

First Forge Temple

Located in the heart of the Smithy, within the walls of the Citadel of the Keys, the First Forge Temple is dedicated to Solana the Forge Mother and serves as the Concord's headquarters in the Great Hub. Constructed from sparkly yellow stone, the round building features buttresses radiating out to resemble the rays of the sun and is topped with a magnificent golden domed roof. Both the walls and the roof are cleaned constantly by acolytes to remove the soot from the chimneys of the forges and arcane workshops of the Keepers nearby.

Inside the temple, a splendid gold statue of the goddess in her dwarf-like Forge Mother aspect towers over the Radiant Forge. This glowing altar of alabaster has the power to imbue newly forged weapons, armor, and shields with celestial magic. The First Forge priests use it to create sunfire armaments (see **Chapter 5**).

The high priest of the First Forge Temple is Glorivea Emberblaze (fireforge dwarf apostle [ToB3]), a master armorer who prefers crafting to her religious duties. Whenever she can, she abandons the temple for her personal forge where she is lovingly fashioning a bronze breastplate engraved with intricate scenes from great Concordan victories over the Void.

The large temple building also holds a council chamber (where Concordan leaders meet when in the Smithy), living quarters for priests, guest rooms for important visitors, and a dozen forges. Comet tunnels connect to Hopefire and Sunbeam Spire, while the Celestial Steps, a stairway of shining crystal, leads to Sunhome from the temple roof.

Silver Commandery

The Silver Commandery is a cloud castle in the Astral Sea under the authority of Alderic Skytouched, the Silver Marshal. Located on the front line close to the Near Void, a small garrison of Concordans use this white marble fortress to watch for incursions by the forces of the Great Chantry, the Brothers of the Last Cathedral, and other void cults. Around two dozen dymaxions (see **Chapter 8**) are stationed here, allowing the Silver Marshal and his paladins and mages swift travel through the Astral Sea to confront the latest threat. Despite its remote location, the Silver Commandery is kept well provisioned by means of a portal connected to the Cloud Gate in Sunhome.

A priestess of Sabateus named Zelaythia, a serpentine lamia [CC], presides over a temple to the Moon God at the top of the tallest spire of the castle. Here she casts horoscopes, attempting to predict the unfathomable schemes of the Void. The Silver Marshal visits the temple regularly to seek Zelaythia's wisdom and to pray to his deity.

Twisted Root Harbor

Situated on the shores of the Lazuli Sea, Twisted Root Harbor is a small city on the Old Ring world of Summer Birch. Filled with fine examples of elven architecture, it's perhaps the Concord's most beautiful stronghold. Throughout the town, elegant white towers rise above graceful arches and bridges built among alder and birch trees. The towers house Concordan wizards and scholars who spend their days in these picturesque surroundings researching the evils of the Void. The harbor caters to all types of vessels: merchant galleons sail into port from the Smithy, while sky ships arrive from Sunhome.

Cloud and grove elves make up the majority of the population in Twisted Root Harbor, but a small gnome community of tailors, enchanters, and inventors frequents the modest but friendly inn known as the Blue Goose.

The Emerald Ivy Guesthouse, or just The Ivy, is a luxurious elven-run tower hotel with magical wards, a complimentary house bard, and a stunning view of the harbor. Rooms start at 25 gp per night. The war mage Phantarra stays in the penthouse suite when she visits to meet with her fellow wizards. She was born on Summer Birch and still has a villa here, but it's filled with too many painful memories of her beloved husband.

Other notable locations include the Armory of Solana where the dwarven smith Carrot the Clanger is constantly repairing battle-damaged Concord gear, and the incredibly snooty elven house of fashion, Spidersilk Tailoring.

Three Key Concordans

Concordans are warriors at heart, whether one refers to the literal and the righteous swords of Celestia or the priests and mages who burn out darkness and corruption with their skills. The PCs might meet or hear about the best-known heroes of the faction. They reside in worlds near Celestia, fight at the front against the Void, or convene in the Smithy to plan their next march.

Alderic Skytouched, Silver Marshal

Of all the warriors of the Concord, none are as well-known from song and story as Alderic Skytouched (star elf field commander [TbB3]) with his wolf-snout helmet and sunfire armor. As a Sabatean paladin and commander of the Concordan First Legion, he leads the way into battle against the worst breaches of the Void or demonic incursions into fading worlds, or to rescue hostages seized by cultists. His martial skill is honed to a fine edge, and he carries a deep love for the Concord's goals and its people.

But he holds a secret as well: Alderic is a werewolf, and though he carefully controls this curse, he insists on retreating to worship Sabateus a few nights each month. When gravely wounded, he adopts full wolf form and slaughters anyone within reach. Several of the high command know his secret, but most Concordans are unaware of his lupine nature.

Phantarra, Elven High War Mage

Armored in sunfire and warded by pure star magic, Phantarra (cloud elf battle mage [CC]) carries a bitter anger. Her husband was slain by undead on a distant world, his body devoured by ghouls and thus unrecoverable. After this, her focus shifted from protecting the worlds of the Labyrinth to taking the fight to the dead worlds of the Void.

She now aims to execute every last cultist who bargains with shadow and darkness and cleanse the multiverse with golden fire. Phantarra has a mission. She has plans. And she has no time for fools.

Unther, High Archivist and Septon

High Archivist Unther is a human cleric of Solara who loves knowledge and radiant magic. His enchantments and wardings are among the most powerful the Concord can muster. Unther is both valued and feared among Concordans, because his role as Archivist means he is also the faction's spymaster, chief strategist, and sometimes its inquisitor. Through his spies, scryings, and generous purse, he is always well informed of any hint of corruption within the Concordan ranks.

Physically, Unther is unremarkable: a brown-haired man with a hawkish nose and a small beard, who wears rich vestments of Solana bedecked with a few enormous rubies and sapphires. His *staff of radiance* (see **Chapter 5**) is also his staff of office in the church. It is said that it contains the raw power of his goddess and would summon her presence instantly if broken.



Famous Legions

The Concordans' legions fight to repel the Void and save worlds from destruction. Two of the most renowned are described below.

Azure Lions

Twenty or so years ago, it seemed as though the threat from the Void had receded, so a number of Concordan legions returned to Sunhome or Twisted Root Harbor, and their weary warriors hung up their swords and retired. Not so the Azure Lions. This legion has wandered the Labyrinth for decades, supported by mechadrons, angelic supply wagons, and an unwavering resolve to stamp out the Void's

influence. They occasionally visit one of the Concordan strongholds to replenish their supplies and recruit a few new faces, but they never stay long.

The Azure Lions' commander is a radiant dragonborn warlock named Ittur Rhozavar whose pact is with Archangel Zadramiel of Celestia. Ittur receives regular messages from his master via word archons *[ToB3]* and follows those commands more readily than he does any directives sent by the Silver Marshal, much to Alderic's annoyance.

Blood Legion

This elite Concordan legion is one of the most unconventional. Membership to the Blood Legion is

CONCORD OF STARS MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Battle Mage <i>[CC]</i>	Celebrun (Chapter 8)	Buraq <i>[ToB1]</i>
Dwarf Graveslayer <i>[CC]</i>	Dymaxion (Chapter 8)	Deva <i>[MV]</i>
Knight <i>[MV]</i>	Mage <i>[MV]</i>	Field Commander <i>[ToB3]</i>
Light Drake (Chapter 8)	Song Angel <i>[CC]</i>	First Servant <i>[MV2]</i>
Radiant Dragonborn (Chapter 8)	War Priest <i>[CC]</i>	Lamassu <i>[CC]</i>
War Chaplain <i>[CC]</i>	Zoryas Angel <i>[CC]</i>	Siege Archon <i>[ToB3]</i>

CONCORD ADVENTURE HOOKS

d12	Hook
1	Concord agents track down a shapeshifting void creature disguised as a void merchant transporting valuable goods. Material for void rituals to empower cultists and increase chaos was smuggled among the goods.
2	Enemies of the Concord infuse a clockwork golem with void alchemical fuel and set the creature on a killing spree.
3	Player characters unwittingly tamper with a void rift and must face the Concord's high tribunal. They must repair the damage or face banishment from the Concord.
4	The PCs encounter a young human woman dying of void taint who begs them to take her to the High Archivist Unther. When he tries to heal her, the void surges into the victim and she tries to murder the Archivist.
5	A backlash of void energy opens a rift and rips through a Concord enclave, killing several. Surviving Concord members summon the characters, pleading for them to help with a ritual to close the void rift.
6	The Concord learns that enemies are plotting to assassinate the Septon Unther during his speech at the Solar Festival. The PCs must foil the attempt.
7	A member of the Concord is scheduled for public execution after stealing a void artifact taken from a powerful monarch with questionable ethics. The PCs are asked to rescue the Concord agent and recover the artifact.
8	The PCs encounter a fear-stricken individual who can't recall anything about themselves. The individual's garments suggest they are a member of the Concord of Stars.
9	The Concord hears that a celestial chariot has gone missing; the PCs are sent to recover it and prevent it from falling into the wrong hands.
10	Concord agents at an isolated outpost guard a powerful voidling imprisoned in a magical orb. The orb cracked, and the voidling drove some of the guards mad. They turned on their allies and now attempt to wrest the orb from its prison and free the voidling.
11	Doppelgangers seize a small enclave by assuming the identity of members of the Concord of Stars. They plan to acquire the identities of powerful members in larger enclaves and slowly corrupt these settlements with their own rule. The PCs stumble across a doppelganger in the process of replacing a Concordan mage.
12	The PCs are asked to investigate the corpse of a would-be assassin. A strange marking on the man's wrist suggests he had ties to the Concord of Stars. When confronted, the Concord denies any association with the assassin, though officials demand justice for the murder.

open to anyone prepared to adhere to its Code of Honor and swear an oath to fight the Void. Humans, fiendish sydereans, blood mages, barbarians, orcs, and even devils and ex-cultists have been accepted into the ranks of the Legion with no questions asked. Despite its irregular membership, the Blood Legion is well respected and highly effective, as its warriors endure an extremely rigorous training program before being sent into battle. Fighter PCs with the trooper subclass (see **Chapter 4**) might be current or past members of the legion.

The current commander of the Blood Legion is Aris Stormhorns, a minotaur barbarian who follows the Path of the Fallen (see **Chapter 4**). He survived the fall of his world to the Void and commands the restless spirits of its inhabitants.

Members

Consider the stat blocks listed in the **Concord of Stars Membership** table when creating NPCs or monsters aligned with this faction.

Adventure Hooks

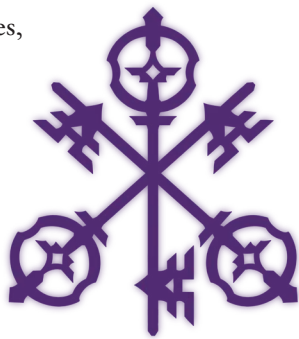
Adventures involving the Concord of Stars center on the unending battle against the forces of the Void.

KEEPERS OF THE KEYS (KEEPERS)

“It’s got to be on this ring somewhere . . . Just push a bit harder on the ethereal side . . . Hmmm. Seems surprisingly bright for a cellar.”

—Second Keysmith Mandos, trying to open the wine cellar and ending up in Sunhome

The Keepers of the Keys are an arcane society of wizards, rogues, mechanists, and clockworkers who see themselves as the protectors and scholars of the Labyrinth. Unlike members of the Old Ring or the Concord of Stars, they live within the Labyrinth at a hub city called the Smithy. There they fashion keys and portals to expand the Labyrinth and connect worlds and planes with one another.



Overview

The Keepers discovered the secret of building new portals in and out of the Labyrinth, an alternative to growing them as the Elders do. They assigned themselves the mission of connecting every world of valor, enabling the heroes of one realm to save another and arming those heroes with weapons, all to turn the tide of the Void.



The Keepers are great wizards, alchemists, crafters, and smiths, many of them dwarves. Concordans, Elders, and Dreamers depend on the Keepers for armaments. The Keepers generally aren’t themselves considered great warriors, but they are fearsomely well informed and armed with plans, enchantments, tools to be used against the Void, and information gathered from spies, scrying, and enchanted grimoires.

The Keepers are interested in exploration for its own sake, and they are great allies and often personal friends of the mechadrons, the gearforged, and other clockwork creatures, lineages, and gods. They value work.

Goals

The Keepers of the Keys seek to acquire knowledge, especially knowledge about the Labyrinth and its worlds and peoples. Adventuring or exploratory groups of Keepers are well educated, literate, and led by someone capable of Arcane magic. They thrive as explorers and

researchers bent on discovery; whenever word spreads of a new world, a new Labyrinth pathway, or new magic, a Keeper is likely to have discovered it.

The Keepers care about sophisticated and obscure knowledge, which stands as currency and prestige among their ranks. While they are quick to learn and discover, they are less attentive to everyday matters such as keeping void corruption at bay, growing crops for their outposts in the Labyrinth, or recruiting the grooms, brewers, and carpenters needed to keep their settlements in good order. Their great heroes include the inventor of a new mechanism or the wizard who creates a new spell; the cook who feeds them and the bard who tells their stories are appreciated, but aren't considered heroic. Their elevated concerns ensure the Keepers are respected, but they attract fewer members than the Concordans, Elders, or Dreamers.

Keepers in a Campaign

Most Common Classes: Mechanists, fighters, rogues, wizards

Most Common Lineages: Dwarf, gearforged, human, kobold

The quest for lore and knowledge leads the Keepers to new places. Keepers trying to make a name for themselves seek new worlds, decipher new languages, or create new ways to master the arcane. When scouting the unknown, Keepers carefully record their discoveries. Unlike Concordans, they have no fervor for fighting the Void—it's considered a nuisance and a difficult subject to study safely.

While the Keepers are often benign or helpful, their obsessions and their curiosity often lead them into trouble. The most common antagonists among Keepers are those who have learned too much, or accepted some bargain for more information with a void creature or cultists. Some of them are replaced by doppelgangers to give cultists or servants of dark gods access to the Keepers tools and keys—these doppelgangers sometimes survive undetected for years. A few Keepers go mad from what they learn, and take vital keys or magic with them when they flee the

FLOATSTONE

Floatstone is a material found in the Labyrinth and in celestial-tinged or newly formed worlds. The durable, shapable stone does in fact float, and stone carvers and merchants mine it in slabs and chunks to be towed by donkeys or pack lizards to locations in the Labyrinth. Cloud giants, dragons, and infernals value it highly in their architecture. The ahu-nixta steal it from existing structures for their own use.

Smithy to rule and experiment without censorship or oppression by “smaller minds.”

Lighting the Beacons. The sheer predictability of Keeper questing and curiosity encourages void cultists to mislead and abuse their skills. For instance, providing a Keeper with the ritual requirements for a void beacon while obscuring its purpose means the Keeper spends a lot of time gathering materials and working out how to construct it before they discover that its purpose is to summon voidlings and open a pathway for a void saint. void cultists consider shortsighted Keepers to be very useful idiots indeed.

Unlocking the Ancient. Keepers discover sites or mechanisms left by the Ancients, the progenitors who wandered a proto-Labyrinth before the arrival of the minotaurs, sometimes associated with derro or with conic drifters [*ToBI*]. Their natural gift for exploration, combined with their curiosity about how the worlds work, means they will reliably pull a lever, press a button, or chant a ritual phrase that ignites ancient guardians, empowers mechanical wardens, or releases an untold horror hitherto safely locked away. The Keepers' tendency to poke their heads into everything increases the likelihood that something nasty pokes back.


Key Locations

The Keepers maintain no worlds of their own, instead devoting themselves entirely to the pockets, passageways, and portals that make up the Labyrinth between worlds. Their seat of power is the Smithy, a bottled city described in **Chapter 2**. They also maintain three important locations outside the Smithy, which provide greater access to elements of the Labyrinth and safeguard against the Smithy falling to outside forces or void cultist plots.

Dragonbone Bridge

The Dragonbone Bridge was built on the bones of the ancient cave dragon Xanderran. The dragon's spine and wing bones are still visible as the bridge's supporting beams and main deck, combined with sections of slate, radiant floatstones, and mycolid mortar all enchanted and placed by the Keepers long ago. It connects the passages near the Smithy and the Invisible Archive to distant sectors around the Bubbler's Well and points leading toward the Dreamer's Islands. While it's useful as a bridge within the Labyrinth, it also seems to be attuned specifically to *portal keys* and dragon worlds. The Keepers bring broken keys here to perform rituals that either restore such keys to full use or turn them to dust. It is said the floatstones here are made of key dust and broken dragon bones.

Occasionally, the eye sockets in the skull of Xanderran light up with pale green fire, indicating that a new world key has been forged, or a new portal has connected near the bridge. For this reason, a garrison of ten Keepers



watches the Dragonbone Bridge and questions travelers. Their commander is Captain Visla Palesh, a male human paladin of long service to Sabateus, the god of stars and secrets (see **Chapter 6**).

Invisible Archive

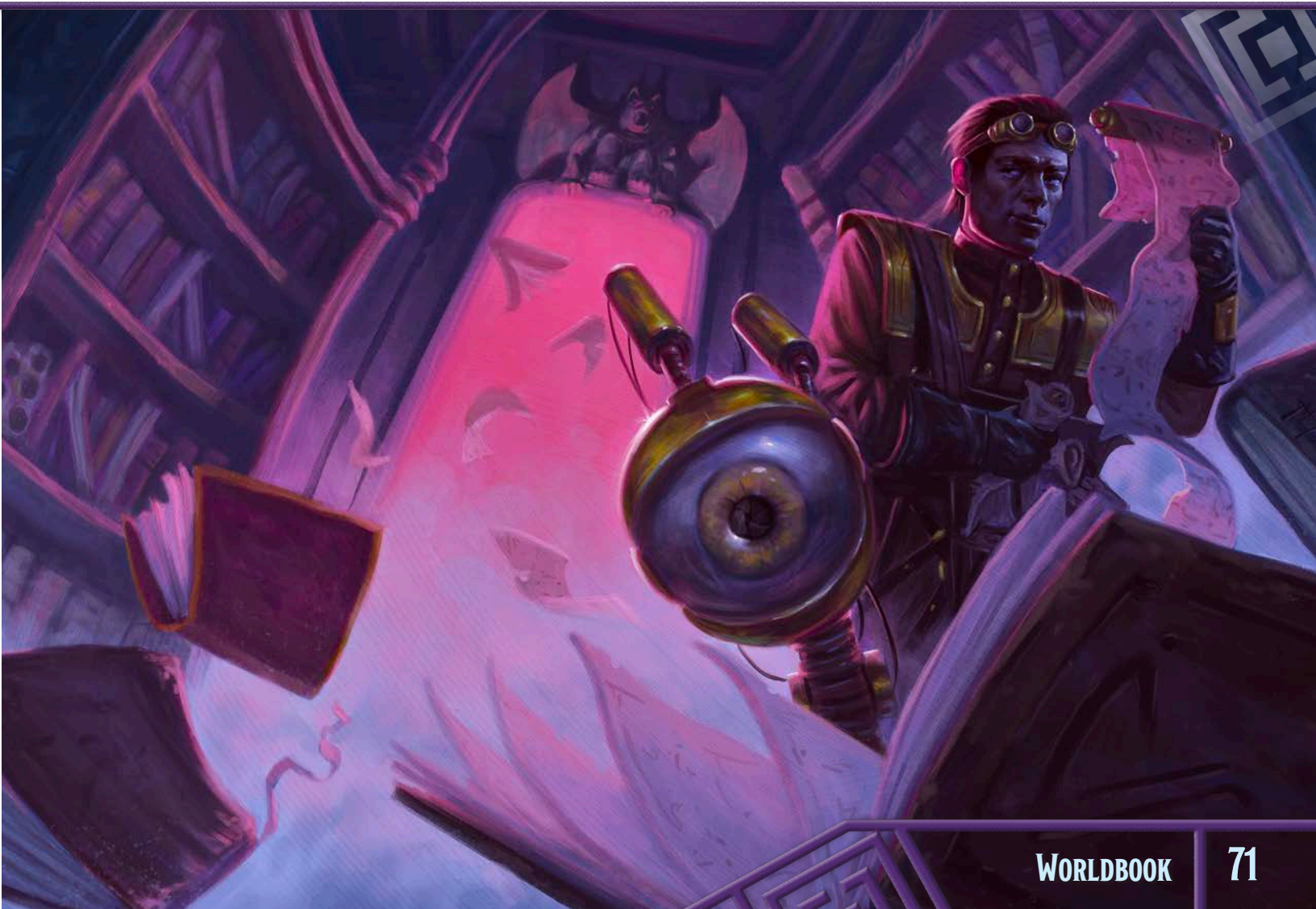
Keepers of the Keys build private collections of books, scrolls, grimoires, and messy notebooks full of research, findings, and arcana. The largest library available to all Keepers started this way, as the papers, foundation texts, and world-excursion reports of Alana the Archmage and her apprentices. The Archive is built in a set of dry, cool caverns in the Labyrinth, perfect for storing documents safely. The caverns are magically warded with confounding fogs, floating shelves, and unseen servants and invisible stalkers that maintain the collection's cohesion and integrity against abuse and decay. Located a day's walk through the passageways from the Smithy, entering the Archive requires no more than membership in the faction or written permission from a senior member of the Keepers. However, that secures access only to the outer archive. The word of the head archivist, the radiant dragonborn wizard Palthalas Redhand, determines who is given access beyond

the Archive's first section, called the First Archive. Both the Higher Archive and the Private Archive require faction membership and a high degree of trust in the visitor.

The First Archive contains works of history, lower-circle magical documents such as cantrip theory and foundational arcane terms, and elemental lore. The Higher Archive contains the history of the Keepers and other factions, detailed studies and experimental notes on the Labyrinth, outdated portal maps, and books of enchantments and rituals. It also includes notes on the known void cults, their leaders, and their methods. The Private Archive contains the archmage's library of explorations of dragon worlds, human worlds, and dead worlds, as well as notes on alliances, sensitive information on other factions, and the function and creation of portals, keys, constructs, and devices of the Keepers.

Portal Armory

The creation of the Smithy's portals and keys is partially enabled and defended by the Portal Armory, a day's walk through the Labyrinth from the Smithy. These tunnels, warrens, and arcane and mundane smelters contain key forges, iron and steel workshops, smithies,



and a storehouse of materials from silver to copper and iron, and (under guard) from mithral and malchionite to adamant. The Chief Armorer is a dwarf barbarian named Jolly Roodrick, also known by the title of Keeper of the Axes (always keen to demonstrate “the joy of a well-honed instrument of destruction”). He’s a stout red-haired fellow with scarred and calloused hands, friendly to members of the Keepers and to mechadrons or gearforged but reserved (and outright rude) to nosy Concordans, Dreamers, Elders, or other interlopers. Entering the Portal Armory requires proof of status within the middle ranks of the Keepers (new recruits and apprentices aren’t welcome) and screening with a void detector, then disarming of all weapons, wands, and enchanted items. The Armory creates one fixed, permanent portal a month, ready to place on a new world or to replace one destroyed by a portal eater (see **Chapter 8**) or void magic.

Three Key Keepers of Keys

The Keepers of the Keys prize hidden lore, arcane secrets, and the ability to find, build, and master portals, gates, and world chariots or dymaxions.

Archmage Alana

The human archmage Alana loves dragons. She wants to visit dragon worlds and catalog all the species of drakes, true dragons, and dragonkin, and the Keepers’ portals take her to those worlds. She commissions Kontak Tekar for draconic keys modelled on the Key of Veles from Midgard, as well as keys linked and attuned to the new worlds in the Astral Sea, where she hopes to find dragons. She makes much practical use of keys and portals, and travels with a large complement of human and radiant dragonborn fighters, wizards, and rangers.

Not surprisingly, Alana is on friendly terms with dragons of various kinds, from the cave dragons of the Labyrinth such as the adult Talobregga and the young adult Maggaterros, to the void dragons of the Near Void such as Nightwing (see “Brothers of the Last Cathedral,” below). However, Nidhogg and its spawn and servants consider her a nemesis, for good reason. Alana opposes their work and kills void spawn during her travels, and Nidhogg believes she knows too much about its kind. Alana and her companions believe that good-hearted dragons must be recruited to fight the Void and those who fall to the Void must be exterminated, like other void cultists. Dragon recruits give the Keepers powerful allies on many worlds without the need to establish and supply distant strongholds—and the dragons gain arcane knowledge and allies in the Labyrinth they can call upon if needed.

Alana’s villa is at the Citadel of Keys (see **Chapter 2**), while her stronghold for research and experimentation is the Invisible Archive, which was once her personal collection. Now she visits only to contribute notebooks and materials to the archive. She spends most of her time visiting new worlds or working with key makers, Dreamers, or Boatwrights to chart her next excursion and bring another new dragon into the fold.

Holdevar, Queen of the Labyrinth

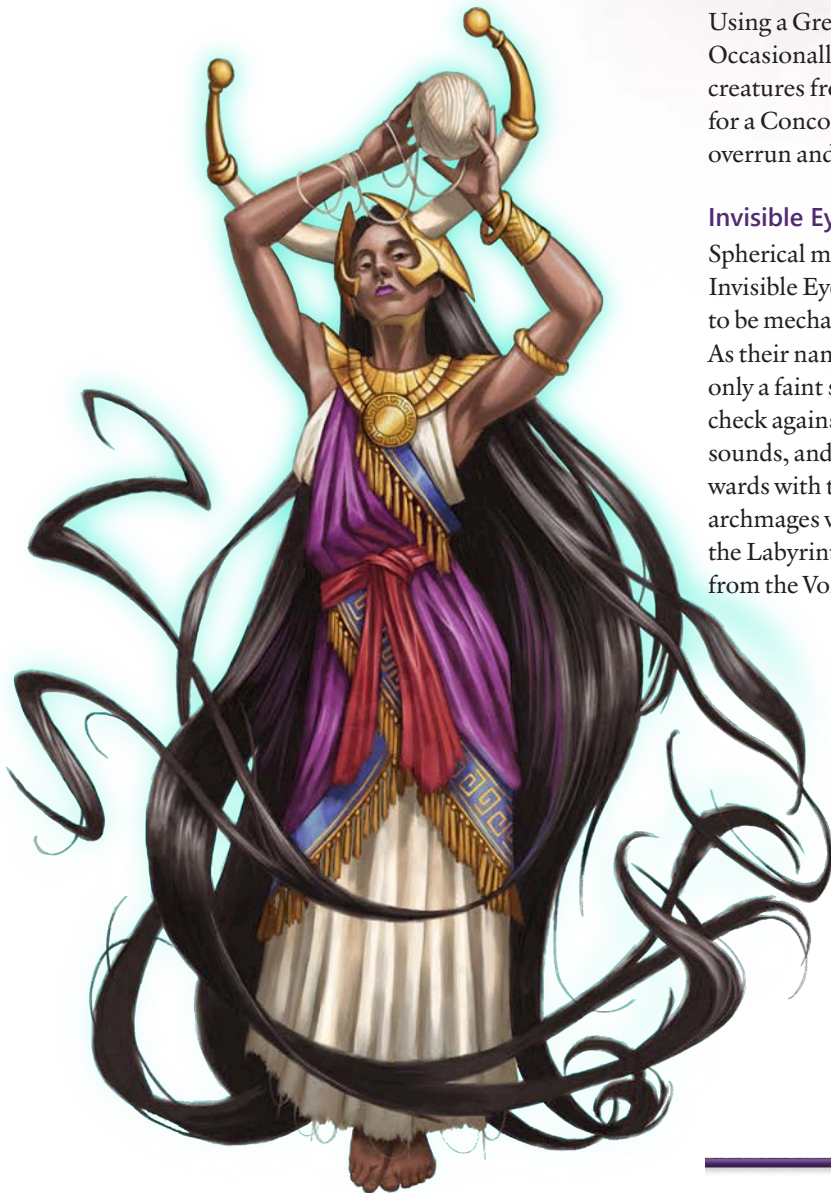
The title of Queen of the Labyrinth dates back centuries to the founding of the Smithy and the first formation of the Keepers from a ragtag group of mechanists, fighters, and wizards. Their leader became the first Queen of the Labyrinth, and the title has been passed down by approval of the members ever since. They wisely chose queens uninterested in raw power but wildly curious about taking the universe apart to learn its secrets. Holdevar is part of this tradition.

The Queen of the Labyrinth is the formal leader of the Priesthood of Rava at the Smithy (see **Chapter 2**), though rarely a cleric. As the current bearer of the title, Holdevar commands the respect of minotaurs and portal mages for her role in creating and blessing *portal keys*. She is also the keeper and wielder of the artifact *Spellbinder*, a sword that cleaves magic and embodies the spirit of its holder. *Spellbinder* may be held by the Queen’s Champion, if the queen is too young, too elderly, or unwilling to use it. Holdevar is beginning to feel her age, and she intends to elevate one of her three arcane-minded daughters or her mechanist son to be her successor.

Kontak Tekar, the Mechanist

A friend to mechanists and gearforged, the kobold Kontak Tekar has a deep understanding of the gears and mechanisms of the multiverse, the Labyrinth, and memory gears (see **Chapter 4**) in particular. Kontak’s clever claws have built portals and carved keys for worlds from the dead zone of the Void all the way to Celestia. He has a knack for knowing how to connect obscure worlds, and he’s extremely generous with his time and always happy to help.

As a result, he’s overworked and overcommitted, his attention on helping the person who commissioned him most recently and forgetting or shelving projects from a prior week or month. His workshop in the Smithy is a hive of kobold apprentices, gearforged mechanists, and dwarven smiths who create tools and arcane weapons. The hum of Machine Speech is as loud as the frequent Draconic or Dwarvish shouting. Kontak personally meets with every member of the Keepers who visits his workshop.



Three Devices of the Keepers

While Keeper mages are usually viewed as especially skilled in portal magic, they have additional tricks unique to their faction. These include the Great Portal Seals, the Invisible Eyes, and the World Keys.

Great Portal Seals

As Keepers make the most use of constructed portals to new worlds (in preference to World Trees or dream portals), it's fitting that they also can lock them. A ritual affixes a Great Portal Seal to a portal, sealing that doorway and all other portals into that world until it's removed. While some liken this to banishment, exile, or marooning, in practice a seal is used primarily as a defensive measure. Worlds sealed in this manner can't be attacked by the

Void—and quarantine used this way is often permanent. Using a Great Portal Seal is never done lightly. Occasionally, a Lesser Portal Seal is used to keep void creatures from entering the Labyrinth while buying time for a Concordan legion to arrive and save an otherwise overrun and doomed world.

Invisible Eyes

Spherical metal objects that float with arcane energies, Invisible Eyes were once widely (and mistakenly) believed to be mechadrons and called nulldrons in older writings. As their name suggests, they are largely invisible, emitting only a faint shimmer to betray their location (Perception check against Stealth 20). These devices share images, sounds, and arcane information about portals or wards with their makers, the Keeper keysmiths and the archmages who enchant them. Each Invisible Eye wanders the Labyrinth seeking lost travelers, spying on demons from the Void, or monitoring a particular location.

THE INVISIBLE EYE

This creature is a fulcrum between the mechadrons and the Keepers, and as a double agent, it controls what they know about each other. It observes without being seen and pretends to be on both sides at once. The Invisible Eye is a gearforged that can pass for human, and as it understands Machine Speech, it passes among solodrons and duodrons without generating curiosity.

While it works to explore and learn whatever anyone knows about the Labyrinth, the Invisible Eye is also building a machine god: the next Prime Mechadron. The flow of parts and information and the ceaseless demand for memory gears and arcane engines will eventually catch someone's attention. For now, it works quietly, sleeplessly, and faithfully in its secret cause.

World Keys

While they rarely publicize the power, the Keepers are able to use a world key to retune and alter any portal. These devices resemble ordinary *portal keys*, but they are exceedingly rare and jealously guarded, because they turn on or turn off any portal in the Labyrinth from a particular world. That is, they can shut off access to all other portals to a particular world or restore that access. The Keepers create them with the first portal to a new world, in case that world is overrun or dangerous to the stability of the Labyrinth in some way.

Members

Consider the stat blocks listed in the **Keepers of the Keys Membership** table when creating NPCs or monsters aligned with this faction.

Adventure Hooks

Adventures involving the Keepers center on exploration, magic, and portal creation and maintenance.

KEEPERS OF THE KEYS MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Acolyte [MV]	Bearing Golem [ToB2]	Archmage [MV]
Battle Mage [CC]	Clockwork Myrmidon [ToB1]	Dymaxion (Chapter 8)
Far Trader (Chapter 8)	Dwarven Ringmage [ToB1]	Field Commander [ToB3]
Forge Servitor (Chapter 8)	Eonic Savant [ToB2]	First Servant [ToB3]
Mage Apprentice [MV]	Mage [MV]	Ring Servant [CC]
Mechanist [MV]	Master Alchemist [MV]	Tetradron [MV]

KEEPERS ADVENTURE HOOKS

d12	Description
1	Agents of the Keepers heard about a dymaxion that fell from the celestial realms, and they ask the PCs to recover it so they can uncover its secrets. Celestial forces race to the location as well.
2	Agents of the Hells threatened the Queen of the Labyrinth and are attempting to intimidate the Keepers into making for them a <i>portal key</i> to a new world. The queen asks PCs to investigate that world first.
3	Player characters find a <i>portal key</i> (see Chapter 5) that leads directly to a dead world filled with undead. The characters must decide whether to keep the key, destroy it, investigate the world, or turn the key over to someone else.
4	The PCs meet a gearforged who asks for help with an infestation of void vermin (see Chapter 7) in the Labyrinth—but the gearforged knows only Machine Speech and communication is difficult without magic. Once the problem is clear, the party discovers a ripper (see Chapter 8) causing havoc.
5	The Keepers find clues to the location of a grimoire of void lore. They ask the party to recover it from the cult holding it.
6	The Keepers plan to transmute a willing archmage from flesh to gearforged, but the archmage is missing one key ingredient: water from a fabled well called the Well of Mir in the Old Ring. They ask the party to negotiate with valkyries and ratatosk for access to the Well.
7	A mechanist asks the characters to retrieve a rare alloy from the Eleven Hells and bring it to the Smithy.
8	The PCs meet a gearforged whose memory gears are entirely blank. She asks for help recovering them so she can remember her life, friends, and purpose.
9	The Keepers find a portal that won't close, no matter what methods they try. This unusual portal draws the attention of Kontak the Mechanist as well as the Dragon Mage Alana. Both ask the party to investigate while they study the portal itself.
10	Keeper agents built an isolated outpost on the dead world of Coldforge to excavate artifacts and gather lore. The weekly messenger from the outpost is three days late, and the characters are sent to investigate this worrisome circumstance.
11	The Queen of the Labyrinth crafted a key to seven worlds—and one of those worlds has gone missing, perhaps consumed by the Void, perhaps merely due to a glitch in that desert-world's enchantments. The Keepers need volunteers to fix the glitch or discover what happened to the world.
12	The PCs are asked to oversee a merchant caravan to the mechadrons, drawn by a mix of living creatures and Constructs. The caravan is threatened by void agents who try to sabotage or destroy it to prevent the Keepers from making weapons for use against the Void.

OLD RING (ELDERS)

“Hold up! We’ll need to take a portal from here—that rift is far too unstable.”

Chitter chitter gnar!

“Yes, yes, you can take your chances with a rift. But the Old Ring would rather you live to a ripe age planting world seeds, my friend.”

*—Moon druid Heron Trollbane
and his ratatosk guide, Soupbeard*

From mossy treants to wide-ranging minotaurs to clever smallfolk, the first groups to walk the Labyrinth were brave explorers from the forest worlds called the Old Ring. These worlds are referred to by the names of their most famous trees (see **Chapter 2**).



Overview

Since the earliest days, the Old Ring faction—known as the Elders—has understood the connections between worlds: their potential for alliances and wise counsel, and for conflict and animosity between those who could instead fight against a common foe. The Elders try to connect worlds and peoples to resist the ever-hungry Void.

The Old Ring consists of druids, hunters, gardeners, and literal plant folk who grow worlds from the seeds of the World Tree Yggdrasil. All worlds connected through its branches require tending to resist the blight of the Void and its servants. Elders of the Old Ring seek to grow strong worlds with deep roots, forge connections between sages and grove keepers, and nurture helpful relationships with those who dimly understand the wider tapestry of worlds. The Elders are reliably slow to act and utterly ruthless when they strike.

Goals

The primary goal of the Elders is to plant new worlds and shepherd the older ones from their youngest days to final flowering—and yet, as they say, “Even old oaks set new leaves.” The Old Ring knows that deep roots connect the green worlds and the worlds beyond, hidden and strong; as long as the Ring grows, it will remain as strong as in ancient days. They share their strength and wisdom with those less fortunate.

Over centuries and through generations, the Old Ring has kept their secrets of creation, including where the

seeds of each new world were first planted and sprout. It slowly, quietly, expands the Labyrinth, adding to its roots, its World Trees, and its countless branches. As far as the Elders are concerned, the Labyrinth is a useful tool that connects the worlds of the Ring, but the World Tree Yggdrasil and the Old Ring are far more important.

Elders in a Campaign

Most Common Classes: Bards, druids, rangers, sorcerers

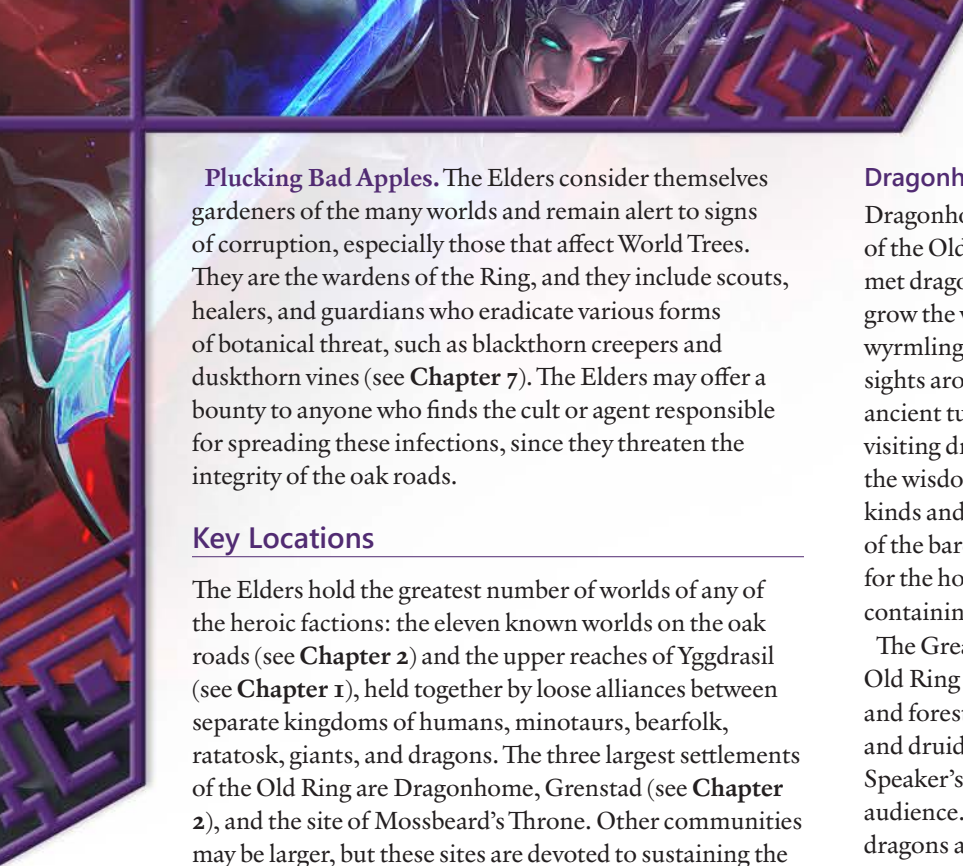
Most Common Lineages: Beastkin, human, minotaur (see **Chapter 4**), smallfolk

The members of the Old Ring are homebodies, preferring the joys of their worlds over the dangers of the Labyrinth, the Hells, Celestia, or the Near Void. But once they decide to leave the Ring, they are skilled and powerful travelers, adept at traversing the World Tree network safely, tracking cultists and void creatures, and sensing the corruption of void-infested people and places. They are superb scouts and void-servant slayers. Their beastkin and minotaur members find void corruption personally offensive.

While most Elders are reliable, wise, or at least neutral in their outlook, some revert to darker patterns and seek to impose their will on others. For instance, some druids seek to destroy all metalwork and ban the use of axes, and some Elder dragons and dragonborn establish dragon-realms as sites of wealth and plunder from other worlds, raiding from the Labyrinth and taking wealth back to their homes. Minotaurs and giants sometimes turn to raiding or slavery, especially when pressed by human or dwarven settlements. But relatively few of the Elders turn to cults or the Void itself—their villainous side tends toward the greedy or controlling rather than gathering dark power.

Heavy Reinforcements. The Concordans take the lead in smiting void cultists, but the Elders bring the largest forces to bear in major blockades of Labyrinth passageways, sieges of shadowed worlds, or counterattacks against cancerous, fast-spreading cults. They call on allied dragons, giants, and powerful mercenaries including the giants of the falling mountain (see **Chapter 8**), elemental lords of fire and earth, and even ratatosk skirmishers. Organizing, mustering, and supplying such armies is an enormous undertaking in the Labyrinth, where resources may be scarce. Missions to alert, scout for, and supply Elder troops are common tasks.

Messengers on the World Tree. Though the ratatosk are thought of as the primary messengers between worlds, the Elders maintain their own tree striders and ranger networks within the Ring and beyond. Members of the Old Ring faction may be called to serve as messengers and even to rally a defense until help arrives. Traveling with a message written in Druidic or memorized can inspire a time-sensitive, urgent adventure.



Plucking Bad Apples. The Elders consider themselves gardeners of the many worlds and remain alert to signs of corruption, especially those that affect World Trees. They are the wardens of the Ring, and they include scouts, healers, and guardians who eradicate various forms of botanical threat, such as blackthorn creepers and duskthorn vines (see **Chapter 7**). The Elders may offer a bounty to anyone who finds the cult or agent responsible for spreading these infections, since they threaten the integrity of the oak roads.

Key Locations

The Elders hold the greatest number of worlds of any of the heroic factions: the eleven known worlds on the oak roads (see **Chapter 2**) and the upper reaches of Yggdrasil (see **Chapter 1**), held together by loose alliances between separate kingdoms of humans, minotaurs, bearfolk, ratatosk, giants, and dragons. The three largest settlements of the Old Ring are Dragonhome, Grenstad (see **Chapter 2**), and the site of Mossbeard's Throne. Other communities may be larger, but these sites are devoted to sustaining the Elders in and across the Labyrinth.

Dragonhome

Dragonhome on Seven Pines is the oldest settlement site of the Old Ring, say the druids; the place where minotaurs met dragons and giants and forged a pact to preserve and grow the worlds of the Ring. Forest drakes, green dragon wyrmlings, and other draconic creatures are common sights around Dragonhome. Several large cliffs and one ancient tunnel warren, the Wyrmpath, house nesting or visiting dragons. More importantly, it's the repository of the wisdom of the treants, druids, Elders, and sages of all kinds and shapes: the College of Druids, the Great Ring of the bards, and the Houses of Rest, a final resting place for the honored dead in a hundred-miles long district containing the barrows of honor.

The Great Druid and his disciples at Dragonhome teach Old Ring magic and the Primordial arts of sun, moon, and forest to the groves, circles, and orders of bards and druids, in particular at Oakroot College and at the Speaker's Hill, where anyone can share news with a wide audience. From time to time, giants, minotaurs, and dragons also teach the old ways here, especially elemental understanding, the forging of magical items, and ways of navigating the Labyrinth.



Mossbeard's Throne

The site of Mossbeard's Throne is somewhat disputed. Most druids and Elders agree that it's wherever the ancient treant Mossbeard (see **Three Key Elders**) communes with the World Tree; but a few giants, ratatosk, and dragons claim it is instead a place called the First Throne of the World Tree (location unknown), where Mossbeard is known to speak with the ravens and eagles of Yggdrasil and hears the news of the Ring. The (known) groves where Mossbeard communes are invariably forested, though the site might contain mountainous conifers, rich tidal mangroves, or anything in between. The Elders say that where Mossbeard puts down roots, a grove of new trees flourishes, and occasionally an acorn of the World Tree can be found, or even a new branch of the oak roads or a sapling new World Tree.

Three Key Elders

The followers and inhabitants of the Old Ring remember and pass on the lore of the World Tree through a long tradition of druidic learning and study. Their greatest elders are linked to the World Tree, and their knowledge of the Primordial is second to none.

The Great Druid

The current Great Druid is a middle-aged human named Oberic Thorn, new to the post since the death of his teacher and predecessor Boulimenya, a bearfolk druid. Oberic maintains the hub of a network of druids, rangers, and bards through the worlds, and he is one of the few entrusted with the knowledge of all the youngest World Trees, the hidden chambers within Yggdrasil, and certain secret arts to combat darkness and the Void. To keep the World Tree and the Old Ring worlds safe, he occasionally must sacrifice followers and innocents—and the weight of those decisions is plain in his frizzled gray beard and dark eyes.

Oberic is a tower of strength in public, and a man of great faith in the rich and growing worlds of the Old Ring. But he's seen terrible things, including Boulimenya's death in a rift from the Dry Lands, and he lacks the strength to chase after darkness in person. Instead, he meets with dozens of druid elders, ranger wardens, treants, and minotaurs each day and divines what must be done to keep the worlds free and whole. He is slow and cautious as the Old Ring adds one world at a time to the World Tree. He spends most of his time in the worlds of Oakroot and Twin Hawthorns, and teaching at Dragonhome on Seven Pines.

Lady Hawthorne

Lady Hawthorne is a human who came to Rowanheart in the Old Ring to escape a family curse. She enjoyed the company of the gnomes, humans, and ratatosk she found there, not to mention the lavish gifts and praise of the Great



Druid Boulimenya. Soon her bardic songs and perfect recall of faces, names, places, and dates advanced her to the heart of diplomacy on behalf of the Elders—in addition to her ongoing tasks: coordinating communications, spying, analyzing rumors, half-baked scrying, and auguries written in charred bark and bird flights. Her red hair and squirrel-like bright eyes make her stand out, and her laughter is genuine and uplifting. Lady Hawthorne has the gift of convincing others to take huge risks, but she is perfectly willing to go into the field herself and do the same.

Mossbeard the Treant

Mossbeard appears as a treant, an ancient oak with a mossy beard who enjoys sitting on sunny stones and slowly, slowly speaking to young and impressionable druids, rangers, and gnome gardeners. Some believe this is merely Mossbeard's public face. Dreamers claim Mossbeard exists on every living world (and his wooden husk on dead ones) as an avatar, saint, or spirit of the Old Ring, tied through ancient rituals to the World Trees and the forest paths between the worlds. In this way, Mossbeard bears similarity to

the Midgard concept of divine masks, but he represents the plants and forests of each world. Mossbeard is rarely encountered in the Labyrinth except on the oak roads, and in the worlds which have a local World Tree of their own.

Part of the mystery around Mossbeard is tied to his wandering from world to world and along Yggdrasil. Sometimes finding him requires a journey across several worlds, for when he doesn't want to be found, a seeker finds only flourishing groves he has recently abandoned. Mossbeard also visits members of the Old Ring with “a small request if you can find time”—which members treat as immediate orders, though Mossbeard rarely hurries.

Members

Consider the stat blocks listed in the **Old Ring Membership** table when creating NPCs or monsters aligned with this faction.

Adventure Hooks

Adventures involving the Elders center on a recurring theme of natural and primordial magic, the growth and defense of the Ring of worlds linked to the World Trees, and slow, steady resistance to the Void.

OLD RING MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Acolyte <i>[MV]</i>	Child of Yggdrasil <i>[ToB2]</i>	Alchemist Archer <i>[CC]</i>
Bard <i>[MV]</i>	Druid <i>[ToB1]</i>	Adult Green Dragon <i>[MV]</i>
Bearfolk <i>[ToB1]</i>	Hill Giant <i>[MV]</i>	Archdruid <i>[MV]</i>
Forest Drake <i>[CC]</i>	Labyrinth Keeper Minotaur <i>[CC]</i>	Forest Emperor <i>[ToB2]</i>
Minotaur <i>[MV]</i>	Treant, Weeping <i>[ToB1]</i>	Storm Giant <i>[MV]</i>
Scout <i>[MV]</i>	Veteran <i>[MV]</i>	Treant <i>[MV]</i>

ELDERS ADVENTURE HOOKS

d12	Description
1	A distant young World Tree requires rites and watering. Elders would like the PCs to make the journey with a barrel of Styx-water and a barrel of astral essence to encourage its growth.
2	A golden stag has been sighted nearby, and every ranger, hunter, and archer in the Labyrinth is eager to chase it. A peaceful human druid wishes to save it through the use of illusions and deceptions, making it “vanish” when shot. Can the heroes help?
3	The Great Druid Oberic asked his favorite apprentice to travel to Seven Pines and review the growth of trees in a district plagued by frost monsters. Perhaps he could make it worth your while to accompany the apprentice there?
4	A newly recovered grove bears marks written in ancient Druidic, so ancient that even Mossbeard has no idea what it says. Magical divination shows the runes are linked to mountain giants <i>[CC]</i> . Would the PCs be willing to negotiate with one to explain them?
5	A vampire spawn nesting in a dark forest in the Old Ring seems far from home. The locals want the PCs to find out where it came from, and where its vampire elder lives, as they suspect a void rift has opened to a city of shadows.
6	Lady Hawthorne says a ratatosk messenger named Double Nutkin is days overdue on a shadow road from the Shadow Realm to Grenstad. She wants someone to find out what happened.
7	The Elders need someone to guard a jungle pyramid in the world of Willow Shore from enormous snakes—without killing the Queen of Serpents, expected to visit from the lands of the fey.
8	A druid who recently spent time as a dolphin claims a lost city with pyramids and spires exists offshore. For a small fee, he'll take the PCs there.
9	Something is slaughtering the deer in a nearby forest. Locals suspect a werewolf, but the human tracks always lead to the same watery cavern down by the shore. An aboleth or sahuagin or something dire is in there, eating a lot of venison.
10	An ancient forest tree has died, and the PCs are invited to its funeral and memorial ceremony. Things get out of hand when a Dreamer fanatic spouts doom prophecies at the event, provoking a mob into a killing frenzy.
11	The Concordans offer to sell the Elders a celestial sun globe, the better to explore the Shadow Realm. The Elders ask the PCs to bring it back to Oakheart.
12	Oberic opens the Festival of Learning, a series of tests of knowledge, Primordial magic, woodland tracking, and shapechanging. The PCs are specifically invited to attend.

SERVANTS OF THE DREAMING GOD (DREAMERS)

“Come to me all ye seekers of wisdom, dream with the god of dreams, and let go the cares of the world. For the rites of the Dreaming God Cartokk are open to all, in slumber welcoming the god, joining together to bring joy and transcendence.”

“Pass the wineskin, you optimist. Some of us are here to kill the pain.”

—Balvanor and Ydric, the True Mud Bards of Wiggil

One of the younger factions within the Labyrinth, the Dreamers follow the visions sent to them via dreams from Cartokk, the Dreaming God. The visions lead them across the Labyrinth, seeking truth and beauty, and preaching the revelations they have been given in sleep.



Overview

Many consider the Servants of the Dreaming God to be lazy, shiftless drunkards. Their joys and their songs are strange, their visions even stranger. And yet they always know where the Void is clawing its way into a warded world or husk demons [MV] shelter beside a portal, or when the noble leader of a reliable group of Keepers suddenly falls to chaos and despair. They know because the Dreaming God tells them.

Every servant of the Dreaming God has had at least one compelling dream or vision, and this binds the faction together. It helps them recognize each other, which makes it possible for them to coordinate activities across worlds and time, in what appears to outsiders to be a mess of chaos and contradictions.

Dreamers babble about the Great Pattern, the spiral at the heart of everything, and the nurturing of seeds and dreams into worlds, minds, glorious life, and wisdom. Their gibberish seems maddeningly mystical and nonspecific, except for those moments when it changes everything.

Goals

The Servants of the Dreaming God want a thousand different things. They want to drink and sing and revel in life's pleasures. They want to make their homes in beautiful demiplanes and bottled cities, on high mountain peaks, and in lazy riverboats. They wish to be free to pursue their dreams and the dreams of their god, to be hermits and socialites, to laugh in the face of the Void, and to bring happiness to the poor, wisdom to the wealthy, and ruin to the servants of doom and despair.

The Dreamers believe that if enough people dream of worlds without the Void, the Void can be defeated. If enough people laugh at death, death will have no dominion over the True Dreamers. They dream and strive and work remarkably hard to promote joy, freedom, and happiness everywhere they go.

Subgroups of Dreamers pursue their goals in related but different ways. See the **Three Dreamer Clans** section for details of their martial, meditative, and mystical branches.

Dreamers in a Campaign

Most Common Classes: Bard, barbarian, monk, rogue, warlock

Most Common Lineages: Beastkin, human, syderean (fiendish)

Dreamers are a force for chaos and joy, strict discipline and bodily freedom, and extreme indulgence and excess. Their god embeds multiple meanings in his messages to the servants.

The Dreamers are often antagonists or even villains, as their devotion to their god makes them susceptible to manipulation, false prophecies, and zealotry that leads to blood magic, dark offerings, and even outright worship of dark gods or forbidden knowledge. Just as



often, however, Dreamers can be stirred to violent emotion: a troop of pilgrims in the grip of a new revelation can easily become a mob.

Pilgrimage of the Week. Dreamers are shown particular places in their dreams; once awake, they try to find those places, wandering the pathways or traveling along the Styx in search of the “world that fits the dream.” Once they arrive, a new dream instructs them in some task, prayer, or holy mission.

Building the Dreaming Shrines. Once those sacred sites are found, Dreamers seek to build a shrine to the Dreaming God, varying from a small pile of stones dripping with candle wax to enormous stone temples adorned with cast bronze bells, fragrant with clouds of incense, and festooned with flags and streamers.

Entering the Dream. Some of the most devoted and practiced Dreamers are physically capable of projecting themselves into the divine dreams, either to communicate or to physically move between places in the Labyrinth (see **Chapters 1 and 5**).

Key Locations

The Dreamers drift between the Dreamer’s Islands (see **Chapter 2**) and their wanderings throughout the Labyrinth and into strange worlds. A Dreamer camp or makeshift settlement anywhere in the Labyrinth is a welcome sight, as Dreamer hospitality is both generous and entertaining. The following three sites are important to the Dreamers.

Open Eye Festival Tentground

On the sunlit, safe world of Bel-Fleur, in a field beyond a portal, lies the Open Eye Festival Tentground. The countryside accommodates a chaotic mass of tents, carts, yurts, lean-tos, shacks, and tiny houses built on wheeled carts or carried by oliphaunts. A vision of the field and an urge to visit comes to every Dreamer at some time in their life, and it is often the first step of a Dreamer’s search for truth and purpose in the Labyrinth. Food and drink are shared (or at least cheap) at the Tentground thanks to the Sisters, an order of male and female human cooks and bakers who somehow find enough for everyone: enormous tubs of porridge, stew, or barley soup.

Always the site of haggling, prophecies, short-lived crusades, and recruiting for dangerous expeditions against evil, the whole Tentground is said to have been founded by a smallfolk gnome named Phillibar “Fancypants” Crosstime Calyx Coptra—or “Fancy” to his friends. He sells herbs, cider, and absolutely banging incense flavors like Peppermint Voyage and Triple Sage Strawberry. His alchemist’s workstation is said to be made of the wood of a World Tree infused with the smoke of a thousand offerings to the Dreaming God.

Dreamers at the Tentground are invariably offered merchandise, quests, poetry, spell scrolls, potions, new friends, and opportunities to join wandering groups back to the Dreaming Isles. There is a saying: “Be generous in what you bring to the Tentground and take what the dreams give you.”

Rosy Fortress

This small fortress within the Labyrinth is important to the Dreamers as a safe campsite, being half inn and half fortified manor house that began as a dream. It stands between the Smithy and a number of passageways, with a sun globe for light and a reliable well—but no one remembers seeing it until a bearfolk Dreamer showed up one day and opened its oaken gate. The Rosy Fortress is named for its small garden of flowers which Dreamers never pick, and their scent fills its courtyard. The warden of the Rosy Fortress is the bearfolk cleric Martaan Silverclaw, a fierce fighter of the Great Believers clan and a generous host to the steady stream of visitors the fortress attracts. He claims his grandfather built the walls with stone taken from the Labyrinth and mortar slaked with tunnel worm blood and incense ashes. His small oasis welcomes members of other factions if they are in need, but they are carefully watched, and they must make a substantial donation or 5 gp or more “to the cause” for a night’s lodging.

Shrine of Seekers

The Shrine of Seekers stands high in the mountains of the Old Ring world of Seven Pines, not far from the Smithy by passage and portal. Its cold mountain location is said to focus the mind. A beautifully carved and painted cedarwood statue of the Dreaming God stands under a small sheltering roof surrounded by an open snowy courtyard and visitor dormitories. The Order of Snow Dreamers (most of them monks, paladins, and clerics of the Dreaming God) maintains it for all visitors.

The human lycanthrope Tondrel the Even-handed is the keeper of the shrine, its greatest warrior, and sometimes its most powerful visionary, able to see things the druids of Seven Pines find useful. As a result, the shrine attracts visiting druids and rangers seeking answers from the Seekers and willing to pay for information affecting the World Tree or the oak roads. It is a place of alliance, though it’s clear to Tondrel that the druids would happily take charge of the site if they could.

Three Dreamer Clans

Each servant of the Dreaming God is devoted to the furthering of Cartokk’s majesty, but there are differences of interpretation or disagreements as to what that means. Three schools of thought or clans dominate the faction. Smaller coteries align themselves with one of these.

The Great Believers

These Dreamers believe that Cartokk opposes the forces of darkness through the power of divine light, tough love, and general mayhem. void cultists can and should be eliminated by force, chaos magic, and the subversion of their hatred, using what the Great Believers call “True Light” or “The Third Eye.” They perform the Ritual of Pure Mind to destroy void corruption and to turn cultists into Dreamers. The leader of the Great Believers is the Feathered Warlord, a dwarven barbarian with an eye for danger and the ability to organize an unruly band of pilgrims into a ritual circle or a band of wardens to defend a shrine.

The Great Believers are the clan most likely called on in times of war or raids against void cults, or to defend Dreamer shrines against the ahu-nixta or other horrors. In addition to attracting many young warriors, they

WANDERERS AND THE LOST

Not all adventurers in the Labyrinth belong to a faction. Many are independent or loyal to groups and organizations on their home worlds. These are referred to as Wanderers (or less charitably, as Wayfarers Without Maps). The factions try to recruit Wanderers to their cause, believing that their independent streak is valuable for those who venture into new and dangerous territories.

Beings who stumble into the Labyrinth may die in it before mastering the talents required to survive and arrive safely at a portal or hub. Those who die in the Labyrinth may become a particular kind of undead, called the Lost (see Lost template in **Chapter 8**).

THE WORLD TREE YGGDRASIL

The Elders, giants, and many human worlds including Midgard and Seven Pines are linked by the World Tree Yggdrasil, a cosmos-spanning plant that may have given rise to all the worlds of the Old Ring—and that is connected to other realms as well, with roots reaching to the hell of Niflheim and the edges of the Near Void. While the primary World Tree itself is Yggdrasil, and all the oak roads are its roots, trunk, and branches, many smaller World Trees exist. Midgard, for instance, has at least six World Trees of its own, each a younger and yet still titanic tree that reaches from

that world into the leaves and branches of the Great World Tree Yggdrasil.

These smaller World Trees have their own names (such as Wotan’s Tree or the Tree of Sulf), and they might someday replace or intertwine more deeply with the cosmos; but at the moment they are too small to do more than connect their particular home world to the Labyrinth. Indeed, for many inhabitants of the Old Ring, Yggdrasil is the Labyrinth, or the Labyrinth is merely an outgrowth of the central realms of the World Trees.



have connections among the Boatwrights and groups of lycanthropes, hill giants, and stone giants.

The Seekers of Truth

The Seekers of Truth are less concerned with removing the corruption of the many worlds than they are in understanding the beauty and order within the many worlds, within themselves, and within the Labyrinth. They spend time in meditation but are also explorers willing and able to examine new worlds in the Dreaming Isles and far beyond, undertaking long journeys through dangerous portals to find out who lives on the other side and what magic they know, and to spread word of the Dreaming God and his joyous wisdom. While the Great Believers offer martial power and needed defense, the Seekers offer wisdom, healing, and compassion to anyone who will listen. The two leaders of the clan are Leshay, the Lady of the Dance, and the First Seeker, Landor Tritus, a male human monk who occasionally levitates on a floatstone while contemplating a new world.

The Embraced

While the Great Believers and the Seekers are engaged with the Labyrinth and its worlds, the Embraced turn ever inward. They experience the greatest number of prophetic visions, and yet they struggle to do anything more than feel Cartokk's dreams wash over them. Some are nearly catatonic, sleeping most of each day, writing cryptic notes to themselves, and rarely seeing the Labyrinth at all—staying in shrines and temples and neglecting simple needs like food. The Embraced speak of wandering for days or even weeks in the dream realm, a place accessible in dream and nowhere else, a place akin to a heaven filled with joyous sounds and earthly pleasures. Yet when the Embraced speak, the Dreamers listen, as the god does seem to speak through them clearly and strongly. The Great Believers act on their prophetic utterances, and the Seekers seek to establish the truth of their more cryptic remarks.

Three Key Dreamers

The Dreamers draw their share of city folk, but its most famous sons and daughters come from the wild woods or the high mountains.

Diogelar, the Singing Warlock

Diogelar is a particularly strange warlock who is an owl beastkin, except for those days when he is a wolf or a raven. He lives in a branch of the World Tree Yggdrasil that connects to the world of Summer Birch in the Old Ring. Beastkin seek him out with questions about the Wyrdr source. Though he tries to remain a recluse in the winters, Diogelar is always glad to answer queries in the springtime. By summer, it's difficult to get a word in edgewise as he speaks, hoots, and pontificates late into the summer nights.

Diogelar has associations with the Embraced, though he seems more able than most to articulate his visions and see the heart of the dreams of others. While Diogelar is given to talk and mentoring others, he also finds time for solitude in the forests of many worlds, visiting them to feel what grows there, to “dream in different air,” as he says, or to find others to recruit. He brings small bands of woodland humans, elves, and beastkin to Revelport or to the Open Eye Festival Tentgrounds, to meet others who dream as deeply as he does.

Leshay, the Lady of the Dance

Covered in tattoos and dressed in flowing robes, Leshay is a human priest of trickery and a woman of whims and joys: hot tea, silky garb, tigerskin cloaks, and outrageous gossip. She takes lovers and makes friends at a remarkable rate at Song, her mansion in Revelport in the Dreamer's Islands (see **Chapter 2**). The heart of the Seekers of Truth, she maintains a network of hundreds or thousands of Dreamers, and she remembers every name and every face and loves them all. Some of her friends and associates believe she is the child of a god of wine or fated to ascend into sainthood; Leshay finds this amusing. She just wants to help her friends and bring them beautiful dreams.

While Leshay is well loved, she lives a modest life between major events, splitting her time with friends and associates as a guest of various benefactors when she has opened her house to new Dreamers or to others who need it. She takes a yearly pilgrimage to the Shrine of Seekers on Seven Pines, taking along favored companions and any admirer who does not mind a two-week journey through the Labyrinth. Once she arrives, she takes a temporary vow of silence, the better to think and speak clearly in the year to come.

Tondrel the Even-Handed

Combining martial fervor with prophetic announcements, Tondrel is a strange werewolf-warrior of the wintery world of Seven Pines. While that world is largely built and protected by the Elders of the Old Ring, Tondrel is called on to maintain peace between the warlike kingdoms there, Hergrunnsrik and Sigvaldsrik, named after the Jotun giants that rule them.

Unfortunately for the Dreamers and for Tondrel in particular, the Shrine of Seekers lies in the mountains between the two kingdoms, and maintaining the peace between them takes a fair bit of persuasion, cajoling, and ale. Tondrel isn't especially gigantic in stature, but his fierce and honest nature makes the jotuns trust him more than they trust the druids, the Elders, or other giants. Both of these giants are insistent that Tondrel is a reincarnated giant, an “enormous soul in the body of a mouse.” And so, the great wolf-warrior spends days speaking to the jotuns from a small chair in a longhouse as big as a hillside, spinning tales of the great gods and of the Dreaming God.

Tondrel hopes that someday one of the giants will convert to the worship of Cartokk the Dreaming God, for surely the dreams of a jotun would be powerful and strange, worthy of song and story.

So far, he's been unsuccessful. But Tondrel's dreams of late have been filled with the ale of ambrosia, a beverage from the Summerlands, which he hopes to bring by the wagonload to his giant friends as a gift from the Dreamers. Perhaps he can gather a small crew of merchants and guards to attempt it.

Members

Consider the stat blocks in **Servants of the Dreaming God Membership** table when creating NPCs or monsters aligned with this faction.

Adventure Hooks

Adventures involving the Dreamers center on dangerous visions, timely pilgrimages to dangerous locales, and outrageous parties and celebrations of life.

SERVANTS OF THE DREAMING GOD MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Acolyte <i>[MV]</i>	Doom Croaker Ravenfolk <i>[CC]</i>	Cultist, Psychophant <i>[MV]</i>
Berserker <i>[MV]</i>	Fey Drake <i>[MV]</i>	First Servant <i>[MV2]</i>
Bard <i>[MV]</i>	Kobold Witch <i>[MV]</i>	Guardian Naga <i>[MV]</i>
Fixer <i>[ToB3]</i>	Priest <i>[ToB1]</i>	Liminal Drake <i>[ToB3]</i>
Satyr <i>[MV]</i>	Tollinvardo (Chapter 8)	Rakshasa <i>[MV]</i>
Spy <i>[MV]</i>	Veteran <i>[MV]</i>	Weretiger <i>[MV]</i>

DREAMERS ADVENTURE HOOKS

d12	Description
1	A Dreamer comes to the party with a vision of the characters traveling with her to Novos Draconis, a new world where gold paves the streets and dragons rule the skies. She pesters them until they send her away or help her reach it.
2	A priest of the Dreaming God wants to hire bodyguards for a one-week pilgrimage to Delinos, a site of pilgrimage. Voidlings or cultists threaten the site and its visitors.
3	A Dreamer paladin robbed at the festival of Delinos needs a tracker or mystic who can help him find the perpetrator. Sweet justice awaits.
4	A group of pilgrims seeks access to a dream-saint's tomb. Unfortunately, getting there requires a jaunt through a dangerous lesser Hell. Might the party be available to slay some devils and help poor pilgrims?
5	A Dreamer learned of a mystic cordial made with mountain herbs from a distant world. He hopes to pay a guide or entourage to take him there, to help steal the herb from the giants and brew his concoction.
6	A young Dreamer hears a particular song, which other Servants of the Dreaming God recognize though they have never heard it before. The child needs a bard to put on a performance—which attracts voidlings that attack the performer.
7	A Dreamer from a desert world seeks a mystical object called a folding, self-stabilizing umbrella, but the term is unknown to him, and the construction of such a wonder is beyond the everyday. The Keepers of the Keys probably know what it is and have diagrams.
8	A Dreamer discovered a new variety of mushroom that empowers dreams of travel. Unfortunately, the world where they grow is inhabited by mycolids <i>[MV]</i> who cherish these mushrooms.
9	A fey lady invited the Dreamers of the Labyrinth to an enormous midsummer festival in the Summerlands. Musicians will be showered in gold! Rumors claim visitors might be enslaved by fey charms. Everyone wants to get there, but Labyrinth tunnel-bandits have heard these rumors as well.
10	A Dreamer cleric dreamt of the Voidmother dreaming of him, and this dream contaminated his mind with dark visions which led one of the cleric's acolytes to die, slain by the foulness in the cleric's dream. The Dreamer cleric demands a bard learn and play an obscure song of cleansing, hidden in the archives of the Smithy and guarded by mechanical demons.
11	An ethereal demon lies dreaming in the Willow Shore of the Old Ring and can't be touched by blade or magic. The druids demand the Dreamers "remove their servant." Only an old hermit knows how.
12	A Dreamer's slumber draws the PCs into his dreamlands, across worlds and to a great treasure. When they awaken, they know where to find it, and they know that three other Servants of the Dreaming God are already traveling through the Labyrinth to beat them to it.

VILLAINOUS FACTIONS

The plane of the Void, which seeks to increase and unmake the universe through cracks in the worlds, is known for infamous locations such as the Sea of Bones and the Last Cathedral, home to the Lich King, the King of the Death Knights, and their countless undead foot soldiers. Its servants seek to expand those cracks, to unravel creation, or at least to draw on the sheer power that the void provides, for their own selfish ends. The servants of the Void are nightmarishly evil.

VOID CULTS

All void cults are one cult, splintered into a thousand temples, parishes, and variations. All promise the same gifts, though each brings a different death. Though their names change, the pattern is always the same: a mad cult leader grows powerful, and their followers and the world around them suffer.

To generate the name of a prominent void cult in any new world, use the **Void Cult Name** table and roll d20 for prefix, core, and suffix elements.

VOID CULT NAME

d20	Prefix	Core	Suffix
1	Ancient	Brothers/Brotherhood	and Allies
2	Black	Chantry	and Progeny
3	Blessed	Chapter	and Spirits
4	Crawling	Children	Astral and Ordained
5	Crimson	Coven	Beyond the Great River
6	Dawn	Guardians	Beyond the Light
7	Dragon's	Hermits	Beyond the Stars
8	Ebony	Keepers	by Royal Appointment
9	Endless	Kings/Queens	Ethereal and Rare
10	Faithful	Knights	in the Vale
11	Fanged	Loremasters	of ____ Blood
12	Golden	Oracles	of the ____ Deep
13	Hidden	Masons	of the ____ Grove
14	Honest	Philosophers	of the Eternal
15	Noble	Savants	of the Night
16	Reverend	Seers	of Nidhogg
17	True	Servants	of ____ Truth
18	Watchful	Sisters/Sisterhood	of the ____ Void
19	Whispering	Sons/Daughters	under Oaks and Stones
20	Wise	Watchers	under Hill and Tombs

GREAT CHANTRY OF THE VOIDMOTHER

“When the Scarred Witch severs the last three strands of Fate, the lights of the Forge will go out, the Wolf will snap his chains, and fire and ash will rain down from above. The branches of the Tree will wither and die, and the walls of the Maze will crumble and fall. Look to the sky for the Black Sun and listen for the Herald’s Final Song on the wind.”

—Extract from the *Ending Saga*, as recorded by the Scribes of the Black Star

The Great Chantry is a clerical order devoted to the Void and the gods of its dark pantheon. Two sects form the heart of the cult: the Sisterhood of the Outer Darkness and the Scribes of the Black Star.

Overview

The roots of Yggdrasil grow deep in the Void between the stars, and they suffer from the gnawing of the terrible serpent-worm Nidhogg. By this ancient wyrm’s side stand the Scribes of the Black Star, taking down the words that will unravel creation and end the foolish work of the gods of light. Into each utterance from the Void, these seekers

encrypt arcane power over death and destruction, shaping new tools to hammer home the inevitability of the Void.

Writing down the words of Nidhogg is the first step in the Great Chantry's work. Once this dark lore is faithfully transcribed, it's swiftly conveyed to the cloisters of the Sisterhood of Outer Darkness in Soriglass, the Shadow Realm city of shades and wraiths. There the most potent elements are copied and delivered across all the worlds of the Labyrinth to priests of the dark gods: followers of Mot, Srenda Mara, Vardesain, the White Goddess, and others. Slowly, corruption seeps and spreads from the scaly lips of Nidhogg to the widest reaches of the multiverse.

Goals

A clerical order devoted to the Void seems a contradiction, but the Great Chantry of the Voidmother worships the Void with intense fervor and in exchange receives divine power from the darkest side of the cosmos. The priests of the order see dark gods such as the Black Goat, Vardesain, and the White Goddess as personifications of the urge for death and chaos, and they consider them prophets or lesser manifestations of the True Void, a being whose purpose is to end the world. Other void cults don't believe that the True Void exists, or that it lacks intention, or that only the Pure Void matters, or the summoning of the Void Incorporeal. The shades of meaning of void cult theology are sometimes obscure. With the Chantry, only the True Void seems of interest.

By spreading the baleful utterances of Nidhogg and other powerful servants of the Void, the Great Chantry hopes to empower evil priests and void cults to bring about the Irrevocable Apocalypse, when the True Void will manifest and utterly consume each and every world of the Labyrinth.

Great Chantry in Your Campaign

Members of the Great Chantry of the Voidmother belong to one of two sects: the Scribes of the Black Star or the Sisterhood of Outer Darkness. Each plays a specific role in the order.

The smaller of the two groups, the Scribes of the Black Star, are a tiny sect of satarre and humans who visit the Corpse Shore (see **Chapter 2**) and transcribe the serpent-wyrm's terrifying proclamations onto Void Speech scrolls to expand the power of the void cults. Their leader is Elder Jesparga Lavide, the high priest who holds the honor of recording Nidhogg's words most frequently, though at times, his underlings attend to it. Plaguebringer, an enormous bald human blackguard, protects Elder Lavide, and ensures that the satarre and selang who carry Lavide's scrolls to the Sisterhood's cloisters in the Shadow Realm travel quickly and safely.

Senior members of the Scribes tend to be older and bookish, carrying out their work in the Cathedral of Silence or hidden in small scriptoria and the back rooms of shrines to other gods across the Ten Thousand Worlds. A few work openly in lands and worlds where the dark lords are worshipped, and there the peasants are required to gather quills, make parchment, and boil walnut gall for ink. The Scribes know each other through a small black star tattoo marked on the wrist of the writing hand or on an ankle.

Based in the Shadow Realm at the Cloisters of the Outer Void in the city of Soriglass, the Sisterhood of the Outer Darkness is the other half of the Great Chantry. Members of the Sisterhood are clerics of the dark gods or antipaladins known as chantry knights (use the **doomspeaker** stat block from *Creature Codex*). All are female.

The sisters study and master the foul writings of Elder Lavide and the other scribes before disseminating them to priests and void cults throughout the Labyrinth; followers of the Labyrinth gods consider these writings heretical, impure, and blasphemous, and typically destroy them on sight. They are led by Voidmother Boslara the Sweet, who presides over the whole Great Chantry as the high priestess of the dark pantheon.

As one of the three major void factions seeking to destroy the worlds of the Labyrinth, the Great Chantry of the Voidmother makes an excellent antagonist, either as the focus of one or two adventures or as the central villains of a campaign. The player characters can become entangled in the faction's affairs in several ways.

The Restless Wurm. Nidhogg consumes one or two visiting Scribes when it grows hungry, but lately, more servants are being devoured. The Great Chantry has plenty of eager acolytes, so this isn't a major issue, but the serpent-wyrm seems restless and questing for something.

Rumors that something was taken from Nidhogg's hoard are true. Members of an obscure void cult stole the skull of their void saint Khedoch Thutzas. Unless the relic is recovered soon and returned to its rightful place in the lair, the Dreamers fear that Nidhogg's fury will bring forward the Irrevocable Apocalypse.

A Diabolical Alliance. Countess Levosu, Infernal Ambassador to the Labyrinth, learned that the Great Chantry is plotting with devils of Tyver-Sarok to undermine her regency and reinstate the insane Volzmalech Thrice-Corrupted as the Greater Hell's ruler. In the spirit of cooperation against the Void, Levosu is happy to share what she knows of the Great Chantry's agents and activities with the PCs.

Key Locations

The Great Chantry maintains chapels, monasteries, and cult temples scattered throughout the worlds of the Labyrinth, concealed as places of worship to obscure local gods. The cult operates openly in three faction strongholds.

Cathedral of Silence

The Scribes of the Black Star are based in the Cathedral of Silence, a vaulted temple to the dark pantheon on the dead world of Ashbloom. Here, the sect stores its vast collection of scrolls, tomes, and librams containing every prophecy and proclamation of Nidhogg that its scribes have recorded over the centuries.

The eerily quiet cathedral lives up to its name. The ancient void-tainted (see **Chapter 7**) scribes living here have sworn a vow of eternal silence, and the only sounds are the scratching of quills on parchment and the rustling of scrolls as they are placed in the racks lining the walls. A voidling [MV] drifts through the cathedral, lashing out with its shadow tendrils at anyone foolish enough to speak out loud.

The Scribes keep a ripper (see **Chapter 8**) locked up below in the crypt. They use the monster to open a void rift whenever they need to travel to the Corpse Shore, the Cloisters of the Outer Void, or elsewhere.

Cloisters of the Outer Void

Located in the Shadow Realm in Soriglass, City of Shades, a place of ghouls, satarre, and undead, the Cloisters of the Outer Void are the headquarters of both the Sisterhood of the Outer Darkness and the Great Chantry as a whole.

Under the stewardship of Voidmother Boslara the Sweet, the Sisterhood's sprawling cloisters have become a bastion of the Great Chantry's power. Few are allowed inside, and only female visitors are permitted beyond the First Courtyard. Rumors abound of the secrets hidden within the cloister's ritual chambers and expansive crypts.

Void saints and chantry knights (use the **doomspeaker** stat block from CC) have been laid to rest in the crypts beneath the temple in tombs smeared with blue clay and sealed with runes in Void Speech; this preserves the remains for future need. They and others have been raised from the dead many times, and will be raised many more, until their work brings about the ultimate realization of the Void, or their physical bodies fall apart entirely.

Tantalizing rumors speak of a hidden gateway to the twisted Deep Void realm of the archangel Kel Belleth—progenitor of void angels and known ally to the Voidmother (see **Chapter 8**).

Ebon Bastion

Somewhere deep in the Astral Sea stands the Ebon Bastion, a temple-fortress of the derro goddess Addrikah, controlled by the Sisterhood of the Outer Darkness. The outpost is under the command of Quormaq Xeervank (female

derro shadow antipaladin [ToBI]) who was inducted into the Great Chantry by the Voidmother. It is garrisoned by deranged female derro warriors and void eaters [MV]. Posing as pirates and reavers, the derro sail the Astral Sea, attacking far trader vessels and other ships, bringing captives back to the temple to be sacrificed to the Void.

Xeervank's flagship, the *Widowmaker*, recently intercepted a dymaxion (see **Chapter 8**) en route to the Silver Commandery, and several prominent Concordans were captured. The prisoners await sacrifice in the filthy cells beneath the Ebon Bastion. The Silver Marshal has his soldiers scouring the Astral Sea for their whereabouts.

Three Key Characters

The infamous leaders of the Great Chantry and a prominent factotum are described below.

Voidmother Boslara the Sweet

The leader of the Great Chantry and the Sisterhood of the Outer Darkness is the Voidmother Boslara the Sweet (human first servant [MV2], casts void magic style spells



from **Chapter 5**), a practical, manipulative, and extremely dangerous high priestess of the dark pantheon.

Boslara was sent to the Sisterhood by her callous aunt after being orphaned and arrived as a sweet-smiling young handmaiden to the previous Voidmother Ginevra the Vile. Over the months and years, Boslara eagerly studied the scrolls brought to the Cloisters of the Outer Void by the Scribes of the Black Star until she had mastered void magic and become a powerful cleric of the dark gods. As her power grew, so did Boslara's hatred for the Voidmother, but she wisely bided her time, waiting for the right opportunity. When the moment came, Boslara opened a rift to the Deep Void and watched smiling as Ginevra and the other handmaidens were slaughtered by tentacled monstrosities.

With her predecessor out of the way, Boslara assumed the title of Voidmother. Backed by a depraved alliance with the void archangel Kel Belleth, she declared the Great Chantry of the Voidmother, bringing both the Sisterhood of the Outer Darkness and the Scribes of the Black Star under her aegis.

Voidmother Boslara cuts an imposing figure in her dark robes and ostentatious headdress. She is surrounded by her handmaidens, each an apostle [ToB3] of the Void, and protected by her voidling bodyguard. Outside the cloisters, she rides an adult boreal dragon [ToB2] named Frostheart.

Elder Jesparga Lavide

The most senior Scribe of the Black Star is Elder Jesparga Lavide, a venerable high priest of the demon lord Hriggala (human first servant [MV2], casts void magic style spells from **Chapter 5**). Over 250 years old, Elder Lavide has prolonged his life unnaturally through powerful void magic. He has a long gray beard, shriveled paper-thin skin, and gnarled, ink-stained fingers. Members of his entourage claim that demonic worms writhe beneath his skin.

The high priest wears a *helmet of nullification*, its twelve razor-sharp tines covered in verdigris, a deep purple *mantle of the void lord* (see **Chapter 5**) embroidered with spirals, runes, and comets in golden thread, and a long black hood trimmed with dragon scales. He carries a dozen potent scrolls for defense. He travels with a retinue of void cultists and satarre mystics and is protected by Plaguebringer, his devoted bodyguard (male human Doomspeaker [CC]).

Elder Lavide dislikes the Voidmother but fears and tolerates her. He has a deep, abiding hatred for the void saint Nargoth, leader of the Servants of Nidhogg. Even before the serpent-wyrm's recent restlessness, the priest felt he had fallen out of favor, as Nidhogg's pronouncements degenerated into incoherent rants—and yet, the dragon has been revealing astonishing truths to Nargoth. Elder Lavide would love to see the void saint floating facedown in the waters of the Corpse Shore.



Kaestryn Thelle

The Great Chantry uses dozens of missionaries to spread Nidhogg's proclamations and the secrets of void magic to cults and temples of the dark gods. Kaestryn Thelle (selang void piper [MV]) is the Voidmother's most trusted evangelist, charged with delivering rare scrolls and grimoires to the Chantry's allies hidden in enemy territory, such as the Veiled Shrine of the Maze Mistress in the Smithy or the Buried Chapel on Sunhome.

Kaestryn conceals her true appearance with a *hat of disguise* and her thoughts with a *ring of mind shielding*. Posing as a traveling bard who plays beautiful, haunting tunes on her flute, she is welcomed in taverns and coffee houses across the Labyrinth.

Until Kaestryn has carried out each mission, she does nothing to risk blowing her cover. Once her task is complete, she finds a quiet backstreet tavern and performs sanity-blasting songs from the pipes growing from her neck before slipping away in the night and leaving the patrons terrified or, at best, dazed and confused.

GREAT CHANTRY MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Derro Void Eater [MV]	Chained Angel [ToB1]	First Servant [MV2]
Fanatic Cultist [MV]	Derro Shadow Antipaladin [ToB1]	Herald of the Void [ToB2]
Priest [MV]	Doomspeaker [CC]	Ripper (Chapter 8)
Satarre [MV]	Emerald Order Cult Leader* [ToB1]	Spawn of Hriggala [ToB2]
Selang [MV]	Selang Void Piper [MV]	Void Knight [ToB3]
Cultist [MV] with the void-blessed template (see Chapter 8)	Void Angel (Chapter 8)	Voidling [ToB1]

* The Great Chantry cult leaders' attacks do necrotic damage instead of radiant damage.

Members

Consider the stat blocks in the **Great Chantry Membership** table when creating NPCs or monsters aligned with this faction. Give NPC spellcasters void spells from **Chapter 5** or add the void template from **Chapter 8** to customize standard monster stat blocks.

Adventure Hooks

Adventures involving the Great Chantry can take place in their strongholds or on the worlds throughout the Labyrinth where they have disseminated forbidden knowledge.

GREAT CHANTRY ADVENTURE HOOKS

d8	Hook
1	The PCs learn that a selang courier is bringing a grimoire of void magic from the Great Chantry to a local cult of the White Goddess. Can they intercept the courier and stop the cult from gaining dangerous new magic?
2	An elderly scribe sends the PCs into the jungles of the Dreamer's Islands to gather rare plants needed to make special inks. The scribe has a small black star tattooed on his wrist.
3	Concordan or Keeper scholars are keen to study a prophecy recorded on one of the <i>Black Scrolls of Nidhogg</i> . The PCs must sneak into the Cathedral of Silence and steal it.
4	Alvise Tumbletwig, a member of the Shadowtails, the elite ratatosk organization that protects Yggdrasil from the Void, is missing. Queen Clarahekkarina (see Chapter 2) suspects she has been kidnapped by the Great Chantry. The PCs are charged with making a rescue attempt.
5	One of the PCs becomes afflicted with a terrible void curse, and a void angel feather is a vital component of the ritual needed to remove it. The PCs' only option may be sneaking through the portal in the Cloisters of the Outer Void to the realm of Kel Belleth, creator of the void angels, to steal a feather.
6	Townfolk are found dead, their bodies covered in a foul green fungus. Great Chantry cultists are using a void magic ritual to spread an alien disease throughout the populace.
7	Rare books of dangerous magic are disappearing from the Library of Worlds in the Citadel of the Keys, stolen by a librarian who is secretly a member of the Scribes of the Black Star. The Keepers call in the PCs to investigate.
8	A Black Goat's Flock cult uses a dark grimoire to create a void folding in their sunken temple but lose control of it. Chaotic energy spills out of the rift, warping the town and its inhabitants.

INFERNALS

“Welcome, welcome, all are welcome on the fine and orderly streets of Tyver-Sarok. Let us provide you with a positively radiant vintage from Sunhome and allow me to ask you a few questions about your travels. You hear so much gossip and rumor about us, I’m sure. Things aren’t as dire as they appear, but we may require a little help to keep your favorite world from being immolated next week.”

—Master Barrosh, Keeper of the Seals of Tyver-Sarok,
First Secretary to the infernals

The infernals are loosely a faction, encompassing humans, sydereans, demons, and devils who dabble in diablerie, from the greatest archdukes and demon lords to lesser princes of Hell and down to the meanest imp, blood mage, or void-tainted peasant of the lesser Hells. Together, they hold together and defend a set of worlds defined as the Hells, Greater and lesser, and their goal collectively is to maintain order and power against the Void. They do so at a cost in blood, souls, and sanity that members of the heroic factions don’t readily understand.

Overview

The cracked angels and devilish humans of the infernal faction use and understand the power of the Void, blood magic, stolen souls, and dark powers. They are malign, greedy, and power-hungry to a high degree, declaring their actions are necessary to prevent something worse from happening. The infernals believe their organized slaughters, their dabbling in darkness, and their lust for power protect the Labyrinth from the endless decay of the Void. The infernals see themselves as the protectors of the soft-headed Dreamers, the snobbish Concordans, the addled Elders, and the bookish and naïve Keepers.

Goals

The infernals are obsessed with power, control, and maintaining the hierarchy of the Hells as a tool to rule the multiverse. Their leaders use and understand the Void, gaining strength from it in precisely circumscribed ways that augment their power. Infernals draw power from three sources: blood magic, souls, and the Void. The first two are day-to-day business in the Hells: the diabolical dark magic of blood mages, the use of trapped souls to power great portals or powerful weapons. The use of the Void is more fraught. Only a few senior devils and high-ranking infernals draw on the Void, and then only in

ways that can be mitigated in some fashion. The infernals primarily use it to fight fire with fire, and thus keep the corrupting elements of the Void at bay. In extreme cases, they sacrifice entire newborn or mature worlds to the Void to save themselves.


Infernals in Your Campaign

As antagonists, the infernals are less a faction and more a culture, a multifaceted society with history on many worlds, including what is often assumed to be an aspect of the afterlife. They torture souls, gather oceans of blood, and steal vast sums of gold. The Hells are powerful and yet split deeply internally.

Infernals don’t count membership or fly flags, and inhabitants of the Hells define themselves as devils, servants, or archdukes rather than members of a group. Their interest in gathering blood, treasure, power, and control outweighs any initiations or symbols. Mortal members of the infernals may be born into the faction and consider the people of the Hells allies and rivals.

Because they are usually involved in evil, corrupt, or violent actions, infernals end up at odds with player characters—but not always. Heroes predictably will act to stop the infernals from annexing a territory in the Labyrinth, slaughtering innocents for a blood ritual, or





soliciting bribes to allow transit through their section of the Styx for urgent shipments. However, the infernals are largely committed to obeying rules and laws (as long as the laws favor them), they adore contracts (especially legalistic and unfair ones), and they subvert the existing order only to impose a new order: their own. To those ends, they do hire adventurers to further their schemes. This is especially true for surveillance, sabotage, spying, and similar operations, where the infernals don't want to be seen as active in a plot, however much they benefit from it. The risolan devils and the human spies and agents of the infernals are willing to ask for help; even if the long-term result is vile, the short-term result might be the defeat of a demonic group annoying the Hells, the destruction of a void rift, or similar actions that ensure survival for a portion of the Labyrinth.

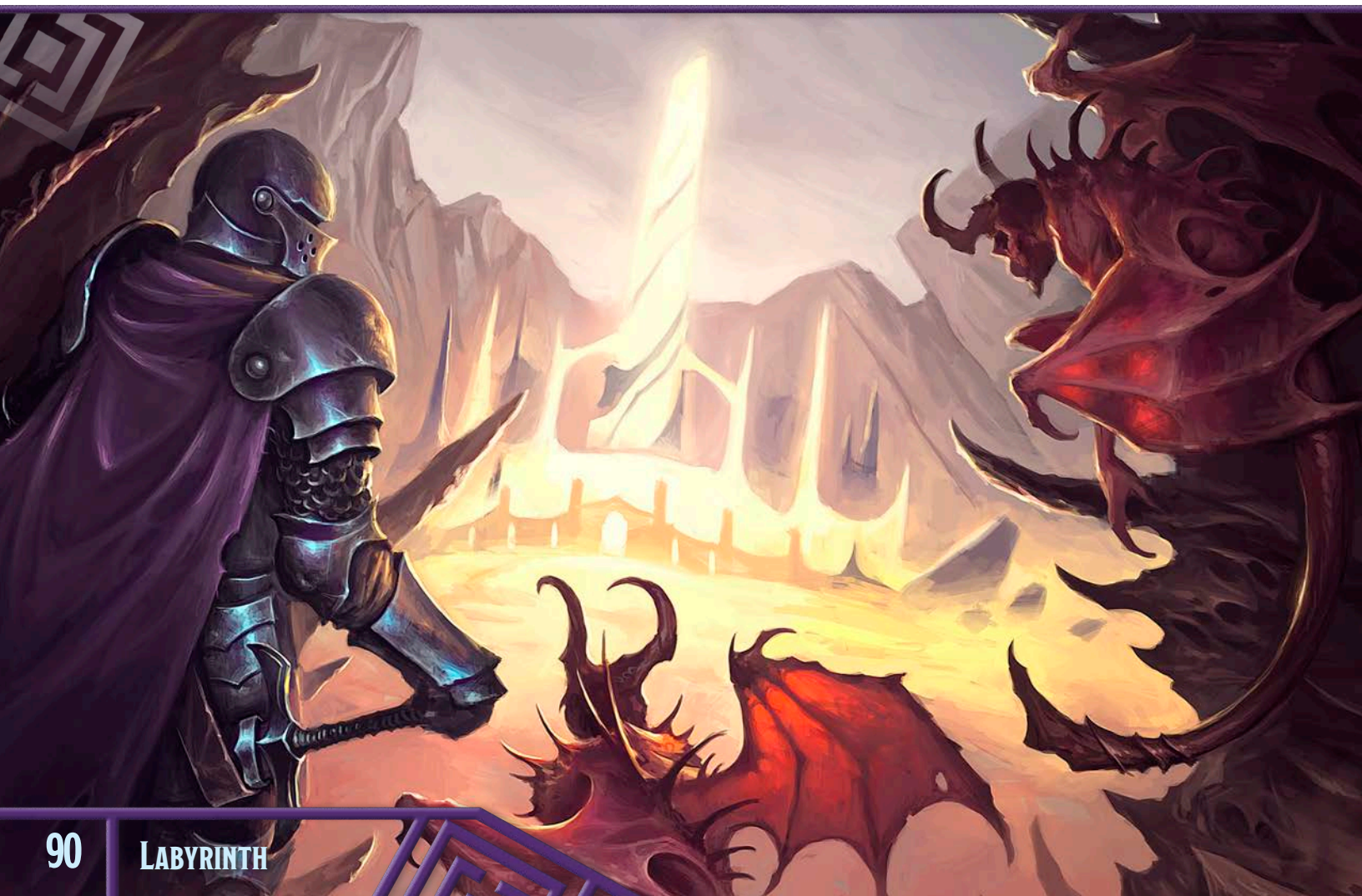
Key Locations

The Greater Hell of Tyver-Sarok, headquarters of the faction and home to Countess Levosu and Queen Sephira, is described in **Chapter 2**. The Altar of Innocence is also covered in that chapter. Three more locations important to the infernals are described here.

Plutus, City of Greed

This city is ruled by Arch-Duke Mammon. It reflects his nature as Master of Coin, with its streets paved with a golden-hued copper and its doors of worked silver—but its streets feel empty, barren, and lifeless despite thriving trade. Its people are cheap, cruel, and nasty, cursing strangers and cheating any tourist. The city streets are filled with gilded devils, bearded devils, hezrou, human and syderean apostles and first servants, and lesser automaton devils (see **Chapter 8**), all striving to bring coin and souls to Mammon's lavishly gilded palace with its glittering roof tiles. A portion of his treasury lies within Castle Oriel, guarded by legions of devils as well as stymphalian birds of bronze.

The infernals are less interested in the endless one-upmanship of Mammon's followers and more with the information flowing through the Boathouse Temple along the shores of the Styx. Here Styx coins are offered to Mammon, and the infernals gather rich troves of information from their spies, allies, and toadies. Infernal spies, messengers, and agents wait at this temple of Charun to question visitors, accept messages, and pass on new instructions to their agents.



Wandering Tower

This tower of floatstone and demonic skulls is meant to intimidate all who see it. As the mobile fortress of infernals traveling through the Labyrinth from world to world, it's fitted with arcane bolt launchers, a stable of three nightmares, a garrison of three infernal knights, and twelve bearded devils [all *MV*] who keep unwanted visitors at bay. A kennel of six hell hounds [MV] and their war priest [MV] keeper rounds out the company, which hunts for specific victims or tracks down those who offend the infernals in some way. The Tower's keeper is Derran Whitefang, a heavily tattooed blond human archmage and a rising power among the infernals. Archmage Derran believes in blasting first and casting *speak with dead* afterward. Wherever the tower stands, an infernal emissary is up to something.

Chancery of Worlds

Deep within the domain of Queen Sephira in Tyver-Sarok, in an isolated hilly region rarely visited by travelers, is the Chancery of Worlds. This scriptorium and diviners' school collects, cross-references, and maintains a list of all worlds known to be connected to the Labyrinth, together with details of their known position, active portals, inhabitants, degree of void corruption, and the success or progress of infernal machinations and outposts there. This material outpaces by far the knowledge of the Elders and Concordans, since they mainly monitor their own worlds; and it surpasses what the Keepers know, as well, since they have fewer agents and resources than the infernals and have been cataloguing worlds for a much shorter period.

GREATER AND LESSER HELLS

The infernals and people of the Labyrinth make a distinction between the Eleven Great Hells and the many lesser Hells. In most cases, the Greater Hells are those ruled by a king, queen, prince, or archduke or -duchess, and entirely a fiefdom under their control. These ancient worlds have not been destroyed by the Void, though in some cases the Greater Hells are inhospitable to mortal life and inhabited largely or entirely by fiends and fiendish sydereans. The lesser Hells, by contrast, are smaller worlds with more forgiving environments, where food grows and mortals live alongside fiends. They might be ruled by a duke, marquise, count, or baron, or they might have several competing overlords, but all pay tribute in food, souls, and coin to the Greater Hells. Most of these worlds are unknown outside the Hells. The lesser Hells are treated like treasures or prizes by the Greater Hells.

The Chief Archivist of the Chancery is Braxar Heartblood, a fiendish syderean master assassin [MV2] who worships Alquam and Mammon and truly believes the infernals are all that stand between the Void and destruction of the Ten Thousand Worlds. He takes quite seriously his duty of choosing which worlds to plunder and which to destroy on the Altar of Worlds.

Twenty scribe devils [ToB2] and a dozen library automatons [ToB1] labor at the Chancery and serve the infernals loyally. Visitors are forbidden. Ahu-nixta cataphracts [ToB2] guard the Chancery to prevent the bribery or corruption that fiends and humans are prone to; however, the ahu-nixta secretly report information to their patron and maker, the Zecha Amblamar.

Three Key Characters

Important infernals include fiends, worshippers of dark gods, power-hungry humans, and sydereans.

Countess Levosu

Levosu still has the golden skin and feathered wings of a celestial, but her glowing red eyes, small black horns, and blood-red feathers betray her fiendish nature.

The horse-headed devil Volzmalech Thrice-Corrupted is the nominal ruler of Tyver-Sarok, but he lost the reins of power years ago (see **Chapter 2**). The erinyes devil [MV] Countess Levosu, the honey-tongued ambassador of Tyver-Sarok, rules over all matters of importance. She governs and watches over the infernals as a group, alert for dangers to the Hells and their precarious balance. The Countess Levosu is charming and knows how to make friends even among those who suspect her motives, her ethics, and the soundness of her moral compass. She knows that threats can backfire and prefers to employ bribery. Still, violence has its place, and she's quick to send assassins whenever Master Barrosh suggests. Her charm and good looks conceal a very calculating, cynical, and practical heart.

In the manner of the Hells, there's always a price to be paid for the relentless ambition of the infernals. Levosu can't focus purely on her work outside the Hells. Without the support of her liege Sephira, the Queen of Blood and Sorrow, the work of the infernals in the Labyrinth would be impossible—and leaders of certain other Hells see the Void as a tool more than a danger. While Levosu works hard as an emissary to the Elders, Dreamers, and Keepers (and the Concordans on an odd day), she also employs spies, agents, bribery, and charm to keep Queen Sephira contented and eager for new information, blood, and souls. That work is simple but never-ending: gather souls from the Styx, gather blood from the humanoids of the Labyrinth and the worlds around it, make sure that there are enough coins to maintain a deep treasury, and collect slaves, prisoners, and victims to bring to the blood altars.

Though the countess rules the Gilded Gates that lead into the realm and directs its forces and powers, she labors constantly, working without cease to maintain her precarious position.

Master Barrosh

As the infernals' spymaster, recruiter, and blackmailer, the risolan devil called Master Barrosh enjoys the confidence of highly placed infernals, including humans, sydereans, and fiends. However, though he reports to Tyver-Sarok by messenger or by encoded signals, Master Barrosh spends little time in the Hells. Instead, he wanders the Smithy, the Labyrinth, and the Yggdrasil the World Tree; he visits the Open Eye Festival Tentgrounds and Old Boatwright's Harbor; he skulks and lurks as close to the Concordan fortresses as he dares; and everywhere, he hires others to "report back a few words about the situation." He seems to know every hallway and every portal, and his agents are ubiquitous. At one time, it was widely reported that "Master Barrosh" was the name of a dozen infernal agents, all operating at the same time and in similar clothes. He's capable of scheming with the best, and his whispers into the ears of the barons, counts, and princes of Hell are enormously powerful. The faction depends on his judgement and his extremely acute reading of everyone and everything in the Labyrinth.

Sephira, Queen of Blood and Sorrow

While Barrosh is a spymaster, Sephira is the one highly placed noble of the Hells who gives the infernals most of what they want in the Labyrinth and in the wider cosmos. Other rulers of the Hells can barely see beyond their narrower ambitions, and, as humans and sydereans gain glory, the fiends of the Hells can feel overlooked. Sephira believes that the rank-and-file infernals are the glue that keeps the feuding worlds of its upper crust from betraying each other too often. The threat of the Void isn't enough to generate unity. She needs a greater cause, a way for the Hells to grow—and united infernals offer this, recruiting beyond the ranks of fiends and lemures.

Physically, Queen Sephira resembles a beautiful erinyes with blood-red feathered wings, milk-pale skin, small curling horns, and bright blue eyes. She wears a diadem that resembles a blue-black halo, and her leather armor is embellished with small, circular patterns of barely visible diabolic runes. Her *wand of command* is made of mithral and topped with an enormous green emerald. She spends half her time at her Summer Palace of Namelso plotting against others in the Hells, and the other half complaining to Countess Levosu and Master Barrosh about their sloppy work or their insufficient deference to her outrageous ego. She is vindictive and susceptible to flattery, and she enjoys

commanding others. The work of the infernals outside the Hells interests her because she sees an opportunity for power and vengeance against other infernals. She's the perfect patron for the infernals as a faction: demanding, petty, and whip-smart, always driving them to do more, do better, to think of service to their infernal lords, and to take cruel advantage of the weak.

Sephira counts on Levosu to be the pleasant face of the infernals. When she calls servants or guests to her chambers, she is precisely as malicious, bloodcurdling, and vile as she wants to be. She answers only to her vast ambition. The entirety of the infernals—humans, devils, agents, spies—are her playthings, because the other dukes of Hell are too foolish to see what magnificent weapons they are.

Members

Consider the stat blocks in the **Infernals Membership** table when creating NPCs or monsters aligned with this faction.



INFERNALS MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Bandit Lord <i>[ToB1]</i>	Arachnocrat <i>[ToB2]</i>	Chained Angel <i>[ToB1]</i>
Bearded Devil <i>[MV]</i>	Blood Mage <i>[CC]</i>	Horned Devil <i>[MV]</i>
Infernal Centaur <i>[ToB2]</i>	Chain Devil <i>[MV]</i>	Infernal Knight <i>[CC]</i>
Imp <i>[MV]</i>	Gilded Devil <i>[ToB1]</i>	Lunar Devil <i>[ToB1]</i>
Infiltrator (TOB3)	Risolan Devil (Chapter 8)	Pit Fiend <i>[MV]</i>

INFERNAL ARCHDUKES, COUNTS, AND RULERS

Name	Title and Portfolio	Hell Ruled	Source
Aicha Qandisha	Queen of Ghouls, Patron of Necromancers	Fiefdom of Qes-al-Marit, Hell of Darkness and Bone Dunes	<i>Warlock Grimoire 2</i>
Alquam	Demon Lord of Night, Prince of Nocturnes, King of the Whispering Wastes	Qes-al-Marit, Hell of Darkness and Bone Dunes	<i>Warlock Grimoire 2</i>
Alsikaya	Duchess of Volcanoes	Urgennos, Luminous Hell of Fire and Sulfur	<i>Warlock Grimoire 2</i>
Arbeyach	Prince of Swarms	Bzeletalet, Buzzing Hell of Insects	<i>ToB1, Warlock Grimoire 2</i>
Ai-Tai-Anma	Shogun of Plagues	Snorecksubo, Lingering Hell of Plagues	<i>Warlock Grimoire 2</i>
Barrosh	Keeper of the Seals of Tyver-Sarok, First Secretary of the Infernals	Small fiefdom in Tyver-Sarok	Chapter 3
Belphegor	Hell's Engineer	Small portion of Sooleleed, Mirror Hell of Lies, called the Infernal Workshop	CC
Camazotz	Lord of Bats	Mountain fiefdom in Urgennos, Luminous Hell of Fire and Sulfur	<i>ToB1</i>
Chemosh	Demon Lord of Conquest	Emwabbik Em, Alien Hell of the Acid Abyss	CC
Curator	Keeper of the Museum of Souls	None, lives on Archedantuss, Riverine Hell of the Styx and Lethe	<i>ToB2</i>
Gletsagrim	Duke of Ice and Silence	Efrizarr, Frozen Hell of Ice and Silence	<i>Warlock Grimoire 2</i>
la'Affrat	Baron of the Swarm	Small fiefdom in Bzeletalet, Buzzing Hell of Insects	<i>ToB1</i>
Iorvensiav	Lady of Unforgiving Cold	Fiefdom in Efrizarr, Frozen Hell of Ice and Silence	<i>ToB3</i>
Kettas	Lady of Chains, Marquise of Veshrot	Minor fiefdom named Veshrot iin Fleggesun, Fetid Hell of Cannibal Rot; as Baroness of d'Ombers, a demi-plane	<i>Castles & Crowns</i>
Levosu	Countess of Joyous Struggle	Greater Hell of Tyver-Sarok	Chapter 3
Mammon	Arch-Duke of Greed, Tyrant of Plutus, Master of Coin	Archedantuss, Riverine Hell	<i>Warlock Grimoire 2</i>
Parzelon	King of Secrets	Nakhol, Hell of Ignorance	CC
Poena	Duchess of Retribution	A fiefdom in Nakhol, Hell of Ignorance	<i>ToB2</i>
Ostromus	Transparent Duke of Scorpions	Lesser Duchy of Glassmire	<i>Castles & Crowns</i>
Qorgeth	Lord of the Devouring Worm	Fleggesun, Fetid Hell of Cannibal Rot	<i>ToB1, Warlock Grimoire 2</i>
Rosevana	Princely Raj of Diamonds, Lord of the Purple Wastelands	Fiefdom of Urgennos, Hell of Fire and Sulfur	<i>Castles & Crowns</i>
Sephira	Queen of Blood and Sorrow	Greater Hell of Tyver-Sarok, small fiefdoms elsewhere in the Labyrinth	Chapter 3
Shelesorra	Duchess of Lies and Cruelty	Sooleleed, Mirror Hell of Lies	<i>Warlock Grimoire 2</i>
Typhon	Demon Lord of Monsters	Fiefdom in Urgennos	CC
Zecha Amblamar	Xecha, Lady of Pure Distillate, Creator of the Ahu-Nixta	Emwabbik Em, the Acid Abyss	<i>Warlock Grimoire 2</i>

INFERNALS ADVENTURE HOOKS

d8 Hook

- 1 The duke of Glassmire asks the heroes to guarantee the safe delivery of a giant green-tipped emperor scorpion that he purchased from the Marquise Kettas. It should be an easy run on the Styx, but bandits never make it easy.
- 2 The infernals of Tyver-Sarok found a world key that someone left behind one morning after one of their infamous parties. They don't want to return it; they want someone to investigate its destination and see if it's a suitable site for a frost chateau. Yetis, ice worms, and frost knights await anyone foolish enough to visit. It's an ambush!
- 3 The infernals kidnapped a Dreamer who reliably dreams of worlds of pure grace and joy, something in short supply in the Hells. They want to extract these dreams but require an arcane ingredient first: the Dreamer's Rose, found on the banks of the Styx near a hezrou colony. They'll pay dearly for a few fresh blossoms.
- 4 The infernals are sending a caravan through the Labyrinth to various locations; everywhere it stops, people go missing. They might simply be voluntarily joining the infernals in search of gold and glory, but it bears investigation. (The missing people might be agents returning to the Hells, or they might be kidnapped or killed.)
- 5 The heroes are invited to attend a mundane masked ball in the Smithy, hosted by an infernal. This infernal plans to send a doppelganger of a PC to assassinate a prominent guest and blame the "shifty" adventurers for the death.
- 6 A chamberlain for Sephira, Queen of Blood and Sorrow, asks the adventurers to deliver a set of black roses to "my distant cousin," the Snow Queen in the Summerlands. The gift isn't well received, but worse, the Snow Queen tells the party to return with the head of an infernal spy.
- 7 A member of the Concord needs proof that an infernal agent is operating near Sunhome, but the spy seems to know the Concord's local agents. The adventurers must question potential agents or search their belongings for proof.
- 8 A portal to the Hells opened in the Labyrinth. Legions of bearded devils with infernal captains and commanders are setting up a stronghold uncomfortably near an Elder entry to the World Tree.

Adventure Hooks

The infernals provide easy enemies or foes for the adventuring characters, as well as being interesting if uneasy allies or quest-givers. The following adventure hooks involve infernals and their plots.

BROTHERS OF THE LAST CATHEDRAL

"By order of their Dread Majesties, King Domitos and King Visimar, Brothers of the Last Cathedral and Kings of Ruin, this world has been condemned to death. Every living thing shall be slain, its temples and cities shall be torn down, and the world shall be cast into the Void. Accept Death's cold embrace willingly or otherwise. There will be a place for you in the ranks of the Last Cathedral's undead legions."

—Gundhold, Prince of the Death Knights,
Supreme Commander of the Eternal Legions

The Last Cathedral is a major void faction led by two undead brothers—the Lich King Domitos and Visimar, King of the Death Knights—who terrorize the worlds of the Labyrinth with their undead soldiers and fanatical living cultists.

Overview

Domitos and Visimar suffered childhoods of unspeakable cruelty. Growing up together, surrounded by death, torture, and hate, they became driven by revenge. Once those who had wronged them met with slow and terrible

justice, their drive for revenge transformed into a desire to eliminate all life. When the brothers became undead, their reign of terror began in earnest. Entire worlds such as Coldforge fell to their armies, becoming lifeless husks. Allied with the doomspeakers [CC] and other violent cults, they spread their influence deep into the Labyrinth, placing their death knight legions on a dozen worlds.

The faction is named for its headquarters, a ruined cathedral on a demiplane in the Deep Void where the undead kings sit on their twin thrones. The Last Cathedral is the only surviving temple of Solana's first worshippers. She is a goddess of life and love whose shrines and followers were otherwise completely obliterated—first from the brothers' home world, then from a dozen worlds where she was worshipped. To this day, the brothers maintain a fanatical hatred of Solana and her followers and priests, but the goddess remains a power within the Labyrinth.

The Lich King and the King of the Death Knights direct the strategy of the Last Cathedral, deciding together which world will be destroyed next. Although Visimar sometimes fights in these wars astride his void dragon, Ebonfang, the Brothers delegated command of the Eternal Legions to their supreme commander, the Prince of the Death Knights. Beneath the Prince are the Dark Tribunes, death knights who lead one or more legions of undead, or govern conquered dead worlds. The Baleful Cabal, a dozen or so liches who answer only to Domitos, are charged with

opening void rifts to transport the Last Cathedral's forces across the Labyrinth and wield mighty battle magic to ensure victory. The cabal's most infamous members include Tzoldak the Blind and Gha'alim the Deathless.

Goals

The Brothers of the Last Cathedral have two major aims: to erase the goddess Solana from existence, and to destroy all life across the worlds of the Labyrinth.

To achieve the first objective, the armies of the Last Cathedral wage war on the temples, priests, paladins, and worshippers of Solana, invading worlds where the goddess is revered, burning down her places of worship, and slaughtering her followers. This brings the faction into frequent conflict with the Concord of Stars and the celestial realms.

The second objective leads to violent clashes with everyone else. Worlds where Solana is worshipped are the Last Cathedral's primary targets, but the Brothers seize opportunities to turn any world into a dead world. Once their armies are victorious, they build strongholds and establish garrisons to ensure life does not recover. See Coldforge (see **Chapter 2**) for an example of this strategy in action.

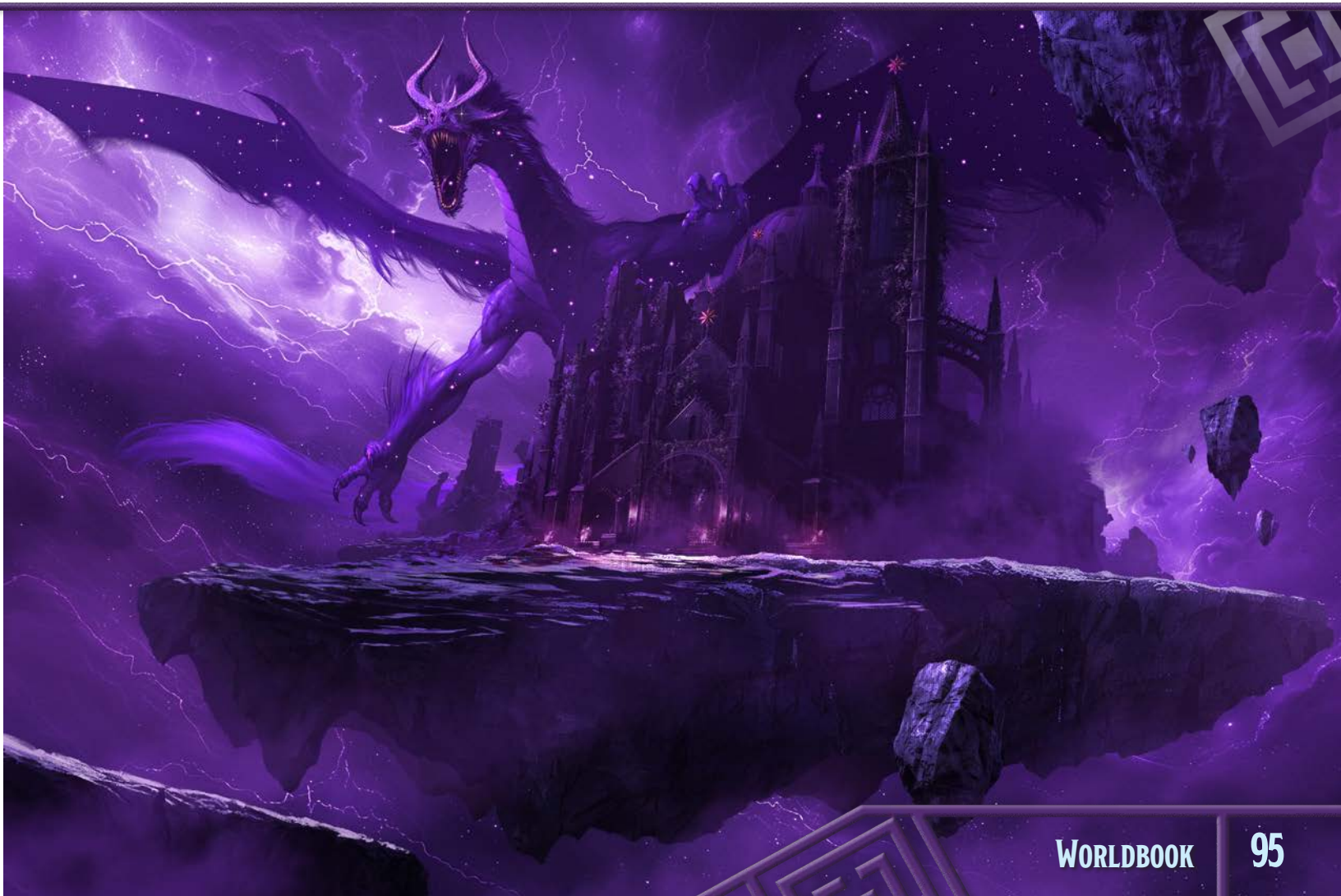
Last Cathedral in Your Campaign

Like the other major void factions, the Brothers of the Last Cathedral make great enemies for any group of player characters. They are particularly well suited as opposition for parties containing clerics or paladins of Solana, a faith the Brothers have sworn to utterly destroy.

Campaigns involving the Last Cathedral can center on defending Solana's temples and chapter houses from attacks by death knights and undead warriors or can take place against the backdrop of an undead invasion, with the characters protecting their home world from the faction's attempts to conquer and destroy it with their legions. Since the Last Cathedral often fights wars on multiple fronts, adventures can span many worlds as the characters race about to confront and defeat undead threats.

Here are two potential campaign ideas involving the Last Cathedral:

Saving Coldforge. Almost a dead world but not quite, Coldforge has yet to completely succumb to the Void. Both the Concord of Stars and the Keepers of the Keys have established outposts on Coldforge and are keen to rediscover the lost lore of the Dwellers, the world's original stone dwarf inhabitants.



Meanwhile, the Last Cathedral's death knight commander, Lord Terric Winterspite, is under orders from King Visimar to turn Coldforge into a true dead world by eliminating all living things, including the new arrivals. Can the characters save Coldforge from the Last Cathedral's frost knights and bring life back to the world?

Prince Jassin's Revenge. The Golden Prince of Sunhome Jassin (see **Chapter 2**) lost his royal parents in a savage attack on the Concord of Stars' home world by the Last Cathedral. The cunning death knights launched their assault when the Concord's forces were absent battling the Void.

The eleven-year-old prince swore revenge on the Brothers of the Last Cathedral and tried to get his yellow dragon protector Saffronglow to fly him to the Deep Void to take on the Kings of Ruin personally. For now, the prince is listening to his advisers, but he is determined that the Last Cathedral pay a heavy price.

As distrust of the Concord of Stars grows on Sunhome due to their failure to protect the royal family, the prince orders his advisers to assemble a team of capable mercenaries to gather vital intelligence on the Last Cathedral's activities. The player characters would be the perfect group.

Key Locations

The Last Cathedral, headquarters of the faction and home to the twin thrones of Lich King Domitos and Visimar, King of the Death Knights, is described in **Chapter 2**. Rimefrost Keep, the faction's stronghold on Coldforge is also covered in that chapter. Three more important Last Cathedral bases are described below.

Gray Boneyard

Located on a dead world close to the Near Void, its name long since forgotten, the Gray Boneyard is home to thousands of skeletons and zombies—the mindless undead troops that fill the ranks of the Last Cathedral's legions. Standing silently in a vast parade ground in orderly square formations, ten rows across and ten rows deep, each century of undead waits patiently to be ordered through a void rift by a death knight or necromancer and sent into battle.

The Gray Boneyard holds more skeletons and zombies than the crypts beneath the Last Cathedral. Between fifty and two hundred centuries wait in the Boneyard at any time, depending on the number of worlds where the Last Cathedral is currently waging war. When the fighting is over, they return here, their numbers replenished by the animated corpses of their fallen foes.

The Gray Boneyard's location is a closely guarded secret among the death knights and leaders of the Last Cathedral. A ghost knight templar [*TòB3*] named Lord Dravvex Evershade and a dozen ghost knights [*TòB1*] watch over the Boneyard from a series of gray stone towers, where they imprison unwanted visitors that arrive through a portal.

The skeletons and zombies respond to the ghost knights' commands, so anyone that draws attention is soon overwhelmed by hordes of undead.

Grim Citadel of the Death Knight Prince

The stronghold of Gundhold, Prince of the Death Knights, the Grim Citadel is an irregular, yellow-white tower that rises 150 feet above the barren wastelands of Dreadburn, a dead world in the Near Void. The citadel is built from the calcified bones of giants and other large creatures, fused together by necromantic magics devised by the lich Tzoldak the Blind. The spiky ribs of a huge beast surround the flat roof that serves as a landing platform for Zeldoranth, Gundhold's void dragon.

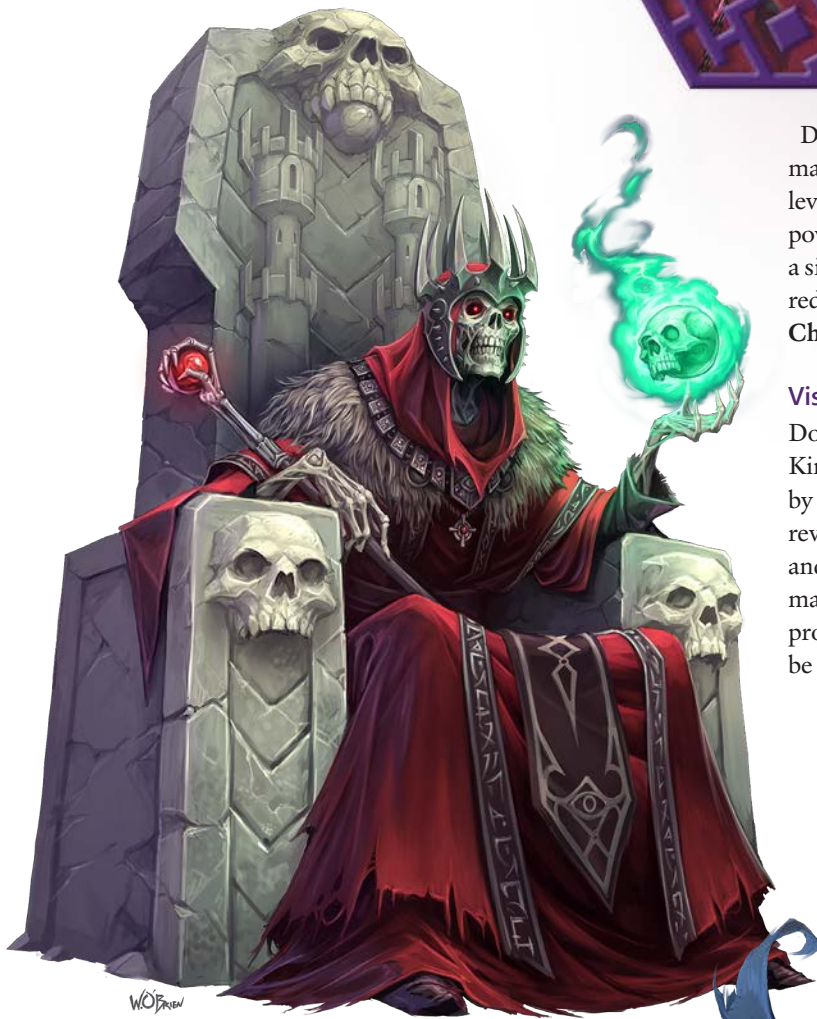
The Grim Citadel is protected by several dozen bone knights (see **Chapter 8**) and black-robed wights. The Prince of the Death Knights meets his Dark Tribunes, the death knight commanders of the Last Cathedral's legions, in the war room on the top floor to plan strategy. The tower also houses a well-equipped torture chamber where captives seized by the prince's agents are brought for rigorous questioning.

A hidden vault warded by fiendish traps lies deep beneath the citadel, containing treasure plundered from many worlds. The prince likes to spend time here, admiring his loot and reveling in past victories. The Brothers of the Last Cathedral would be furious if they discovered how many reliquaries and holy items of Solana the prince keeps as trophies.

Tower of the Nine Skulls

Surrounded by the levitating, glowing purple skulls of nine void dragons, this forbidding tower of black stone is the base of the Baleful Cabal, a group of liches that serve Domitos, Lich King of the Last Cathedral. The Tower of the Nine Skulls stands in the magic-blasted wastes of Arcteon, a dead world of mud and freezing bogs plagued by surges of chaos magic. The dragon skulls float around the tower, attacking intruders with their withering breath (as a young void dragon). Each skull is AC 17, has 70 hp, and a 60 ft. fly speed, and has 120 ft. darkvision and 60 ft. keensense.

Invited guests and those who find a way to bypass the skulls enter a chilly, dusty, twelve-story tower with a central stone spiral staircase. The lower levels house living mages [*MV*] and necromancers [*CC*], servants of the Last Cathedral who study dark magic and hope one day to become liches. The upper levels hold an impressive library of forbidden magic, the liches' opulently furnished living quarters and cluttered private studies and laboratories, and a council chamber where the Baleful Cabal receives its orders from Domitos, either in person or via arcane projection.



Domitos has access to horrifying spells and powerful magical items. The Lich King's orb is a glowing skull that levitates above his long bony left hand. The skull has the powers of a *rift orb* (see **Chapter 5**). His royal scepter is a silver rod topped with a skeletal hand clutching a large red gemstone; it has the powers of a *crimson scepter* (see **Chapter 5**).

Visimar, King of the Death Knights

Domitos's younger brother Visimar (death knight) is the King of the Death Knights. While Domitos is motivated by bitter hatred, Visimar is driven purely by cold-blooded revenge. He takes little satisfaction in condemning worlds and their inhabitants to the lifeless Void, but each victory marks another stage in the Brothers' grim, centuries-long project to eliminate all life—a project they know will never be completed.

Three Key Characters

The Brothers of the Last Cathedral and their field commander are described below.

Domitos, the Lich King

The Lich King Domitos (lich, casts void magic style spells from **Chapter 5**) is one of the most feared spellcasters in the multiverse. A supreme master of void magic and necromancy, Domitos directs his prodigious magical skills toward destruction and death.

The Lich King is consumed by utter hatred. Dressed in deep crimson robes and wearing a tall, many-pointed crown, he spends his endless days seated next to his brother in the temple of the Last Cathedral, brooding on his cold throne, or in the scrying chamber at the top of his tower, observing the Cathedral's undead armies through a crystal ball. As the power of the Last Cathedral grows, Domitos prefers to leave battlefield spellcasting to the liches of the Baleful Cabal, and he only arrives at the smoldering ruins on his void dragon Nightwing once victory has been achieved.

The Lich King speaks in a hate-filled, rasping voice, punctuated by the wheezing cough he had in life, persisting into death. His loyalty to his younger brother Visimar is absolute; he despises everyone and everything else.



Visimar is always dressed for battle in ornate black plate armor and a crowned helmet adorned with tall spikes which conceals most of his face, leaving his glowing eyes and skeletal chin visible. He wields a *vorpal longsword* named Grim Harvest in one hand and bears a +3 *shield* emblazoned with the twin towers of the Last Cathedral. He speaks in a sepulchral tone.

Though the Brothers delegate overall command of the Eternal Legions to the Prince of the Death Knights, from time to time Visimar insists on taking personal charge of Last Cathedral attacks, brandishing Grim Harvest above his head as he swoops into battle on Ebonfang, his void dragon steed. He knows he is the Last Cathedral's most capable warrior and believes he belongs on the battlefield.

Recently, Visimar has become suspicious of Prince Gundhold and is having the prince discreetly watched by his loyal spies. If Gundhold seeks a higher throne, Visimar will have no qualms about sending Gundhold to his true death.

Gundhold, Prince of the Death Knights

Every five hundred years, Visimar, King of the Death Knights, grants the Dark Tribunes of the Last Cathedral the opportunity to challenge the current Prince of the Death Knights for his title and the role of Supreme Commander of the Eternal Legions. The previous incumbent, Prince Hungrim, successfully fended off three challengers before being defeated by Gundhold, who removed Hungrim's head with a single blow from his greatsword and thus became the new Prince of the Death Knights.

Gundhold is ambitious and cruel, and unlike his predecessor, fiendishly cunning. Although the prince obeys the commands of the Brothers of the Last Cathedral to the letter, he is slowly building up his power base and seems to be following his own secret agenda. Instead of slaughtering everyone they come across, the prince's death knights and other undead followers pause to ask questions and even bring prisoners back to the Grim Citadel for interrogation.

LAST CATHEDRAL MEMBERSHIP

Low-Tier	Mid-Tier	High-Tier
Bone Ghoul (Chapter 8)	Doomspeaker [CC]	Adult Void Dragon [MV]
Bone Knight (Chapter 8)	Frost Knight (Chapter 8)	Death Barque [ToB2]
Fanatic Cultist [MV]	Ghost Knight [ToB1]	Death Knight [MV]
Ghoulsteed [CC]	Necromancer [CC]	Ghost Knight Templar [ToB3]
Skeleton [MV]	Voidclaw Zombie [ToB1]	Lich [MV]
Zombie [MV]	Wraith [MV]	Ripper (Chapter 8)

LAST CATHEDRAL ADVENTURE HOOKS

d8	Hook
1	The light dragon Shimmerscale (see Chapter 2) enlists the PCs' help in tracking the movements of the Prince of the Death Knights and his void dragon, Zeldoranth, hoping to avenge the death of her mate.
2	The Concord of Stars believes it has discovered the location of a portal to the Gray Boneyard. The PCs are sent ahead as scouts in the hope they can open the way for a squad of clerics who can channel Solana's power and destroy the Last Cathedral's reserves.
3	Followers of the Prince of the Death Knights have captured Percival Frome, assistant to Unther, High Archivist of the Concordans, and are taking him to the Grim Citadel to be tortured. Worried at what Prince Gundhold might learn, Unther sends the PCs to rescue or silence the archivist before he gets there.
4	Last Cathedral cultists captured in the vicinity of Solana's Temple of Solar Justice revealed that the faction plans to assault the church. The PCs must help the peaceful acolytes defend their temple against a deadly undead attack.
5	A close friend or relative of a PC is killed by undead serving the Last Cathedral and their corpse was taken to be reanimated by the cult's necromancers. Can the PCs recover the body before their loved one is enlisted into the undead legions?
6	Plans for the Last Cathedral's next assault have been drawn up, and the PCs are charged with infiltrating the Tower of the Nine Skulls to learn where the mages of the Baleful Cabal intend to open the void rift.
7	The PCs encounter a group of wights searching a dungeon on clandestine orders from the Prince of the Death Knights. The wights are after a map that shows the location of a portal to Axanapeque, buried city of the Ancients on the dead world of Whispering Dunes (see "Dead Worlds and the Near Void" in Chapter 2).
8	A dangerous and unstable void rift opened in the woods close to the PCs' home world, and zombies and skeletons are marching through the portal.

The Concordans speculate he is searching for a powerful artifact that can manipulate the Labyrinth, perhaps the legendary *Compass of the Ancients*. If he obtains the compass, the Last Cathedral's armies will be able to reach almost anywhere in the Labyrinth, a worrying prospect.

Members

Consider the stat blocks in the **Last Cathedral Membership** table when creating NPCs or monsters aligned with this faction. You can give NPC spellcasters void magic style spells from **Chapter 5** or add the Void template from **Chapter 8** to customize standard monster stat blocks.

Adventure Hooks

Adventures involving the Last Cathedral often take place on worlds where Solana is worshipped, since her temples and priests draw the faction's attention. Alternatively, characters might take the fight directly to dead worlds where the Last Cathedral already has a foothold.

Servants of Nidhogg

"Light Sustains. Life Scurries. Fire Burns. Darkness Gathers. Death Devours. Void Remains."

—Opening words of the *Lost Tome of Nargoth*

Led by Nargoth, greatest of the void saints, the Servants of Nidhogg are a doomsday cult that worships Nidhogg, First Dragon and Chewer of the World Tree. Scattered across the Labyrinth in dozens of cells, the Servants work to hasten the inevitable end of the multiverse by spreading death, destruction, and fear.

Overview

The Servants of Nidhogg were founded by the wizard Nargoth, a dedicated student of the profound and terrible secrets of the Void and a loyal follower of the ur-dragon Nidhogg. The cult's symbol is a horizontal Y shape bisecting two vertical lines, representing the serpent-wyrm gnawing on the World Tree and bringing about the end of the world. The Servants are predominately human cultists, but significant numbers of void dragonborn and satarre fill their ranks.

The cult's first temple was established over two centuries ago in the port city of Helmhaven. The population suffered under the so-called leadership of a gutless, corrupt mayor, the puppet of the ruthless and decadent nobility. In such an environment, it was easy for the Servants of Nidhogg to sow seeds of fear and destruction that culminated in a violent uprising. As the city went up in flames, Nargoth opened a portal to the Void and summoned Nidhogg's spawn to feast on the hapless populace.

After this initial act of destruction, Nargoth sent his disciples forth to establish new cells of the Servants of Nidhogg throughout the worlds of the Labyrinth, while he turned his attention to constructing a stronghold in the Cragtooth Mountains. Here, he continued studying the secrets of void magic and conversing with Nidhogg from his Chamber of Unholy Communion deep below the earth. Nargoth recorded his vile discoveries in the abominable book that became known as the *Lost Tome of Nargoth*. From time to time, the wizard traveled the Labyrinth, visiting each Servants of Nidhogg cell, providing teaching, guidance, and correction as needed, and ensuring the cult continued to spread mayhem by unleashing the nightmares of the Void on their communities.

As the years passed, Nargoth's corruption grew until his satarre followers entombed him beneath his mountain stronghold. After enduring days of psychic torment, Nargoth passed through the veil of death, becoming reborn as a void saint and lich to better serve Nidhogg and the Void until the End Times.

At the height of his powers, Nargoth led the Servants of Nidhogg against a cabal of star elf mages who were desperately defending their world against the demons and cultists of the Void. The void saint and his allies seized their tower, the Citadel of Last Hope, which was pulled into the Void when the rest of the elves' world collapsed into nothingness. Now known as the Citadel of Lost Hope, the fortress became Nargoth's new stronghold and the headquarters of the Servants of Nidhogg. From here, he continues to commune with his divine master and steer the actions of cult cells throughout the Labyrinth.

Goals


The Servants of Nidhogg aim to bring about the apocalypse spoken of by their serpent-wyrm god, by fomenting unrest and fear, and promulgating mayhem and death throughout the worlds of the Labyrinth.

Nidhogg's cultists enter a community, openly warning of the impending doom and destruction of the End Times. Meanwhile, other Servants surreptitiously stir up trouble, turning families and lifelong friends against each other with insidious lies backed by enchantment spells. When the arguments turn violent, the cultists fan the flames, hoping to set the community at one another's throats.

Once the community is ablaze, the cultists and their satarre allies move in to slaughter the warring inhabitants. Finally, as the stars align, the Servants open a portal to the Void and call forth horrors to destroy whatever is left.

Servants of Nidhogg in Your Campaign

Servants of Nidhogg cells and temples, small and large, are scattered throughout the Labyrinth, making them excellent villains to bedevil your player characters.



At low levels, the PCs might encounter a small cult cell based in a village or rural area that seeks to turn the local populace against one another. See the adventure *Hidden Tomb of Nargoth* for an example.

Later in the campaign, the adventurers can confront powerful void dragonborn (see **Chapter 8**) who wield terrible magic and summon horrors from the Void. Perhaps they must infiltrate a large cult temple hidden somewhere in the city and defeat its satyr guardians to put a stop to a dark ritual. In a high tier game, the characters might assault a citadel controlled by void giants or be called on to deal with the arrival of Nidhogg's mighty avatar (see **Chapter 8**).

Here are two potential campaign ideas involving the Servants of Nidhogg.

Paper Chase. Many years ago, Nargoth began recording his life's work so his vile teachings would live on even if he was destroyed. This has come to be known as the *Lost Tome of Nargoth* (see **Chapter 5**). Nargoth still holds the original, but all other copies have been lost to time. Fragments and copied pages of the tome surface every so often and are highly prized by void cultists and corrupt scholars.

The characters learn of a Servants of Nidhogg cult leader who tracked down the whereabouts of a dozen pages of the *Lost Tome* in various libraries, archives, and private collections and sent minions to obtain them. Can the adventurers get to the dangerous documents first and destroy them before they fall into the wrong hands?

Squirrely Behavior. The ratatosk of Yggdrasil the World Tree traditionally keep a close eye on goings-on at the roots of the World Tree, sending scouts to the Corpse Shore to listen to Nidhogg's utterances and to share gossip from the upper branches and the great eagle atop the Eyrie. Recent reports from the roots have caused much chattering among the squirrel folk. It seems that Nidhogg is making conflicting pronouncements to Nargoth and to Elder Lavide of the Scribes of the Black Star.

Queen Clarahekkarina (see "Yggdrasil" in **Chapter 2**) is keen to discover the truth of the matter, but the Shadowtails have been infiltrated by void-tainted ratatosk of the Madbranch Cult and much of the intelligence being gathered is false. The queen needs a group unaffiliated with the Squirrel Court to spy on Nidhogg's conversations with the two faction leaders and learn what's really going on.



Key Locations

The Citadel of Lost Hope, Nargoth's stronghold in the Void, is described in **Chapter 2**. Several other important cult bases and temples are described below.

Blighted Root Temple

Shrines and temples to Nidhogg are found in dark caverns, dismal swamps, and remote valleys throughout the worlds of the Labyrinth. The largest known temple of the Servants of Nidhogg, Blighted Root Temple, lies hidden deep among the roots of Yggdrasil, not far from Nidhogg's lair on the Corpse Shore.

The temple is a vast network of serpentine passageways, patrolled by satakree (see **Chapter 8**). These earthen tunnels lead into the Labyrinth, enabling the Servants of Nidhogg to spread their apocalyptic dogma far and wide. One such pathway leads to Bitterroot Cavern on the Old Ring world of Willow Shore; another goes to the dreary Gloomtangle in the Lands of Parsantium.

At the heart of the complex, cowed void dragonborn priests, satarre acolytes, and capering Madbranch ratatosks perform rituals to honor Nidhogg in the Chapel of the Great Wyrn. This huge cavern is dominated by a great root of Yggdrasil that extends from the 100-foot-high earthen ceiling down through the green-and-black tiled floor. The root was carved by kallikantzaros crafters [CC] into a hideous likeness of Nidhogg coiling around the root from top to bottom, covered in luminescent green lichen.

The void dragonborn priests dwelling in the temple were taught the ritual to summon the Avatar of Nidhogg by Nargoth. This terrible creature can be called only on certain obscure unholy days; if the priests summon the avatar, the Servants plan to send it through the Labyrinth to attack Oakroot or another warded world in the Old Ring.

Echoing Halls of Nargoth

Located in a dark part of the Labyrinth, surrounded by dead or dying worlds, this former stronghold of Nargoth consists of a set of stairs, stone halls, tombs, and temples linked in a looping pattern. Once entered, it's impossible to leave the Echoing Halls without opening a void rift, traveling via dreams, or using a *portal key* (see **Chapters 1 and 5**).

Cloakers [MV] and the animated corpses of those who died here stalk the dusty hallways and steps. Rumors persist of a secret chamber said to hold fragments or even a full copy of the *Lost Tome of Nargoth*, but if anyone found it, they have not escaped alive.

Hidden Tomb of Nargoth

This secret stronghold in the Cragtooth Mountains served as Nargoth's home and his first (but not final) resting place, where he transitioned from living wizard to undead void saint. Abandoned by Nargoth for many years

and rumored to contain invaluable lore, the hidden tomb is now under the control of Servants of Nidhogg cultists led by a corrupted mage called Cadweth Bleaksoul. The mage's halfling lieutenant Brunger Domsayer and his minions have infiltrated the Wyvernmere Valley where they seek to bring about the destruction of its villages and inhabitants. See *Hidden Tomb of Nargoth* adventure for maps and more information.

Twilight Redoubt

This colossal fortress in the Void was built by void giants from glossy green-black stone. Its mighty walls are fifty feet tall and its three central towers soar 150 feet into the deep purple sky. The Twilight Redoubt's towers are warded by magical inscriptions in Void Speech that glow with a sickly yellow light and constantly shift and writhe, as though alive.

Led by Grukki Gorefang, the void giants dwelling in the castle worship both Nidhogg and Fenris, the Wolf of the Apocalypse, in a vast temple beneath the keep. While they wait for the final battle of Ragnarok, they eagerly answer calls from Nargoth and other Servants of Nidhogg to join in acts of wanton destruction across the Labyrinth.

Three Key Characters

Nargoth and two of his senior lieutenants are described below.

Nargoth

Founder of the Servants of Nidhogg and greatest of the void saints, Nargoth is a lich with the void-blessed template (see **Chapter 8**). Renowned for his prowess with void magic, Nargoth knows all the void magic style spells from **Chapter 5**, many of which are his creations, and he wields a *staff of the void* (see **Chapter 5**). Nargoth's skeletal face glows with the eerie purple light of the Void. He dresses in purple, gold, and black robes and wears a tall miter to denote his status and sainthood, and he is always accompanied by Dreadhelm, his void knight bodyguard [ToB3].

Nargoth was once a member of the Scribes of the Black Star (see "Great Chantry of the Voidmother," above) but left the sect after a bitter disagreement with Jesparga Lavide, then an arrogant junior priest with ideas above his station. A few of Nargoth's fellow scribes went with him, becoming his first disciples and the founding members of the Servants of Nidhogg. Nargoth also stole several highly prized books from the Cathedral of Silence when he absconded, including the *Enchiridion of Outer Darkness* and the *Libram of Perpetual Twilight*, further angering Lavide. Today, Lavide is the Scribes' leader, and there is no love lost between them.

Nargoth's long studies and frequent conversations with Nidhogg have left him completely insane. The void saint believes that Nidhogg chose him to hear the Ultimate



Truth: that only the End Times can bring true peace to the multiverse. Once everything has been destroyed, void yet remains. Those who meet Nargoth are either swept along with his charismatic, evangelical ranting or utterly horrified. In his quieter lucid moments, his words are even more chilling.

Grukki Gorefang

The leader of the void giants of the Twilight Redoubt, Grukki Gorefang (void giant; see **Chapter 8**) has

Fenris's blood running through her veins, allowing her to transform into a green-furred Huge dire wolf as a bonus action. Grukki fought a bloody battle with Alderic Skytouched, the werewolf Silver Marshal of the Concord of Stars, a few months ago and barely limped away. She is eager for a rematch.

Before joining the Servants of Nidhogg, Grukki served an ancient void dragon named Qeonndyndra who taught her void magic. The dragon has been missing for over a decade, but Grukki dreams of Qeonndyndra most nights and believes she will one day return.

Xenaster Nylarys

A former member of the Scribes of the Black Star, Xenaster Nylarys (void dragonborn lich) is the author of the *Doomsday Book*, a collection of prophecies about the End Times. Xenaster grew tired of trying to make sense of the utterances of the serpent-wyrm in the confines of his cell in the Great Chantry's Cathedral of Silence and abandoned the Scribes to join the Servants of Nidhogg at the urging of Nargoth.

Xenaster no longer spends his endless days writing prophecies about the End Times. Instead, he plays an active role in bringing them about, opening portals to worlds where the Servants of Nidhogg are operating and gleefully calling forth monstrosities from the Void.

Xenaster has the purple-black scales of a void dragonborn, but his body is withered and stooped. Despite this, his eyes still shine bright white in his skeletal face. Xenaster wears long black robes and a gold pendant with the symbol of the Servants of Nidhogg and wields a *staff of unraveling* (see **Chapter 5**).

Members

Servants of Nidhogg cultists use different colored robes to denote rank. Gray robes are for novices, green robes are for initiates (cultists and void cultists), and purple robes are for disciples (fanatic cultists and apostles).

Consider the stat blocks in the **Servants of Nidhogg Members** table when creating NPCs or monsters aligned with this faction. You can give NPC spellcasters void magic style spells from **Chapter 5** or add the void template from **Chapter 8** to customize standard monster stat blocks.

SERVANTS OF NIDHOOG MEMBERS

Low-Tier	Mid-Tier	High-Tier
Fanatic Cultist [MV]	Apostle [ToB3]	Avatar of Nidhogg (Chapter 8)
Gibbering Mouther [MV]	Avulzor [ToB2]	Lich [MV]
Satakree (Chapter 8)	Ratatosk Warlord [CC]	Ripper (Chapter 8)
Satarre [MV]	Void-Blessed Ogre [ToB3]	Spawn of Nidhogg (Chapter 8)
Cultist [MV] with the void blessed template	Void Speaker [CC]	Void Giant (Chapter 8)
Void Dragonborn (Chapter 8)	Voidwacked Mage [CC]	Voidling [MV]

Adventure Hooks

Servants of Nidhogg cells are active in many worlds, so adventures involving the faction can take place anywhere in the Labyrinth or in their strongholds in the Void.

SERVANTS OF NIDHOGG ADVENTURE HOOKS

d8 Hook

- 1 The body of a dead scholar is found in the city streets, clutching a leather-bound folio containing loose pages from the *Lost Tome of Nargoth*. The pages warn of a dangerous threat from the Void due to occur on a particular day, but anyone who reads even a few words becomes afflicted with dread (see the *Game Master's Guide*).
- 2 A group of adventurers who are friendly rivals of the PCs have become lost. Last seen near the entrance to the Echoing Halls of Nargoth, they are trapped inside.
- 3 Violence has broken out in the idyllic smallfolk village of Appleby on the Old Ring world of Rowanheart, where the Servants of Nidhogg have been stirring up trouble. Lady Hawthorne sends the PCs to root out the cultists.
- 4 A young void dragon has established a shrine to Nidhogg in an old, ruined castle on top of a bleak tor. Void dragonborn and satarre gather here to worship and are raiding nearby villages in search of people and animals to sacrifice.
- 5 The village of Horleigh (in your home campaign or Midgard) has been burned to the ground by its inhabitants at the urging of the Servants of Nidhogg. Clues can be found amid the smoldering ruins that point to the cult's next target.
- 6 The void speaker [CC] leading a Servants of Nidhogg cult cell in the harbor district of a major city plans to summon a spawn of Nidhogg at the culmination of the annual Marriage of the Sea ceremony.
- 7 Cultists open a void rift in a defiled temple of Sabateus that leads to the Twilight Redoubt. Can the PCs close it before a dozen void giants pour through?
- 8 Rumors are circulating through the Smithy that Nargoth and the Voidmother of the Great Chantry are on the verge of forming a dangerous alliance. Charged with preventing this from happening, the PCs may be able to enlist Elder Jesparga Lavide of the Scribes of the Black Star as an unlikely ally.



MINOR WAYFARING GROUPS

Not every wayfarer belongs to one of the four major benevolent factions, nor are the larger villainous groups the only ones to harness the power of the dark pantheon. The following groups travel, trade, and plot throughout the Labyrinth and its worlds.

AHU-NIXTA

Spawned in the Void, the ahu-nixta are shapeless horrors clad in clockwork armor that worship the dark gods. Their goal is to expand the Void by conquering and transforming other worlds using their twisted biomechanical technology.

In the distant past, the ahu-nixta held dominion over many different species, ruling an empire that spanned over a hundred worlds. Cruel masters, they broke the creatures they enslaved—salvaging flesh and bone, dominating thoughts, harvesting fears—and warped them into vessels for their shapeless forms. But the encasements built from these creatures proved weak and inefficient, like the creatures themselves prone to physical aging and damage. No matter how the ahu-nixta manipulated the raw materials, the result was always unsatisfactory. To

overcome these flaws, they sought out metals, crystals, and other elements—the same materials that mortal lineages forged into tools and machinery. Using these new resources, they copied and cobbled, implanted and spliced, creating new forms that were stronger and longer lasting.

After enduring decades of oppression, the enslaved subjects of the ahu-nixta rebelled and the empire shattered. Today, ahu-nixta territory consists of Node Prime, managed by the Concordant Chronosphere that is their prime hive mind intelligence, and a handful of far-flung hive-cities in the Near Void. Ahu-nixta also scavenge ancient ruins in the Labyrinth or drift through the Astral Sea in their ponderous, techno-organic dreadorbs. Wherever they are encountered, the ahu-nixta seek to grow the Void by dismantling the worlds and lifeforms they come across and reassembling them in distorted new configurations incorporating their aberrant biology.

Among the myriad forms of the ahu-nixta and their armor, three types are most prevalent. The first appears as a spheroid clockwork horror, described in **Chapter 8**, while the others are called drudges and cataphracts [*ToB2*], with drudges assuming the role of servitor, and cataphracts as violent and domineering juggernauts.



Key Locations

Two major ahu-nixta power centers are described below.

Node Prime

Ahu-nixta reproduce from clusters of organic matter encased in a resinous, amorphous mass known as a hive node. The largest of these nodes is Node Prime, a titanic mass of pulsing biomechanical clockwork the size of a small planet and the closest place the ahu-nixta have to a home world.

From Node Prime, the entity known as the Concordant Chronosphere communicates with the rest of the hive nodes scattered through the Void and beyond. The infamous *Codex of the Endless Void* speculates that the Concordant Chronosphere may exist within all hive nodes simultaneously and that it manifests on Node Prime merely due to its magnitude, or that it may instead be the combined minds of every ahu-nixta rather than a single being. Other scholars believe that the Concordant Chronosphere *is* Node Prime.

Node Prime spawns new ahu-nixta from resinous clumps on its surface. Some of these shapeless larvae are encased in clockwork armor, becoming ahu-nixta. The rest are used as organic building material to increase the size of Node Prime.

Amalgamon

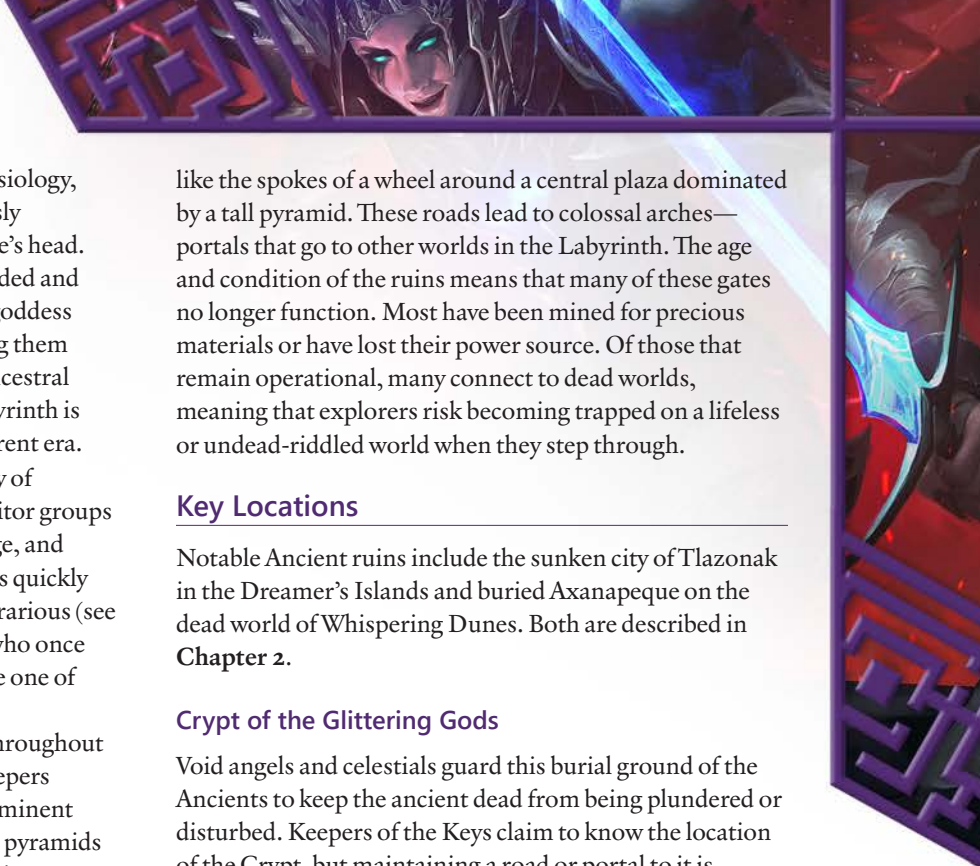
This ahu-nixta hive-city is built on an island of bare rock floating above the crumbling remains of a dead world. Tall chimneys spew thick smoke into the sky, forming toxic clouds of brown gas, and giant gears and cogs endlessly turn, clanking with shattering volume.

Amalgamon is the ahu-nixta's primary research and manufacturing facility. Ahu-nixta raiding parties bring materials obtained in the Labyrinth here—both living creatures and inorganic substances—for experimentation in their laboratories and foundries. Sometimes these experiments lead to the creation of a new type of ahu-nixta or biotechnological device, but they frequently end in abject failure. Captives brought here seldom survive.

The Ancients

Long ago, a colossal race of gargantuan and primordial creatures called the Qorads or the Demoshar built titanic islands, bridges, and strongholds in the Labyrinth. They were its first architects, but their home world and most of their works were corrupted and lost.

Scholars disagree about the physical appearance of the Ancients. Their cyclopean architecture suggests they were at least 25 feet tall, and sculptures and carvings found in



their ruins indicate that they had humanoid physiology, but every depiction of them has been mysteriously vandalized by removing or obliterating the figure's head. The minotaurs claim the Ancients were bull-headed and still worship their two major deities, the portal goddess Rinpash and the protector god Yundar, depicting them as such in their temples. They argue that their ancestral connection to the Ancients that created the Labyrinth is why they were the first to rediscover it in the current era.

Others speculate that the Ancients had a variety of different appearances or that many such progenitor groups existed, each with architecture that is linear, huge, and distinctive, perhaps optimized to connect worlds quickly and effectively. The Keeper Heknusret the Temerarious (see “Midgard” in **Chapter 2**) posits that the titans who once ruled large swaths of Midgard’s Southlands were one of these groups.

Whatever the truth, the ruins of the Ancients throughout the Labyrinth remain of great interest to the Keepers and to explorers, scholars, and adventurers. Prominent architectural features of these ruins include step pyramids and obelisks covered in worn pictographs, towering stone archways, and huge, ornately carved orichalcum doors.

These ruined cities typically have a circular street plan with either four, eight, or even sixteen pathways arranged

like the spokes of a wheel around a central plaza dominated by a tall pyramid. These roads lead to colossal arches—portals that go to other worlds in the Labyrinth. The age and condition of the ruins means that many of these gates no longer function. Most have been mined for precious materials or have lost their power source. Of those that remain operational, many connect to dead worlds, meaning that explorers risk becoming trapped on a lifeless or undead-riddled world when they step through.

Key Locations

Notable Ancient ruins include the sunken city of Tlazonak in the Dreamer’s Islands and buried Axanapeque on the dead world of Whispering Dunes. Both are described in **Chapter 2**.

Crypt of the Glittering Gods

Void angels and celestials guard this burial ground of the Ancients to keep the ancient dead from being plundered or disturbed. Keepers of the Keys claim to know the location of the Crypt, but maintaining a road or portal to it is surpassingly difficult. One known portal to the Crypt lies deep beneath the waves in the ruins of Tlazonak.



Those few explorers who have reached the Crypt and avoided its guardians found its tombs to be sealed with incredibly complex puzzle locks. So far, no one has opened one of these sepulchers. The true appearance of the Ancients remains a mystery.

BOATWRIGHTS

The Boatwrights are an order of humans, fiendish sydereans, and others transformed by magical ritual and the waters of the Styx. Their skin is often tinged with orange, brown, or blue, and their knowledge of how to navigate the Labyrinth by boat is second to none. While most Boatwrights live aboard ships and skiffs or on docks, they have two primary locations devoted to their cause: the Silver Arsenal, where their fleet of barges, gondolas, and small craft is repaired and outfitted; and Old Boatwright's Harbor, where the faction was founded and its initiation rituals are still performed.

Key Locations

Any dock, ferry landing, or harbor might be a Boatwrights' home, but these home harbors hold special significance.

Silver Arsenal

Marked with the silver rune of the resplendent Void and inhabited by infernals, sydereans, and Boatwrights, the Silver Arsenal is a single enormous building on the lower reaches of the Styx, not far from the Hells. It builds barges and weaves sailcloth, shapes oars, galleys, and oarsmen, and produces navigators' charts. It collects the fees and fares of the church of Charun, demanded of every passenger and paid in Styx coin. The Arsenal has two primary leaders: Master Boatwright Navros the Lucky, the builder and shaper of keels, masts, and enchanted sails, a dour but highly competent maker of watercraft; and High Captain Fratz Burgando, the recruiter of sailors, ropemakers, and shipwrights to carry out the plans Navros dreams up and to take those vessels out on the water.

Old Boatwright's Harbor

Built within the Labyrinth along the waterway of the Styx, at Old Boatwright's Harbor Dreamers find transportation through the Labyrinth to their sites of devotion and pilgrimage. The harbor is maintained by members of the Boatwrights, and it includes a pier, a jetty, a lumberyard, and three slipways for boatbuilding that are busy at all hours. A jumble of inns, three dark tunnels, and two well-watched gates connect ship traffic to the river and points deeper in the Labyrinth. The passages are rarely patrolled, but the gates are warded, watched, and enchanted.

The Boatwrights keep two High Captains on watch. These are the female hezrou Sandar Gulper, enormously corpulent and easily bribed, and Excander Maloovic,



a male Boatwright fiendish syderean who watches and questions anyone he does not know. They trade places on the two gates from time to time. Neither cares about issues outside the Harbor and the tunnels; both are cautious about strangers but not keen on annoying major powers in the Labyrinth.

The third (and most prominent) of the High Captains is the Harbormaster, a human priest of Charun named Pilar Dendelor. Harbormaster Pilar maintains a careful accounting of his ships and their locations, and he is perhaps the one person among the Boatwrights who understands which parts of the Styx are well-watched and which are dangerous. Though he keeps a pair of hell hounds named Firetooth and Ashes as constant guardians and companions when ashore, he prefers to spend much of his time on the water, inspecting ships, questioning Boatwright captains, and keeping his eye on the movement of goods and people through the Labyrinth's waterways.

FORGE HAMMER OF TRUTH (ARMORERS)

Obsessed with crafting weapons to cut the Void or armor that withstands dark forces, this dwarven society provides arms and armor to others in the Labyrinth, including enchanted ones. The Armorers hire adventurers to bring them rare metals for alloys, such as malchonite, mithral, and adamantine ore, and rare ingredients such as dragon's blood, demon ichor, and basilisk hide. Other projects include guarding caravans of coal and ore, smelting metals with magical fire, or guarding the casters who must maintain ritual concentration even when the risk of attack by demons or salamanders is high.

The Armorers' work is slow and steady. Most members are fireforge dwarves and minotaurs, though they are aided by humans and thursir giants [ToB1] from the Old Ring, elven and syderean enchanters from the Concord of Stars, and even kobolds, bearfolk, gearforged, and others. Their halls are open to anyone willing to work or willing to pay for craftsmanship; on occasion, even void dragonborn, polite derro, and satarre latje have been seen stoking the forge fires. Only the Keepers object to the Forge, claiming that the dwarves undermine the work of the Keepers. However, their focus on weapons and armor rather than keys and portals keeps them distinct. Many factions find the Armorers are more accommodating with deliveries and less involved in arcane discussions of circles, components, and sources than the Keepers. For specific magic items made by the Forge, see **Chapter 5**.

Typical members include fireforge dwarves, minotaurs [MV], minotaur labyrinth keepers [CC], thursir armorers [ToB3], thursir giants [ToB1], kobold junk shamans [CC], and clockwork myrmidons [ToB1].

Key Locations

While the Forge Hammer of Truth has mining outposts in the passageways of Labyrinth, an armory on Seven Pines, and a small school for enchanters on Sunhome, its true heart is the Labyrinth proper, in a set of warrens and smoky caverns called the Ancient Anvil.

Ancient Anvil of Herak-Mavros

Some say the minotaurs brought dwarves here to build the first permanent settlement in the Labyrinth for them, including simple forges, defensible tunnels, and shrines to Herak-Mavros and Rava. But the site may be older: a statue of Rinpash watches over the Anvil, where dwarves work with minotaurs and humans to craft *sunfire armor*, radiant weapons, and *staves of radiance*, as well as the usual run of horseshoes, hammers, and nails. The Lord of Smiths is a fireforge dwarf named Rop-Hanna Darsein, commonly referred to as the Fire Mother or the Fire Maker. She kindles the coals for each major enchantment, hires priests

and wizards to perform the tempering rituals, and affixes the runes of power on each item made by the Forge.

The Forge is infused with elemental fire and attracts frequent attention from creatures of elemental earth and fire. Wardings and countermeasures keep them from interrupting major crafting, but the site is simply too large and too magically resonant to protect from all possible portals and entryways. At the same time, this connection to fire allows for a well-sealed and tightly controlled portal within the Ancient Anvil to the City of Brass. Labyrinth wayfarers seeking to pass through it or to pull primordial fire from it must secure permission from Fire Maker Rop-Hanna.

HARBINGERS OF THE VOID

Another void cult linked to Nidhogg, the Harbingers of the Yawning Void are a group of satarre and nihilistic humans who seek to unravel the universe. They eagerly await the day when Nidhogg and his spawn finally chew through the roots of Yggdrasil the World Tree, causing it to fall and burn, and thus bringing about the end of the multiverse.

Although the Harbingers accept all creatures into their ranks, as long as their hearts are filled with darkness and they yearn for entropy, satarre form the center of the cult. The satarre rank and file are led by a handful of powerful individuals, mostly potent spellcasters who act as the driving force of the Harbingers, recruiting void mages and priests of the dark gods, sending them out to establish cells eager to wreak havoc, and directing them to suitable targets.

One such leader is the mighty satarre void mage Unterra ai-Niresh. Unterra believes that the fabric of existence is held together by the supportive threads of culture, faith, and family. She specializes in recruiting individuals who can tear through these threads, unraveling the fabric of a community so that its inhabitants turn on each other, spreading destruction until everything collapses.

Followers of the Yawning Void are terrifying to those not loyal to the cult. Nihilistic and apparently suicidal, they willingly sacrifice themselves or anyone else to bring the worlds a step closer to utter destruction. However, they aren't simply bloodthirsty murderers. The Harbingers have learned about the ephemeral concepts that keep the world together, and they work to weaken faith, erode trust, and make people think honor is pointless.

Typical cult members are void cultists (use cultist with void or void-blessed templates, see **Chapter 8**) and satarre [MV]. Leaders and more powerful cultists are void speakers [CC], satarre destroyers [MV], and satarre mystics [ToB2].

Cult plots involve instigating misleading, violent attacks on rich and poor calculated to stir up tensions and instigate class war, spreading blight and disease to destroy the livelihood of a farming village, or opening a rift to the

Void to allow its corruption to seep through into the surrounding area.

The Harbingers' most ambitious scheme is their plan to poison the World Tree Yggdrasil. The cult opened a void rift beneath the bubbling spring Hvergelmir to corrupt it with the darkness of the Void. Since one of Yggdrasil's great roots drinks from the spring, the Harbingers hope that the corruption will weaken Yggdrasil to the point where Nidhogg can destroy its roots and pull all creation down into darkness.

Unterra ai-Niresh leads the Harbingers at the Corpse Shore (see **Chapter 2**), where she is performing a ritual to maintain and enlarge the portal beneath the roiling waters of Hvergelmir. Unterra's entourage are mostly satarre but include human cultists and several frost giants. Unterra has enlisted the aid of Verdsluker, an adult void dragon [MV]. The dragon is the focus of the ritual, acting as the key that opens the portal to the Void.

LORDS AND LADIES OF THE BRIGHT AND SHINING LANDS (FEY KNIGHTS)

Elves, smallfolk, bright fey, and the ancient woodland fey who live in the Summerlands usually divert themselves with music, courtship, dances, vicious gossip, and byzantine political scheming. A few, however, turn their eyes to the wider constellation of worlds and go exploring for new experiences. They call themselves the Lords and Ladies, though others prefer to call them the Tricksters or the Fey Knights. Some profess to follow divine injunctions or prophetic visions from the trickster god Nakresh (see **Chapter 6**), but others are direct about their wish to alleviate the boredom of the Summerlands and seek out new adventures, new sights, and new dangers. The strongest among them radiate an air of superiority and smugness. Their leaders include fey Lords and Ladies such as those listed in the table below.

Their archers and knights are as formidable as their wizards, adept at striking down void creatures. Their bright weapons and fey rites and rituals are highly effective at destroying void rifts and chasing away demons and undead. While the Fey Knights are a cheerful and helpful society, they also find every excuse to show off their martial or arcane power—often in a way that puts others at risk while emphasizing their prowess. These glory hounds travel with a bard or scribe in tow to record their deeds.

Fey Knights are usually encountered while they are on a Grand Tour, as they call their knight-errant wanderings. These begin at one of the Fey Courts of the Summerlands and then proceed into the Labyrinth to the Bubbler's Well, the Old Ring, at least three crossings of the Styx (where the knights challenge all who cross to a feat of combat),

the Smithy, (sometimes) the outskirts of Tyver-Sarok, and then homeward. They never visit Celestia or the Dreamer's Islands on their tours, and detours into the Near Void are rare.

Common Fey Knights include a wide variety of types, including spellcasters and archers as well as traditional warriors. They include alchemist archer elves [CC], alseid grovekeepers [ToB1], devilbound gnomes [ToB1], fey knights [MV], green knights of the woods [CC], veteran elvish archers [ToB1], wyvern knights [CC], and others of a similar character.

PATRONS OF THE FEY KNIGHTS

Name	Source
Bear King	[ToB1]
Commander of Horn and Gold	[ToB2]
Countess of Garlands	[ToB3]
Lord of the Hunt	[ToB1]
Mistress of Midnight Teeth	[ToB2]
Moonlit King	[ToB1]
Mother Moth	[ToB3]
Queen of Night and Magic	[ToB1]
Queen of Witches	[ToB1]
Reynard	[CC]
River King	[ToB1]
Snow Queen	[ToB1]

THE RADIANT ORDER (RADIANTS)

Also called the Paladins of Montremor or the Swords of Herak-Mavros, the Radiant Order is a group of human paladins loosely affiliated with the Concordans and led by the Grand Marshall Faldoro Rezzenzi. They operate from Celestia in the service of angelic masters and show up unannounced and heavily armored to destroy demons, cultists, or portals corrupted by darkness—then return whence they came. The Radiant Order rarely explains itself or bothers to consider collateral damage.

While their single-minded focus on order and justice can be off-putting, they are utterly reliable allies. Mechadrons find them extremely congenial, and the two groups share a loose alliance. The Radiant Order can't be hired. They accept petitions for assistance from anyone and take on causes that others deem hopeless—in fact, they make a specialty of it.

Typical members include first servants [MV2], field commanders [ToB3], priests [MV], war chaplains [CC], veterans [MV], gold or silver dragons [MV], and sometimes lammasu [CC] or angels of various kinds.

Key Locations

The Radiants have two fortresses, similar in their white stone and formidable defenses. Petitions for help are accepted at both locations.

Castle of the Angel Volmaya

Just within the celestial realms, this concentric castle sits in a lake cradled in a volcanic crater. The hill it perches on is topped by the keep. There are twin temples to Solana and Herak-Mavros in the castle; a beautiful floatstone shrine to the Angel Volmaya, defender of the poor, drifts by the dock where visitors arrive. The castle is guarded by the gold dragon Dawnsinger, and the commander of the garrison of knights and clerics is Radiant Captain Melancha Borkov (human paladin). She is an exceptionally annoying and precise follower of Solana, but also extremely brave in the defense of otherwise hopeless causes. The garrison includes twenty paladins, fifty squires and foot soldiers, a zoryas angel [CC], and five gearforged devoted to the maintenance of the armory and the manufacture of amulets and rings given to pilgrims whose petitions are declined.

Castle of the Angel Sofendi

Based on Sunhome but emphatically not part of the Concord, the Castle of the Angel Sofendi is a grouping of four stone towers connected by aerial walkways. It has no gate. Visitors are expected to fly in, teleport, or climb a rope ladder thrown over the walls. The towers are topped with thunderbolt symbols of Herak-Mavros, and a small, functional shrine to Solana and Sabateus stands next to the great hall and the barracks. The castle is guarded by the blue dragon Galvanos, as well as by the commander of the garrison, Thunder Captain Antropos the Younger (human paladin). He is a hearty fellow and aggressively friendly with visitors, laughing at their petitions and risking the lives of his knights and clerics only against the gravest of foes. The garrison includes twenty paladins, fifty squires, a sammael angel [CC], and two cloud giants, Morthos and Vanderos.

THE REBORN

Void cultists, void mages, and priests of the dark gods can become so corrupted by the Void that they pass through death again and again and yet remain alive to serve the Void. They are known as void saints or the Reborn. See **Chapter 8** for information on **void saint** stat blocks.

Nargoth (see “Servants of Nidhogg”) is considered the greatest of the void saints, but other infamous Reborn are whispered of among the derro, humans, goblins, kobolds, ogres, orcs, and even dwarves. Elves and smallfolk void saints aren’t widely attested or fade after a few rebirths, while syderean and gearforged void saints are unheard of.

At first, void saints have a similar physical appearance to zombies or wights, eventually coming to resemble lichs if they retain their bodies after each rebirth, or wraiths or banshees if they have no need of them.

Most Reborn serve one of the dark gods and are based on dead worlds or in the Void, although some wander the Labyrinth, carrying out the bidding of their divine masters. It is rare for void saints to work together, but it isn’t unknown. Sometimes, the aims of two or more Reborn align, often with terrifying consequences.

Key Characters

Several notable Reborn are described below.

Myegathar

Once an orcish void cultist, Myegathar is a wraith-like void saint whose bones have become a sought-after relic (see “Magic Items” in **Chapter 5**). Myegathar haunts the corridors of the Labyrinth, searching for active portals he can use to spread the Void’s corruption in whatever world lies beyond. The White Goddess has raised him from the dead repeatedly, and the bones of his prior incarnations retain great power.

Shurkha Karazyn

A derro witch queen who followed Addrikah, her people’s patron goddess, Shurkha wiped out a large dwarven hold when she summoned a monstrosity from the Void using a grimoire she’d found on the body of a mage she’d murdered. After this triumph, Shurkha gleefully opened half a dozen more void rifts, destroying the rest of the nearby dwarven communities, as well as a peaceful deep gnome village. A relatively young void saint, she appears as a zombie with rotting blue flesh, spiky white hair, and intense, staring eyes. Shurkha still has the grimoire and is considering her next target.

Tokando

Tokando was a powerful human elemental mage who grew up on the Dreamer’s Islands before he became corrupted by the lure of the Void and turned to darkness. After his rebirth as a void saint, Tokando destroyed an entire world by freezing its rivers and seas and then transforming them into stone. The so-called Frozen Waves of Tokando, a section of the Labyrinth resembling waves made of black and gray stone, are all that remains of this world. Tokando’s present whereabouts are unknown.

RISEN OF MOT

While most gods depend on the prayers and offerings of the living, Mot, the God of Eternal Death, derives his power from the worship and praise of the undead. The Risen of Mot are an undead cult dedicated to the dark god, based in the Dry Lands (see **Chapter 2**). The cult is active on dead worlds and in the Labyrinth as they further the dark agenda of their deity: spreading death and destruction, sharing knowledge of necromancy, and encouraging evil-hearted mages and priests to take the final step into undeath.

The leaders of the Risen are liches, mummy lords, and vampires, while ghouls, skeletons, wights, and zombies fill out the ranks. Mot has fiendish followers, including husk demons and wrack demons [MV], and devils lurk among the undead cultists. Flocks of undead vultures, known as the Eyes of Mot, keep watch over the strongholds of the Risen. The Eyes are sent into the Labyrinth to spy on Mot's enemies or to check the progress of the god's schemes in the mortal realms.

In the Dry Lands, the Risen of Mot conduct ceremonies and sacrifices to the Lord of the Undead at gruesome skull ziggurats, piled fifty or more feet high. Dozens of skeletons and zombies gather around these pyramids and mindlessly ape the prayers of their intelligent undead counterparts. Since living creatures are in short supply in the undead realm, the Risen priests sacrifice these lesser undead to the god, adding their skulls to the pyramid. But on days of unholy conjunction, such as the Transference of the Ebon Idol, only living sacrifices will do. Hunting parties are dispatched into the Labyrinth in the run-up to these ancient festivals, bringing back a string of suitable captives to honor Mot with their spilled blood.

Dark Pharaohs

No single figure leads the Risen of Mot. Instead, a cabal of the god's most trusted followers, known as the Dark Pharaohs, meet with Mot once a year in his Eternal Palace in the Dry Lands and learn his bidding. Known Dark Pharaohs include the following figures.

- Astremolech (male hierophant lich [CC]), a lich-priest of Mot who transcribed the dark god's prophecies onto a set of unholy scrolls known as the *Revelations of Black Fire*.
- Eulalia Phoca (female vampire), destroyer and last surviving inhabitant of the dead world of Vepira.

- Inaktaten (female gnoll mummy lord), erstwhile ally of Queen Merytnofru, undead ruler of Khemit in the Lands of Parsantium. Inaktaten turned her back on her queen to follow Mot 1,500 years ago.
- Jabir Al-Seki (male lich), a former high priest of Mot and necromancer of Kush who mysteriously disappeared from the Southlands shortly after achieving lichdom.

WINGS OF ALQUAM (SHADOWS OR WINGS)

Assassins and spies of the night who serve a demon lord of night, the Wings of Alquam see themselves as avengers and figures fighting for survival. They are the resilient warriors who can destroy void infestations that the Concord can't handle. Their patron Alquam is a silent, mysterious figure with a wide range of followers, including human, gnolls, gearforged, fiendish sydereans, and gnome smallfolk (see the *Player's Guide*). Their missions are stealthy affairs, and the best of them leave void cultists dead and their followers confused. It's unclear when or why the demon lord decided to fight against the Void, but his blue-cloaked followers are nothing if not ruthless and reliable. The Concordans won't deal with Alquam's Shadows, but other factions find them a necessary evil from time to time.

Key Locations

The heart of the Shadows rests among the infernals, in a city in the Hell of Qes-Al-Marit. Other strongholds exist in the Shadow Realm and on darkened worlds.

Sa-Mozan, City of Silences

The City of Silences is dark and quiet, but not entirely empty. Its walls are black glass and ten feet thick, and its central acropolis is where the demon lord Alquam holds his peculiar court, pummeling visitors with enchantments and illusions and giving his Shadows orders for assassinations, stealthy visits to other factions, or handing out enchanted staves and blades of lunar steel. While Sa-Mozan is an empty shell of a city, it has three active buildings outside the audience chamber of the Acropolis: the temple of Night, where gods of darkness are praised, the Stables where void griffons (see **Chapter 8**) and nightmares are housed, and the Lapis Garrison, home to the Sable Legion, the army of the Shadows: fiends, sydereans, humans, and gnolls who serve Alquam. His plots involve recovering the Scepter of Silences, stolen from him by the devil Shelesorra.

CHAPTER 4: HEROES OF THE LABYRINTH

This chapter includes a variety of options suited to characters created for a campaign set in the Labyrinth. Whether seeking a new subclass, lineage, heritage, talent, or background, you'll find plenty of choices compatible with the base options covered in the *Player's Guide*.

CLASS OPTIONS

Each class has access to a specialization of some kind, involving further study or training in a particular subject. These specializations are called subclasses. Each subclass entry identifies the *Player's Guide* base class it pairs with.

Note that spells marked with an asterisk (*) are new spells found in this book (see **Chapter 5**). All other listed spells are from the *Player's Guide*. Spells marked with the superscript letter R^(R) are ritual spells found in the ritual spell section of the *Player's Guide* or **Chapter 5** of this book.

BARBARIAN SUBCLASS: FORSAKEN

Barbarians who travel the path of the Forsaken can hear the whispered regrets of those unjustly or violently slain before their time. These warriors possess remarkable souls that shine as beacons to lost spirits. Those who embrace this path learn to listen to the forgotten and are rewarded with their undying protection.





FORSAKEN PROGRESSION

Barbarian Level	Features
3rd	Hungering Swarm, Whispered Knowledge
7th	Consume Suffering
11th	Wave of Wrath
15th	Spirit Sacrifice

FORSAKEN BARBARIANS IN THE LABYRINTH

When a Labyrinth world is lost or sacrificed, mass calamity befalls all living creatures trapped in it. Some creatures manage to escape, and some live on as the corrupted Lost, but many more are erased from existence, becoming Lost spirits caught between realities. When a barbarian sensitive to the supernatural comes in contact with a location or object tied to such tragedy, these forgotten souls clamor to attach themselves to them. Barbarians who embrace the spirits gain their strength and protection in exchange for seeking vengeance against the void servitors responsible for their destruction.

Hungering Swarm

3rd-Level Forsaken Feature

While raging, creatures of your choice that come within 5 feet of you for the first time on a turn or start their turn within 5 feet of you take 1d6 radiant or necrotic damage (you choose which).

When you reach certain levels of barbarian, this damage increases, becoming 2d6 damage at 7th level, 3d6 damage at 11th level, and 4d6 damage at 15th level.

Whispered Knowledge

3rd-Level Forsaken Feature

As part of a short or long rest, you can ask the spirits linked to you to imbue you with their knowledge. At the end of the rest, you become proficient in one skill, vehicle, or tool of your choice until you use this feature again.

Consume Suffering

7th-Level Forsaken Feature

Your spirit allies can consume ailments that hinder your physical form. As a bonus action, you can end one condition afflicting you and gain temporary hit points equal to half your barbarian level (rounded down). These temporary hit points last until expended or you finish a short or long rest.

Wave of Wrath

11th-Level Forsaken Feature

While you are raging, you can use an action to temporarily manifest the spirits bound to you. When you do so, all creatures of your choice within 30 feet of you must succeed on a WIS save (DC equal to 10 + your PB) or take 4d8 radiant or necrotic damage (you choose which) and become frightened of you for 1 minute or until they are more than 60 feet away from you. On a successful save, a creature takes half as much damage and isn't frightened.

Once you use this feature, you can't use it again until you finish a short or long rest.

Spirit Sacrifice

15th-Level Forsaken Feature

The vengeful dead bound to you refuse to let you be lost. If you die and your body is destroyed, one of the spirits bound to you sacrifices itself to preserve your soul. After 24 hours, your soul inhabits and animates another Humanoid corpse on the same plane of existence, and that body returns to life with all your hit points. Upon awakening, you recall your former life and experiences. You retain the capabilities you had in your original form, except you exchange your original lineage for the new one (if different than your previous body) and change your lineage traits accordingly.

BARD SUBCLASS: SECRECY

Unlike the majority of their peers, bards that align with the college of Secrecy embrace the subtle and unseen arts. There are—of course—no public institutions dedicated to such training, but bards who display a gift for deception and subterfuge are often apprenticed by court spymasters, thieves' guilds, and military agencies.

SECRECY PROGRESSION

Bard Level	Features
3rd	Bardic Performance: Velvet Lullaby, Slippery Strike
7th	Mind Games
11th	Shadow Shift
15th	Inspired Defense

Bardic Performance

3rd-Level Secrecy Feature

You gain the following Bardic Performance option.

Bardic Performance: Velvet Lullaby

When you use your Bardic Performance feature, you create a 20-foot-radius sphere of shifting shadows centered on you. The sphere moves with you and spreads around corners. The sphere lasts as long as you spend your bonus actions maintaining the performance.

Creatures of your choice (including you) within the sphere's area have half-cover (+2 to AC and DEX saves), and creatures outside the sphere have disadvantage on WIS (Perception) checks made to perceive anything inside the sphere. Darkvision doesn't nullify this effect, but creatures that don't rely on eyesight are immune to this effect.

If the sphere's area overlaps with an area of light created by a spell of 2nd circle or lower, the spell that created the light is dispelled.

Slippery Strike

3rd-Level Secrecy Feature

If you make a weapon or spell attack against a creature on your turn, that creature can't make opportunity attacks against you for the rest of your turn.

Mind Games

7th-Level Secrecy Feature

Whenever you fail a save against an effect that would cause you to be charmed or frightened, you can use a reaction to expend one use of Bardic Inspiration. When you do so, roll the Bardic Inspiration die and reroll the save, adding the result on the Bardic Inspiration die to the total.

Alternatively, when a creature you can see succeeds on a save against one of your spells or effects that would cause it to be charmed or frightened, you can use a reaction to expend one use of Bardic Inspiration. Roll the Bardic Inspiration die and the target rerolls the save, subtracting the result of the Bardic Inspiration from its total.

Shadow Shift

11th-Level Secrecy Feature

Immediately after a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or save, the creature can magically teleport up to a number of feet equal to 10 feet times your PB to an unoccupied space it can see. Moving in this manner doesn't provoke opportunity attacks.

Inspired Defense

15th-Level Secrecy Feature

Once per turn, when you would be hit with an attack roll and you have at least one use of your Bardic Inspiration feature available, you can roll a Bardic Inspiration die and add the result to your AC. If your new AC total is high enough to overcome the attack roll, the attack misses, and you get to keep the Bardic Inspiration die. If your new AC total isn't enough to beat the attack roll, you take the hit, and the die is expended.

SECRECY BARDS IN THE LABYRINTH

As the factions of the Labyrinth struggle to stop the Void's encroachment, Secrecy bards grow more important than ever. Citizens of the Smithy whisper of a secret school recruiting dozens of new students each season, and more than a few stories are circulating about Concordan undercover agents destroying void cults from within. The truth of such rumors is unconfirmed, but few can deny the growing demand for these specialized bardic talents.

CLERIC SUBCLASS: CRAFTING DOMAIN

Gods of the Crafting domain embody creativity, invention, and all the various disciplines of making. Devotees of this domain are often working artisans who devote their lives to the creation of beautiful works, serving communities, or discovering new ways to utilize the raw building blocks of existence.

CRAFTING DOMAIN PROGRESSION

Cleric Level	Features
3rd	Crafting Domain Spells, Channel Divinity: Animate Item, Tools of Divinity
7th	Reconfigure
11th	Superior Servant
15th	Rapid Alteration

Crafting Domain Spells

3rd-Level Crafting Domain Feature

You gain domain spells at the cleric levels listed in the **Crafting Domain Spells** table. See the **Cleric Subclass** class feature in the *Player's Guide* for how these spells work.

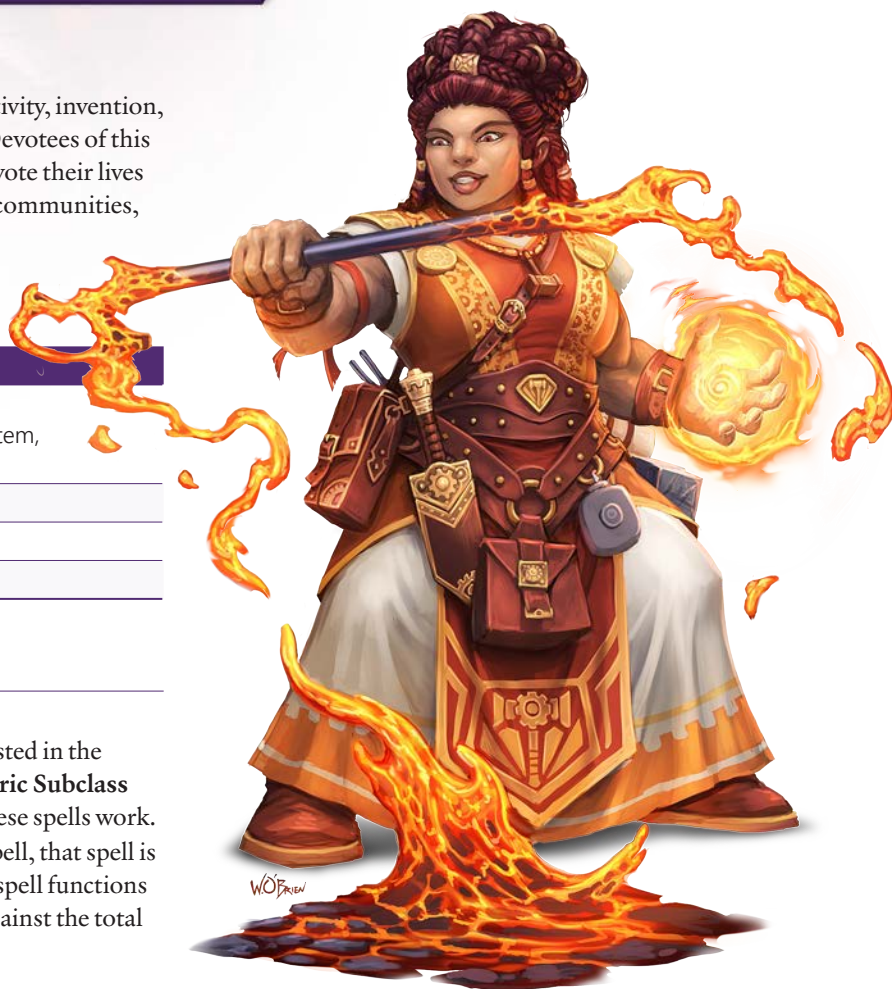
If these additional spells include a ritual spell, that spell is added to your available ritual spell list. The spell functions as a normal ritual spell but doesn't count against the total number of ritual spells you know.

CRAFTING DOMAIN SPELLS

Cleric Level	Spells
3rd	<i>fling</i> , <i>heat metal</i> , <i>identify</i> ^R , <i>shatter</i>
5th	<i>column of cogs</i> [*] , <i>tiny hut</i> ^R
7th	<i>fabricate</i> ^R , <i>stone shape</i>
9th	<i>animate objects</i> , <i>create construct</i> [*]

CRAFTING CLERICS IN THE LABYRINTH

Clerics dedicated to the Crafting domain are a common sight in the populated corners of the Labyrinth, particularly in the Smithy and similar locations with a strong Keeper presence. Crafting gods promote the values of artists, mechanists, and tinkers of all stripes, which means their Crafting clerics are often perceived as more relatable than those aligned with other domains, and they can find themselves welcomed into communities with open arms.



Channel Divinity

3rd-Level Crafting Feature

You gain the following Channel Divinity option.

Channel Divinity: Animate Item

As an action, you present your holy symbol and channel the power of creation to temporarily animate one Large or smaller nonmagical item you can see within 60 feet of you. You can't target an item that is being worn, carried, or wielded. If you target an item that is securely attached to a surface or larger item (like a chain bolted to a wall), the animated item is considered restrained until freed. The item remains animated for 1 hour, until it is reduced to 0 hit points, until you die, or until you use this feature again.

The animated item is friendly to you and your companions and obeys your commands. See this creature's statistics in the **animated item** stat block.

In combat, the animated item shares your initiative, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any commands, it takes the Dodge action and uses its move to avoid danger.

Animated Item

CR —

Large or smaller Construct

Armor Class 16 (natural armor)

Hit Points 10 + 5 times your cleric level

Speed 30 ft., fly 30 ft. (hover)

Perception 10 + your PB
your PB

Stealth 12 +

Immune Construct Resilience

Senses keensense 60 ft. (blind beyond this radius)

Languages understands the languages you speak

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	−3	+0	−2

Construct Nature. The animated item doesn't require air, food, drink, or sleep.

Construct Resilience. The animated item is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Immutable Form. The animated servant is immune to any spell or effect that would alter its form.

ACTIONS

Slam. *Melee Weapon Attack:* Your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* A number of d6s of force damage equal to your PB (minimum of 2d6 force damage).

REACTIONS

Self-Destruct. If the servant takes damage that would reduce its HP to 0, it can choose to explode, destroying itself in the process. When the servant explodes, all creatures within 15 feet of the servant must succeed on a DEX save (DC = 10 + your PB) or take a number of d10s of force damage equal to your PB. On a successful save, a creature takes only half damage.

Tools of Divinity

3rd-Level Crafting Feature

Gain proficiency with three tools of your choice. Whenever you make a check using these tools, add double your PB. Additionally, you can use a tool you are proficient with (or a specific item from a toolkit) as a spellcasting focus instead of a holy symbol.

Reconfigure

7th-Level Crafting Feature

Your spells can be used to greater effect on nonliving materials and artificial flesh. You gain the following benefits:

- When you use a Divine spell of 1st circle or higher to deal damage to an object or structure, you double the amount of damage dealt.

- When you cast a Divine spell of 1st circle or higher to restore hit points, you can target objects and creatures of the Construct type—even if a spell wouldn't typically allow you to do so.

Superior Servant

11th-Level Crafting Feature

The Animate Item effect of your Channel Divinity feature improves in the following ways:

- When you cast a Divine spell with a range of touch, you can do so through the animated item as long as it is within 120 feet of you—the animated item must expend its reaction to deliver a spell in this way.
- When you cast a Divine spell with a range of self, you can choose for the spell to affect the animated item instead of you.
- Creatures within 5 feet of the animated item have advantage on ability checks made with tools.

Rapid Alteration

15th-Level Crafting Feature

You can temporarily reshape physical materials to reduce or enhance impact. Whenever you or a creature you can see within 60 feet of you takes bludgeoning, piercing, or slashing damage, you can use your reaction to reduce the damage by an amount equal to your cleric level.

Alternatively, when a target you can see within 60 feet of you takes bludgeoning, piercing, or slashing damage from a weapon attack, you can use your reaction to increase the damage by an amount equal to your cleric level.

You can use this feature a number of times equal to your PB and you recover expended uses when you finish a long rest.

CLERIC SUBCLASS: KNOWLEDGE DOMAIN

Gods of the Knowledge domain observe and guide the fundamental nature of creation, peering into vast potentialities and doting on those who seek understanding beyond the mortal norm. Adherents of this domain are compelled to seek out the unknown, educate the unaware, and preserve all forms of knowledge and enlightenment.

KNOWLEDGE DOMAIN PROGRESSION

Cleric Level	Features
3rd	Brilliance of Faith, Channel Divinity: Boundless Knowledge, Knowledge Domain Spells
7th	Keen Warfare
11th	Channel Divinity: Divine Sight
15th	Timeless Understanding

Brilliance of Faith

3rd-Level Knowledge Domain Feature

You become proficient in three of the following skills: Arcana, History, Nature, or Religion. Whenever you make a check using these skills, add double your PB.

Channel Divinity: Boundless Knowledge

3rd-Level Knowledge Feature

You can use your Channel Divinity to grant yourself the knowledge of divines.

As an action, you present your holy symbol and grant yourself keen understanding of a single skill or tool for 1 hour. For the duration, you gain proficiency in the chosen skill or tool. When using your chosen skill or tool to make an ability check, treat any d20 roll of 5 or less as though you rolled a 5.

Knowledge Domain Spells

3rd-Level Knowledge Domain Feature

You gain domain spells at the cleric levels listed in the **Knowledge Domain Spells** table. See the **Cleric Subclass** feature in the *Player's Guide* for how these spells work.

If these additional spells include a ritual spell, that spell is added to your available ritual spell list. The spell functions as a normal ritual spell but doesn't count against the total number of ritual spells you know.

KNOWLEDGE DOMAIN SPELLS

Cleric Level	Spells
3rd	<i>augury</i> ^{*R} , <i>detect evil and good</i> , <i>identify</i> ^{*R} , <i>suggestion</i>
5th	<i>clairvoyance</i> ^{*R} , <i>tongues</i>
7th	<i>arcane eye</i> , <i>phantasmal killer</i>
9th	<i>legend lore</i> , <i>telepathic bond</i>

KNOWLEDGE CLERICS IN THE LABYRINTH

In the Labyrinth, a world of infinite pathways, secret doors, and hidden passages, information is a valuable resource. As such, nearly every god in the Labyrinth pantheon counts Knowledge as a core domain and clerics of Knowledge as valued clergy. Knowledge clerics are particularly common in the Old Ring, where many followers of Sabateus dedicate their lives to divining and interpreting information gleaned from their dreams and visions.

Keen Warfare

7th-Level Knowledge Feature

Each time you cast a cantrip that creates a harmless effect, you can create one additional harmless effect of your choice as part of that casting. In addition, you add your WIS modifier to the damage of any cantrip that you cast or melee weapon attack that you make.

Channel Divinity: Divine Sight

11th-Level Knowledge Feature

You can use your Channel Divinity to give yourself truesight out to a distance of 60 feet. This vision lasts for 1 minute.

Additionally, you gain one of the following benefits for the duration:

- You can instantly tell the current emotional state of any creature you can see and whether that creature is hostile toward you.
- Each time you make a WIS (Perception) check, treat any d20 roll less than your cleric level as though it were your cleric level.
- You can read all writing and have advantage on checks made to decipher codes and cyphers.

Timeless Understanding

15th-Level Knowledge Feature

You can use your Divine Intervention feature to perfectly recall any information about a single creature, location, or object that you can see. You automatically succeed on the roll to activate your Divine Intervention in order to select one of the following options.

Creature. You instantly learn the creature's current and maximum HP, its resistances and vulnerabilities, any magical effects currently affecting it, any languages it speaks or understands, and where it has been for the past 24 hours. For 1 hour, you have advantage on attack rolls and skill checks made against that creature and the creature has disadvantage on attack rolls and skill checks against you.

Location. You witness an instantaneous vision, in perfect clarity, of any events that transpired in the location in the past month. You can ask your GM up to 5 questions about the location or any event that transpired there and your GM must answer honestly. You can attempt a DC 20 WIS check to also see any events that transpired in the location for the past 100 years. On a failed check, you are instead incapacitated for 1 hour as you are overwhelmed by the unbearable unfurling of time.

Object. You instantly learn all the object's properties, any command words it has, where the object has been over the past year, and any magical effects, including curses, currently affecting the item. You have advantage on checks made to interact with the object for 24 hours. If the item

is magical, you can attempt a DC 20 WIS check to either instantly attune to the item or break the item's attunement to a creature other than you. On a failed check, you take 8d6 points of psychic damage.

CLERIC SUBCLASS: TRICKERY DOMAIN

Gods of the Trickery Domain are known to beguile, manipulate, and distract their flock as often as their enemies. Adherents of this domain are encouraged to take what they wish, cause mischief where possible, and gather secrets to share among their congregation—for information is power when used properly.

TRICKERY DOMAIN PROGRESSION

Cleric Level	Features
3rd	Channel Divinity: Trickster's Feint, Divine Guile, Duplicitous Spellcraft, Trickery Domain Spells
7th	Beguiling Illusions
11th	Greater Ruse
15th	Splitting Image

Channel Divinity: Trickster's Feint

3rd-Level Trickery Feature

You can use your Channel Divinity to hide yourself and others from prying eyes.

Whenever you roll initiative, you can use your Channel Divinity to cause yourself and each creature of your choice within 10 feet of you to become invisible until the end of their next turn or until they attack or cast a spell. While invisible, creatures make no noise while moving.

Divine Guile

3rd-Level Trickery Feature

You can use your WIS modifier instead of CHA when you make a Deception, Intimidation, or Persuasion check. Alternatively, you can add your WIS modifier to a Sleight of Hand or Stealth check. You can use this feature a number of times equal to your PB. You regain all expended uses when you finish a long rest.

Duplicitous Spellcraft

3rd-Level Trickery Feature

You learn the *minor illusion* cantrip if you don't know it, and it does not count against the number of cleric cantrips you know. When you cast a spell with a range of touch, illusions you have created can deliver the spell as if it were the caster. You must be able to see your illusion for it to deliver the spell. It uses your spellcasting modifier for any attack roll required by the spell.

Trickery Domain Spells

3rd-Level Trickery Domain Feature

You gain domain spells at the cleric levels listed in the **Trickery Domain Spells** table. See the Cleric Subclass feature in the *Player's Guide* for how these spells work.

If these additional spells include a ritual spell, that spell is added to your available ritual spell list. The spell functions as a normal ritual spell but doesn't count against the total number of ritual spells you know.

TRICKERY DOMAIN SPELLS

Cleric Level	Spells
3rd	<i>detect thoughts, disguise self, pass without trace, silent image</i>
5th	<i>gaseous form, major image</i>
7th	<i>confusion, greater invisibility</i>
9th	<i>animate object, mislead</i>

Beguiling Illusions

7th-Level Trickery Feature

When you create an illusion, you and your allies have advantage on attack rolls against creatures within 5 feet of that illusion until the end of your next turn. Creatures within 5 feet of an illusion you create have disadvantage on WIS (Perception) checks made to see or hear anything other than your illusion.

Greater Ruse

11th-Level Trickery Feature

You can use Channel Divinity: Trickster's Feint as a reaction whenever you or a creature within 10 feet of you would be seen by a creature.

Additionally, when you use Channel Divinity: Trickster's Feint, the invisibility lasts the duration and does not end early if a creature attacks or casts a spell. While under the effects of Trickster's Feint, you gain the following benefits:

- Your speed is doubled.
- You can cast spells without supplying the verbal spell component.
- You have resistance to nonmagical damage.

Splitting Image

15th-Level Trickery Feature

You can cast *invisibility* without expending a spell slot or verbal, somatic, or material components. When you target a creature other than yourself with *invisibility*, an illusory duplicate of that creature appears in the target's space for the duration. The illusory duplicate appears completely real, including smells, sounds, temperature, and voice. As a bonus action on each of your turns, you can move the

illusory duplicate up to 30 feet. A creature can inspect the duplicate carefully with a successful WIS (Investigation) check against your spell save DC. On a success, the creature understands it is an illusion.

DRUID SUBCLASS: DREAMER

Druids aligned with the Dreamers and the Old Ring tap into the collective unconscious that binds all living things—perceiving invisible psychic and spiritual connections as easily as others perceive via sight. Dreamers concern themselves with unlearning the limitations of the physical world, focusing instead on understanding the cosmic energies that flow through all of nature’s creations.

DREAMER PROGRESSION

Druid Level	Features
3rd	Dreamer Ring Spells, Dreamer’s Intuition, Wild Shape: Energy Link (d4)
7th	Energy Link (d6), Imagination Veil
11th	Deep Connection, Energy Link (d8)
15th	Energy Link (d10), Transcendent Form

Dreamer Ring Spells

3rd-Level Dreamer Feature

You gain ring spells at the druid levels listed in the **Dreamer Ring Spells** table. See the **Druid Subclass** class feature in the *Player’s Guide* for how these spells work.

If these additional spells include a ritual spell, that spell is added to your available ritual spell list. The spell functions as a normal ritual spell but doesn’t count against the total number of ritual spells you know.

DREAMER RING SPELLS

Druid Level	Spells
3rd	<i>detect thoughts</i> , <i>dreamspan</i> ^{*R} , <i>dream lance</i> [*] , <i>sleep</i>
5th	<i>dreamward</i> ^{*R} , <i>dream step</i> [*]
7th	<i>divination</i> ^R , <i>phantasmal killer</i>
9th	<i>dream</i> ^R , <i>seeming</i>

DREAMER DRUIDS IN THE LABYRINTH

Dreamer druids are commonly found in the vast wildernesses of the Old Ring worlds, where it is easiest to feel natural energies untainted by the noise of civilization. While druids of this circle share many of the values and beliefs held by members of the Dreamers

Dreamer’s Intuition

3rd-Level Dreamer Feature

If you spend at least 1 minute observing or interacting with a creature, you can attempt to read its energy. When you do so, you learn the creature’s current emotional state, whether it is hostile toward your party, and what—if any—conditions it currently has.

If a creature is actively trying to conceal or hide any of the above information, it can attempt a CHA (Deception) ability check (just use CHA modifier if using a stat block), contested by your WIS (Insight) check. If the creature succeeds, you don’t learn any information and the target is immune to the effects of this feature for 24 hours.

Wild Shape

3rd-Level Dreamer Feature

You gain the following Wild Shape option.

Wild Shape: Energy Link

You have learned how to manipulate the unseen energies that connect all living things, allowing you to create mystic channels that pool and focus the strength of your allies.

As a bonus action, you can expend a use of Wild Shape to reflow the ambient energy around you, creating an aura with a 10-foot radius. This aura is centered on you and moves with you. The aura remains active for 1 minute or until you fall unconscious.

While the aura is active, you and allied creatures you choose within the aura’s area are aware of and can pinpoint the exact location of all creatures within its radius. Additionally, whenever you or an allied creature within the aura’s area make an attack roll or save, it can roll a d4 and add the result to the total. Constructs and Undead creatures can’t contribute to this bonus, even if they are considered allies.

The bonus granted by this feature increases when you achieve certain levels of this subclass, becoming a d6 at 7th level, a d8 at 11th level, and a d10 at 15th level.

faction, they rarely feel compelled to spend their lives wandering the magical passages of the Great Maze, preferring instead to dedicate themselves to fostering the energies of rooted communities along the branches of the World Tree.

Imagination Veil

7th-Level Dreamer Feature

You can make your magical workings appear exceptionally beautiful or terrifying in the minds of onlookers. When you cast a spell of 1st circle or higher that isn't a ritual spell, you can target a number of creatures equal to your PB within 60 feet of you that can see you. Choose one of the following effects:

- **Vision of Beauty.** Targets perceive your magic as a vision of something each individual target finds supremely beautiful, inspiring, or joyful. Each target gains temporary hit points equal to your WIS modifier plus your PB.
- **Vision of Terror.** Targets perceive your magic as a vision of something reminiscent of their nightmares. Each target must make a WIS save (DC equals 10 + the circle of the triggering spell) or be frightened of you for 1 minute. Frightened creatures repeat the save at the end of each of their turns, ending the effect on a success. Once a creature has successfully saved against this effect, it can't be affected by Imagination Veil for 24 hours.

You can use Imagination Veil a number of times equal to your PB. You recover expended uses when you finish a long rest.

Deep Connection

11th-Level Dreamer Feature

The aura created by your Energy Link now covers a 15-foot radius centered on you. Creatures also get an additional bonus equal to the number of allies inside the aura whenever they make an attack roll or save in its area, up to a maximum number of allies equal to your PB.

Transcendent Form

15th-Level Dreamer Feature

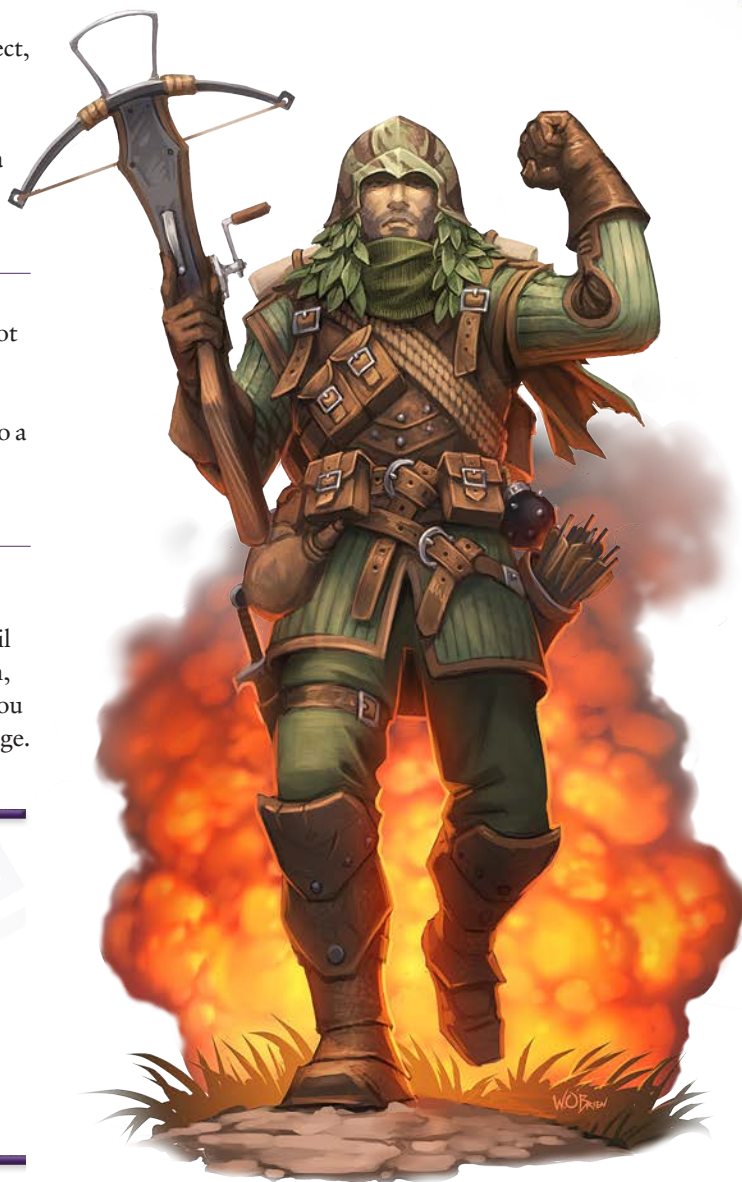
Immediately after you take an instance of damage, you can use your reaction to assume an incorporeal form until the start of your next turn. While you remain in this form, attack rolls against you are made with disadvantage and you are resistant to bludgeoning, piercing, and slashing damage.

FIGHTER SUBCLASS: TROOPER

Troopers are soldiers who undergo rigorous training to survive and thrive in any environment, no matter how alien or hostile the terrain may be. Whether storming the shores of an elemental plane, covertly seeking a target in a magical wood cast into perpetual night, or escorting a vessel adrift on the rainbow winds of the Astral Sea, these tireless individuals never waver.

TROOPER PROGRESSION

Fighter Level	Features
3rd	Conditioning, Guerilla Tactics
7th	Guerilla Tactics (2d6), Threat Assessment
11th	Backup Plan, Guerilla Tactics (3d6), Threat Assessment (d6)
15th	Guerilla Tactics (4d6), Never Say Die, Threat Assessment (d8)



TROOPER FIGHTERS IN THE LABYRINTH

Infinite surprises lurk in the twisting ways of the Labyrinth, and few are better suited to deal with whatever mundane or magical threats lie in wait than a Trooper. Most factions count at least one battalion of Troopers among their forces, relying on them to serve as shock troops and first-wave units when an unknown world is discovered.

Conditioning

3rd-Level Trooper Feature

Your training has prepared you for many environmental conditions. You gain the following benefits:

- You gain a climbing speed or a swimming speed equal to your walking speed (choose which). If you already have both a climbing and swimming speed, increase both by 10 feet.
- You suffer the effects of exhaustion as if you have one level less than you currently have (you still die if you reach 6 levels).
- Your carrying capacity is now your STR score multiplied by 20. This is the weight (in pounds) you can carry, and you can push, drag, or lift twice that amount without suffering a reduction to your speed.

Guerilla Tactics

3rd-Level Trooper Feature

You have learned to use mobility to your benefit. Once per turn, you can deal an extra 1d6 damage to one creature you hit with a weapon attack if you have moved at least 10 feet on the same turn.

The extra damage increases when you reach certain levels of this subclass, becoming 2d6 at 7th level, 3d6 at 11th level, and 4d6 at 15th level.

Threat Assessment

7th-Level Trooper Feature

When you or an ally you can see takes damage from a creature you can see, you can use your reaction to mark the attacker as your primary target. When you do so, you gain the following benefits for 1 minute:

- Your movement speed increases by 10 feet.
- You can add a d4 to any ability check or attack roll you make against your primary target. This bonus increases when you reach certain levels of this subclass, becoming a d6 at 11th level, and a d8 at 15th level.

If the targeted creature drops to 0 HP before the minute is up, you can use your next turn to mark a new creature you can see as your primary target.

You can use this feature a number of times equal to your PB. You recover expended uses when you finish a long rest.

Backup Plan

11th-Level Trooper Feature

When you use Last Stand, choose one damage type of your choice. You become resistant to that damage type for 1 minute or until you use this feature again.

Never Say Die

15th-Level Trooper Feature

Nothing can stop you from completing your mission. When you are reduced to 0 HP but not killed outright, you can use your reaction to continue fighting. For 1 minute, having 0 HP doesn't make you fall unconscious. You must still make death saves when you start your turn with 0 HP as normal, and you still suffer a death save failure if you take damage while you have 0 HP, as normal. You don't die from failed death saves while this effect is active. When this effect ends, you die only if you still have 0 HP and failed at least three death saves.

Once you use this feature, you can't do so again until you finish a long rest.

MECHANIST SUBCLASS: TINKER

Inventors, builders, and engineers, tinkers are driven by the thrill of creation, a thirst to learn new things, and an innate talent for anything involving clockwork, gears, or mechanical contraptions and devices. With their clockwork companions always close by, tinkers are well suited and well equipped for almost every contingency.

TINKER PROGRESSION

Mechanist Level	Features
3rd	Augment: Wind Up, Clockwork Companion, Crafty
7th	Compound Machine
11th	Expert Modifications
15th	Kill Switch

Augment: Wind Up

3rd-Level Tinker Feature

You gain the following unique effect for your Augment feature. This effect can't be replaced and doesn't count against the number of effects that you know, as shown in the Augment Effects Known column of the **Mechanist Progression** table in the *Player's Guide*.

Wind Up

Item Requirement: Medium or Smaller Object that Isn't Being Worn or Held

You imbue an item with the ability to move and follow commands for a short time. While the item is within 30 feet of you, you can use an action to speak a command word and cause it to activate. An object remains active for a number of minutes equal to your INT modifier or until it is reduced to 0 HP. When the object drops to 0 HP, the effect ends, and any remaining damage carries over to its original item form. Once a wind up item is activated, it can't be activated again until you finish a short or long rest.

WIND UP OBJECT STATISTICS

Size	Example Object	HP	AC	STR	DEX	Push, Lift, or Drag Max. Weight
Tiny	Inkpot, ladle, toy figurine	20	18	-3	+4	50 lb.
Small	Chair, marionette, stew pot	25	16	-2	+2	150 lb.
Medium	Handcart, saddle, table	40	13	+0	+1	300 lb.
Large	Armoire, boulder, memorial statue	50	10	+2	+0	850 lb.
Huge	Ancient fallen tree, towering pillar	80	10	+4	-2	1000 lb.



Object Statistics. An activated item counts as an object for the purposes of targeting (not a creature) and it can be augmented like a typical item (assuming its form meets effect prerequisites). The object's AC, HP, and maximum lift weight are determined by its size, as shown in the **Wind Up Object Statistics** table. If an object makes a STR- or DEX-based ability check or save, use the relevant modifier

listed in the table. For other checks, the object uses your modifiers and any relevant proficiencies. An object is immune to poison and psychic damage. Its speed is 30 feet; if the object lacks legs or other appendages, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has keensense out to a range 30 feet and can't sense beyond that range.

Controlling Objects. As an action, you can mentally command one or more active wind up objects within 300 feet of you (if commanding multiple objects with the same bonus action, they must all take the same action). An object can't attack, but it can take other actions as normal. When you issue a command, you decide what action the object takes and where it moves (if it moves) and the object immediately follows the command to the best of its ability. If you issue no command to an active object, it takes no action and it remains in its current position.

At Higher Levels. As you reach higher levels in the mechanist class, you can affect larger objects. At 9th level, you can affect objects of Large size or smaller. At 18th level, you can affect Huge or smaller objects.

Clockwork Companion

3rd-Level Tinker Feature

You learn a ritual that allows you to create a clockwork construct to fight alongside you as a trusted companion. The ritual takes 1 hour to complete and it can be done as part of a short or long rest. You must have access to tinker

PLAYER ADVICE

When determining if an activate wind up object can be targeted by an effect, remember that objects are mindless, incapable of thought, and immune to mental effects. This is important when determining what checks an object can or must make. For example, in almost every case, a GM should rule that an object ignores any effect requiring an INT, WIS, or CHA save.

While the rules can't account for every possible scenario, use your best judgement to determine what is reasonable and work with your GM to come to a resolution that best supports the game's story.

tools to conduct this ritual. Once the ritual is complete, the clockwork companion appears in an unoccupied space you can see within 5 feet of you.

Appearance. The companion is composed of gears, belts, pistons and other mechanical parts, housed within an articulated metal exoskeleton, but you choose the other details of appearance and its overall shape. Tinkers typically create their companions to resemble an animal of some kind, though the companion is obviously not a creature of the natural world.

Communication. The clockwork companion can't speak, but it understands all the languages you know. It also understands Machine Speech (even if you don't). If your clockwork companion is destroyed, you immediately learn of its death—regardless of the distance between you, and even if you are on different planes of existence.

Statistics. The companion's base statistics are detailed in the **clockwork companion** stat block, which uses your PB in several places. The companion has a number of hit dice (d8s) equal to your mechanist level. It can spend these hit dice to recover hit points during a short rest just as a PC would. It recovers all HP when it finishes a long rest.

Destroying the Companion. If a companion is reduced to 0 HP, it is destroyed, and you must perform the 1-hour ritual to create a new one. The new clockwork companion can have the same base body and modifications as the one that was destroyed, or you may create an entirely new clockwork companion with different modifications. If you use this feature to create a companion while another clockwork companion is still alive, the original companion is destroyed when the new companion appears.

Clockwork Companion

CR —

Medium Construct

Armor Class 12 + your PB (natural armor)

Hit Points 4 + four × your mechanist level (the companion has a number of hit dice [d8s] equal to your mechanist level)

Speed 30 ft.

Perception 12 + your PB

Stealth 10 + your PB

Immune Construct Resilience

Senses darkvision 60 ft

Languages understands the languages you speak

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	−5	+0	−5

Construct Nature. The clockwork companion doesn't require air, food, drink, or sleep.

Construct Resilience. The clockwork companion is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Immutable Form. The clockwork companion is immune to any spell or effect that would alter its form.

ACTIONS

Multiaction. The clockwork companion makes a number of attacks equal to half your PB (rounded down).

Slam. *Melee Weapon Attack:* +4 + your PB to hit, reach 5 ft., one target. *Hit:* 8 + your PB (1d8 + 4 + your PB) bludgeoning damage.

Modifications

You can modify your clockwork companion to enhance and upgrade its abilities. Unless otherwise noted, a modification can be selected only once.

Armored Shell. You reinforce the companion's exoskeleton with additional plating, granting a +2 bonus to armor class. You can select this modification multiple times to gain a cumulative bonus to AC. This modification can't raise the companion's maximum AC above 20.

Force Cannon. You upgrade your companion with a ranged energy weapon. The companion gains the following action:

Force Cannon. *Ranged Weapon Attack:* +4 + your INT modifier to hit, range 120 ft., one target. *Hit:* 5 + PB (1d10 + your PB) force damage.

PLAYER ADVICE

Note that the clockwork companion is a creature—so it is not an eligible target for your mechanist Augment effects.

Modifications. As part of the ritual used to create your companion, you choose one modification that alters the base clockwork companion base stat block (modifications are detailed later in this subclass). Over the course of 1 hour (can be part of a short or long rest), you can use tinker tools to swap out one or more of your companion's modifications for different modification options. Your companion must remain in physical proximity to you for the entirety of the hour to alter modifications in this way. As you gain more levels in the mechanist class, your increasing skill allows you to activate multiple modifications at once. Your companion can have a total of two modifications at 7th level, three at 11th level, and four at 15th level.

Controlling Your Companion. The clockwork companion is friendly to you and your allies and obeys your commands. During encounter gameplay, the companion shares your initiative, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any commands, it takes the Dodge action and uses its move to avoid danger.

Retractable Limbs. You upgrade your companion with retractable wings, fins, claws, or similar to increase its movement capabilities. The companion gains your choice of a burrow speed, climb speed, fly (hover) speed, or swim speed equal to its base movement speed. You can select this modification multiple times, choosing a different movement type each time.

Sentry Sight. You upgrade your companion's senses. The companion gains keensense out to a range of 30 feet and it gains a bonus to its Perception value equal to your INT modifier. Additionally, the companion can't be surprised while it is conscious.

Steam Powered. The companion's base movement speed and any other forms of movement increase by 10 feet. Additionally, the companion can use a bonus action on each of its turns to perform the Dash action.

Tempered Steel. Choose one of the following damage types: acid, cold, fire, or lightning. The companion gains resistance to the chosen damage type. You can select this modification multiple times, choosing a different damage type or the same damage type. If you select the same damage type twice, the companion is immune to the selected type instead of just resistant (choosing the same type three or more times has no effect).

Crafty

3rd-Level Tinker Feature

As a tinker, you have dabbled in all manner of construction, artistry, and engineering. Your experiences across many disciplines allow you to craft and repair items more efficiently than most. You gain the following benefits:

- When you craft nonmagical items as part of the downtime crafting activity (see *Player's Guide*), you produce items more quickly. For each workday spent crafting, you can craft one or more items worth a combined total of $10 \text{ gp} \times \text{your PB}$ (minimum of 20 gp), instead of the standard 10 gp limit. If you are crafting something worth more than that total, you contribute $10 \text{ gp} \times \text{your PB}$ worth of progress each workday you spend crafting the item instead of 10 gp limit.
- You can attempt to make repairs on any vehicle, even if you aren't proficient in the relevant vehicle type (see Vehicle Repair rules in the *Player's Guide*). Vehicle repairs you make take half the time and you can halve the cost of spare parts required to make said repairs. At the GM's discretion, the benefits of this ability might also extend to repairing damaged objects and structures—but this feature can't be used to reduce any costs or requirements to the creation or repair of magic items.

Compound Machine

7th-Level Tinker Feature

When you start your turn within 5 feet of your clockwork companion or an activated object created by your Augment: Wind Up feature, you have advantage on the first ability check, attack roll, or save you make during your turn. If your clockwork companion starts its turn within 5 feet of you or an activated object created by your Augment: Wind Up feature, it has advantage on the first ability check, attack roll, or save it makes during its turn.

In addition, when you use Rapid Augment or activate an augment effect that requires you to touch the item, your clockwork companion can deliver the required touch instead of you. To do so, the companion must be within 100 feet of you, the target item must be within the companion's reach (typically 5 feet), and the companion must use its reaction to deliver the touch when you use Rapid Augment or activate the augment effect.

Expert Modifications

11th-Level Tinker Feature

You can now select any of the following clockwork companion modifications in addition to the options previously available.

Flamethrower. You upgrade your companion with a flammable fuel reservoir. The companion gains the following action:

Flamethrower (Recharge 5–6). The companion exhales fire in either a 30-foot line that is 5 feet wide or a 15-foot cone (your choice). Each creature in the affected area must make a DEX save (DC is $8 + \text{your PB} + \text{your INT mod}$), taking 36 (8d8) fire damage on a failure or half as much on a success. The fire ignites any flammable objects in the area that aren't being worn or carried.

TINKER MECHANISTS IN THE LABYRINTH

Wherever craftspeople, engineers, or inventors set up shop, you can often find a tinker selling helpful clockwork gadgets. These mechanists are particularly abundant in locations under the stewardship of the Keeper of the Keys faction such as the hub city of the Smithy (see **Chapter 2**). Tinkers in the Keepers are largely responsible for the faction's alliance with the mechadrons (see *Monster Vault*) due to a shared fascination with clockwork technology. Tinkers and mechadrons often enjoy lifelong friendships, reinforced by regular participation in exchange programs between their respective communities.

Healing Serum. You install an internal reservoir that allows the companion to generate and administer a limited quantity of healing serum. The companion gains the following action:

Healing Serum (3/Day). The companion or one creature within 5 feet of the companion magically recovers hit points. To determine the amount healed, roll a number of d8s equal to your PB.

Large Frame. You replace your companion's standard exoskeleton with a larger model. While it has this modification, your companion is a Large sized creature (instead of Medium size), and its weight, the amount it can lift, and the area it occupies all adjust accordingly to a creature of its new size. The companion also has advantage on all STR-based checks and saves it makes and the damage die for all its weapon attacks increase by one dice size (for example, the companion's Slam attack die becomes a d10 instead of the standard d8).

Spring Loaded. You modify the companion's weaponry, causing it to deal more damage. Whenever the companion successfully hits with a weapon attack, you can roll one additional damage die (dice type is the same as the type used in the base attack), and you also add additional damage equal to your INT modifier (damage type is the same as the type listed in the triggering attack).

Kill Switch

15th-Level Tinker Feature

While your clockwork companion is conscious and within 30 feet of you, you can use a bonus action to utter a command word that sends your companion into a vicious overdrive state. The overdrive state lasts for 1 minute or until your companion is reduced to 0 HP. At the end of 1 minute, the companion becomes incapacitated until you spend 1 hour repairing it (can be done as part of a short or long rest). The companion can't enter an overdrive state again until it finishes a long rest.

While in an overdrive state, the clockwork companion gains the following:

- The companion has advantage on all attack rolls and saves. Creatures have advantage on attack rolls against the companion.
- The first time the companion successfully hits a target with a weapon attack on its turn, the attack automatically deals the maximum possible damage.
- The companion's movement speed is doubled (base speed and all additional speeds).
- The companion gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only) or Dash action.

MONK SUBCLASS: RADIANT DAWN

Monks of the Radiant Dawn learn to kindle and amplify light wherever darkness threatens. To these monks, radiance is a state of being that provides literal and spiritual illumination. Embracing the teachings of the Radiant Dawn means transforming oneself into a beacon that stands against agents of fear and despair.

RADIANT DAWN PROGRESSION

Monk Level	Features
3rd	Golden Fist, Shining Nimbus
7th	Blazing Strike
11th	Dawn Bringer
15th	Searing Corona

Golden Fist

3rd-Level Radiant Dawn Feature

Whenever you would make an Unarmed Strike as part of the Attack action or Flurry of Blows, you can expend 1 technique point to turn the strike into a ranged spell attack that fires a bolt of searing light with a range of 30 feet. You can turn any number of your allotted attacks into a ranged spell attack with this feature—provided you spend 1 technique point for each.

Your attack bonus to hit with a bolt is equal to your PB + your DEX modifier. On a successful hit, the bolt deals radiant damage equal to your martial arts damage die + your DEX modifier.

This feature improves as you reach certain levels of the monk class. At 7th level, the range of your bolt increases to 60 feet, and you roll your martial arts die twice when calculating damage. At 11th level, the range increases to 90 feet and you roll your martial arts die three times. At 15th level, the range is 120 feet, and you roll your die four times.

Shining Nimbus

3rd-Level Radiant Dawn Feature

You emit an aura of light. As a bonus action, you can spend 2 technique points to cloak yourself in a 10-foot radius of shining bright light. The light moves with you, remaining centered on you, and lasts for 1 minute. It can't be dispelled by a spell of 5th circle or lower.

When you first summon the nimbus, choose one of the following properties:

- **Sacred Fire.** Hostile creatures that enter the light for the first time on a turn or end their turn within it take radiant damage equal to your martial arts damage die + your WIS modifier.

- **Holy Hand.** Your unarmed strikes deal additional radiant damage equal to your PB.
- **True Radiance.** While the nimbus is active, you can use an action to spend 3 technique points to transform your aura's light into sunlight for the duration. This sunlight can't be dimmed, suppressed, or dispelled by any magical means. If this sunlight overlaps with an area of magical darkness created by a spell of 5th circle or lower, the spell that created the darkness is dispelled.

At 11th level, you can choose two options instead of one each time you use this feature.

Blazing Strike

7th-Level Radiant Dawn Feature

Once per turn when you deal radiant damage to a creature, you can spend 1 technique point to attempt to blind your foe. When you do so, the creature must succeed on a CON save (DC is your technique save DC) or be blinded until the end of its next turn.

Dawn Bringer

11th-Level Radiant Dawn Feature

As an action, you can spend 5 technique points to cast the *daylight* spell. The spell lasts until the end of your next short or long rest (or it can end early as normal).

Searing Corona

15th-Level Radiant Dawn Feature

While you are standing in an area of bright light or sunlight, you can use an action to expend 5 technique points to create an explosive corona of sunlight. All creatures of your choice within 20 feet of you must make a CON save. On a failure, a creature takes 3d10 fire damage and 3d10 radiant damage

RADIANT DAWN MONKS IN THE LABYRINTH

Several monasteries dedicated to the way of the Radiant Dawn are located in the celestial realms, but the largest is situated in Sunhome (see **Chapter 2**). The values of the Radiant Dawn align with the most influential factions present in Sunhome, so monks trained in this path are typically hand-picked to join the ranks of the Concord of Stars or the Golden Regent Jassin Miaberos's personal guard on graduation. Sydereans who study this path are expected to join the endless service of the Lightbringers on completion of their studies—sometimes regardless of the student's personal wishes.

PALADIN SUBCLASS: OLD WORLD

Swearing an oath of the Old World binds a paladin to the principles of freedom, nature, light, and justice—not morality or law, but beauty and balance. Kindred to druids and rangers, these paladins understand the eternal cycle of beauty inherent to the multiverse and seek to protect it and those who live there from harm. They concern themselves with courage, decisiveness, and understanding and muse on the world as it was long ages ago or far into the future, along the endless march of time. They often adorn themselves with things found in nature—bones, bark, gemstones, vines, and flowers—to symbolize their connection to the most ancient understandings of life.

Tenets of The Old World

The words of the oath of The Old World have been reshaped by time, though its tenets are as immutable as the stars. This oath does not concern itself with the laws of civilization or the machinations of evil, only with the eternal cycle of life.



Shelter the Fearful. Those who seek your help deserve it.

Light the Dark. Through your actions, show those who live in darkness or despair there is hope of a brighter tomorrow. Let nothing and no one darken the light within you.

Bask in Beauty. Cherish and protect that which brings joy, laughter, and contentment. Create it wherever you can.

OLD WORLD PROGRESSION

Paladin Level	Features
3rd	Channel Divinity, Old World Spells
7th	Aura of Perseverance
11th	Vigor of Creation
15th	Bygone Emissary

Channel Divinity

3rd-Level Old World Feature

You gain the following two Channel Divinity options.

Channel Divinity: Upheaval

As a bonus action, you can awaken the elder spirits of earth around you, trapping your enemies in a vice of stone, wood, or sucking mud. Each creature of your choice within 10 feet of you must succeed on a STR save or be restrained for up to 1 minute. The target can repeat its save at the end of each of its turns, ending the effect for itself on a successful save. This effect ends early if you willingly move or use another Channel Divinity option.

Channel Divinity: Quelling Chime

You can use your Channel Divinity to echo the primeval sounds of creation, wholly unknown to outsiders of the Material Plane. As an action, you display your holy symbol, and an enrapturing sound resonates from it. Each Aberration, Celestial, Fey, and Fiend within 60 feet of you must succeed on a CHA save or be stunned for 1 minute. The effect ends for a creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

OLD WORLD PALADINS IN THE LABYRINTH

Old World paladins are treasured allies of the Old Ring faction (see **Chapter 3**). Since the druids and elders of the group spend most of their time rooted in place—tending to the oak roads or fostering newborn worlds—action-oriented heroes like the Old World paladins are relied on to seek out and destroy unnatural corruption wherever it appears.

Old World Oath Spells

3rd-Level Old World Feature

You gain oath spells at the paladin levels listed in the **Old World Oath Spells** table. See the **Paladin Subclass** class feature for how oath spells work.

OLD WORLD OATH SPELLS

Paladin Level	Spells
3rd	<i>fog cloud</i>
5th	<i>spike growth</i>
9th	<i>fly</i>
13th	<i>freedom of movement</i>
17th	<i>wall of stone</i>

Aura of Perseverance

7th-Level Old World Feature

The supernatural resilience of the primordial titans flows through you. When you or any ally within 10 feet of you takes acid, cold, fire, lightning, or thunder damage, that damage is reduced by an amount equal to your paladin level.

This aura is enhanced by the 18th-level **Aura Improvements** paladin class feature.

Vigor of Creation

11th-Level Old World Feature

When you take damage, you can immediately use Lay On Hands as a reaction, targeting yourself. Once used, you can't use this feature again until you finish a short or long rest.

In addition, so long as you maintain your oaths, you no longer age and can't be aged by magic.

Bygone Emissary

15th-Level Old World Feature

You can assume the terrifying form of the primordial elements made flesh. Your skin may become like stone, your eyes may burn like embers, or your limbs may writhe like the churning sea—but your new form is insurmountable in toughness. As an action, you can assume the form of a primeval being for 1 hour, gaining the following benefits:

- You gain immunity to one of the following damage types: acid, cold, fire, lightning, or thunder.
- When you start your turn with 1 hit point or more, you regain a number of hit points equal to half your paladin level, rounded up.
- Creatures within 10 feet of you have disadvantage on saves and vulnerability to the damage of your paladin spells (this does not include your Divine Smite).

Once used, this feature can't be used again until you finish a long rest.

RANGER SUBCLASS: WAYSMITH

While most rangers are drawn to the terrain of the natural world, rangers of the Waysmith calling are hypersensitive to the magical currents that flow between realities. While their capabilities seem counterintuitive on the surface, these individuals cultivate the skills required to navigate interplanar travel just as another ranger might learn to thrive in an inhospitable forest or unforgiving desert.

WAYSMITH PROGRESSION

Ranger Level	Features
3rd	Fold Space, Realm Walker, Waysmith Calling Spells
7th	Reality Skip
11th	Temporal Shuffle
15th	Planar Transit

Fold Space

3rd-Level Waysmith Feature

When you or a willing creature you can see within 30 feet of you takes an instance of damage, you can use your reaction to teleport the target up to 30 feet to an unoccupied space you can see.

Realm Walker

3rd-Level Waysmith Feature

You gain proficiency in the Arcana skill. You have advantage on Arcana checks regarding the planes of existence, travel between the planes, and creatures from different planes of existence.

You also gain the following benefits from your Explorer ranger feature:

- You have advantage on saves made to resist any effects caused by hazards and plane-specific terrain features.
- You can read the faint trails and signatures of magical workings, even those invisible to the naked eye. You can use the Survival skill to track Celestials, Elementals, Fiends, Fey, and creatures with the Outsider tag if they are within 1 mile of you, even if they don't leave visible tracks. You can also make Survival checks to attempt to determine the exact location of any magical portal within 1 mile of you.

Waysmith Calling Spells

3rd-Level Waysmith Feature

You gain calling spells at the ranger levels listed in the **Waysmith Calling Spells** table. See the **Ranger Subclass** class feature in the *Player's Guide* for how these spells work.

Additionally, whenever a ranger class feature would allow you to learn a new spell or replace a spell you know, you can

choose the new spell from either the Primordial or Wyrds spell list. Any spells chosen from the Wyrds spell list still count as Primordial spells for you. You must still abide by the other restrictions detailed in the relevant class feature.

WAYSMITH CALLING SPELLS

Ranger Level	Spells
3rd	<i>detect magic</i>
5th	<i>pocket portal*</i>
9th	<i>blink</i>
13th	<i>dimension door</i>
17th	<i>dispel evil and good</i>

Reality Skip

7th-Level Waysmith Feature

As a bonus action, you can teleport to an unoccupied space you can see within 30 feet of you. You can make a single weapon attack immediately before or after you teleport as part of the same bonus action.

You can use this feature a number of times equal to your PB and recover all uses when you finish a long rest.

Temporal Shuffle

11th-Level Waysmith Feature

Once per turn when you successfully hit a creature marked by your Mystic Mark with a weapon attack, in addition to suffering the attack's normal effects, the target must succeed on a CON save or be teleported to an unoccupied space of your choice that you can see within 30 feet of its original position.

If your target is a Celestial, Elemental, Fiend, Fey, or creature with the Outsider tag, you can instead attempt to banish it with this feature. Upon successfully hitting an appropriate target, the creature must succeed on a CHA save or disappear as it is banished to its home plane for 1 minute. A banished creature can repeat the save at the end of each of its turns, reappearing in the closest

WAYSMITH RANGERS IN THE LABYRINTH

A Waysmith ranger's abilities are perfectly suited to navigating the pathways and portals of the Labyrinth. These individuals are highly sought after for their prowess as guides, navigators, and planar explorers. However, individuals born with the ability to manage this skill set are quite rare, causing most Waysmith rangers to keep their abilities secret. Otherwise, they are likely to find themselves pressed into (sometimes unwilling) service by one of the Great Maze's factions.

unoccupied space to the space it disappeared from when it succeeds. Only one creature can be banished at a time with this feature.

Once a creature successfully saves against this feature (whether a CON or CHA save) that creature is immune to this ability for 24 hours.

Planar Transit

15th-Level Waysmith Feature

You can open a magical gate to take you anywhere in the multiverse. As an action, you can open a magical portal to a destination you select. The destination must be known to you (a place you have visited before) and must be a real place, though it can be on any plane of existence. If the destination you declare does not suit these conditions, this ability fails, and the gate doesn't open or transport you. Once created, the gate remains open for 1 minute.

Once you use this feature, you can't do so again until you finish a long rest.

ROGUE SUBCLASS: SPY

You are whoever you need to be, without flaws or exceptions. That is the ultimate talent of the Spy rogue. Your capabilities are geared toward fading into the background at a critical moment, or sharing a piece of information heard in the right place at the right time. Anonymity is second nature to you; defining yourself outside of your multiple personas is the real challenge.

SPY PROGRESSION

Rogue Level	Features
3rd	Feint, Infiltrator
7th	Deep Cover
11th	Upper Hand
15th	Cloaked Dagger

SPY ROGUES IN THE LABYRINTH

Every Labyrinth faction has seeded at least one or two spies among the void cults. Though the multitudes of the enemy are manifold, there is always a chance that spies may uncover secrets or plans that would corrupt key worlds of the Labyrinth—that is, if the spies aren't bought by the void cults they were sent to investigate.

Feint

3rd-Level Spy Feature

You can attempt to use trickery to lower your enemy's guard. When you use the Attack action against a creature within 30 feet of you that can see and hear you—but before you make your attack roll—you can force the target to make a WIS save (the DC is equal to 8 + your PB + your CHA modifier). On a success, proceed with your attack roll as normal. On a failure, you have advantage on the first attack roll you make against the target.

Advantage granted by this feature triggers the use of Sneak Attack, as long as all other required conditions for Sneak Attack are also met.

Infiltrator

3rd-Level Spy Feature

You've mastered a set of tricks that allow you to more easily hide your true identity and pass along discreet communications:

- You learn the *message* cantrip and can cast it without material components.



- You gain proficiency with charlatan tools (see the *Player's Guide*). If you are already proficient, double your PB instead for checks made with charlatan tools.

Once you reach 7th level in the rogue class, you also learn the *sending* spell, which you can cast once per long rest without expending a spell slot or requiring material components.

Deep Cover

7th-Level Spy Feature

You have learned to steel your mind against magical influence or discovery. Your thoughts can't be read by any magical means (unless you choose to allow such an effect).

Additionally, as a bonus action, you can heighten your mystical defenses for 1 hour. During this time, you gain all the benefits of the *nondetection* spell. Once you use this feature, you can't do so again until you finish a long rest.

Upper Hand

11th-Level Spy Feature

After initiative is rolled (but before the first round begins), you can choose to switch your initiative or the initiative of a willing allied creature you can see with the initiative of one other creature of your choice that you can see. You can't use this feature if you are surprised.

Cloaked Dagger

15th-Level Spy Feature

When you successfully deal damage with your Sneak Attack feature against a creature that hasn't taken damage during the current round, the target is automatically stunned until the end of its next turn (in addition to taking damage as normal). The stunned target can attempt a CON save each time it suffers an instance of damage while stunned (DC equals 8 + your PB + your DEX modifier), ending the effect early on a success.

SORCERER SUBCLASS: UMBRAL

Your magic comes from a shard of shadow imprinted upon your soul. Your magic may have been born from accident or design, but however it came, a force beyond the understanding of mortals has spoken to you. It now demands you embrace what lies beyond comprehension.

UMBRAL PROGRESSION

Sorcerer Level	Features
3rd	Fade Away, Umbral Origin Spells, Umbral Sight
7th	Shadow Servant
11th	Black Guard
15th	Night's Veil

Fade Away

3rd-Level Umbral Feature

While you are standing in an area of darkness or magical darkness, you can use a bonus action and expend 2 sorcery points to teleport to an unoccupied space you can see that is also in an area of darkness or magical darkness (Note that Umbral Sight, below, allows you to see even in magical darkness).

Umbral Origin Spells

3rd-Level Umbral Feature

You gain origin spells at the sorcerer levels listed in the **Umbral Origin Spells** table. See the **Sorcerer Subclass** class feature in the *Player's Guide* for how these spells work.

UMBRAL ORIGIN SPELLS

Sorcerer Level	Spells
3rd	<i>bane, false life</i>
5th	<i>darkness, pass without trace</i>
7th	<i>blink, fear</i>
9th	<i>black tentacles, invisibility</i>
11th	<i>mislead, seeming</i>

UMBRAL SORCERERS IN THE LABYRINTH

Every nomadic Labyrinth culture has its own cautionary story or nursery rhyme warning expecting parents to avoid traveling in darkened worlds (see **Chapter 1**) and the passageways that connect to them, for children born in shadow are most vulnerable to its influence. Umbral sorcerers are individuals whose souls carry a fragment of shadow, typically because of sudden or

prolonged contact with the dark powers of the Shadow Realm (see **Chapter 2**). Sometimes this magical exposure is intentionally orchestrated, especially by shadow fey hoping to create powerful servants—but it is exceedingly rare for an individual to master and wield the shadow within themselves as Umbral sorcerers do.

Umbral Sight

3rd-Level Shadow Feature

You gain darkvision out to a range of 60 feet. If you already have darkvision, its range is increased by 30 feet. You can see in magical darkness out to a range of 30 feet.

At 11th level, your darkness range is increased to 120 feet, and you can see in magical darkness out to a range of 60 feet.

Shadow Servant

7th-Level Umbral Feature

You gain the ability to awaken shadows to do your bidding. As a bonus action, you can target a creature you can see within 30 feet. That creature's shadow comes to life as a separate creature under your command, using the **shadow** [MV] stat block.

The shadow appears in an unoccupied space within 5 feet of the target and can act immediately. The shadow acts on your initiative. It must spend its turn moving toward the target by the most direct route, and it can use its action only to attack the target (no action required by you to command the shadow). If the shadow hits with an attack, instead of doing any damage, the target has disadvantage on the first attack or save it makes before the start of the shadow's next turn.

The shadow disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 1 minute.

You can use this feature a number of times equal to your PB and you regain all expended uses when you finish a long rest.

Black Guard

11th-Level Umbral Feature

When a creature makes an attack roll against you, you can use your reaction to encase yourself in a 10-foot radius sphere of magical darkness (imposing disadvantage on attacks against you if the attacker can't see through magical darkness). If the triggering attack still hits, you can't use this feature again until you finish a short rest; otherwise, the darkness persists until the beginning of your next turn.

Creatures that don't perceive via sight are immune to this effect.

Night's Veil

15th-Level Umbral Feature

You can expend 4 sorcery points and use an action to emit a 15-foot-radius sphere of magical darkness centered on yourself. The sphere moves with you, and its darkness spreads around corners. When you create the sphere, you can designate any number of creatures that can see through the darkness, but otherwise, a creature with darkvision can't see through it, and nonmagical light can't illuminate it.

The sphere lasts for 1 minute, until you are incapacitated, or until it comes into contact with sunlight. If any of this effect's sphere overlaps with an area of light created by a

spell of 7th circle or lower, the spell that created the light is dispelled.

WARLOCK INVOCATIONS: DARK DESIGNS

The following invocations are available to warlock characters in the Labyrinth campaign setting.

Aegis of the Eldest

Prerequisite: 5th Level

You can cast the *protection from the void** spell without expending a spell slot or material components. You can't do so again until you finish a long rest.

Dispersion Siphon

Prerequisite: 7th Level

When a spell within 60 feet of you is countered (via *counterspell*) or dispelled (via *dispel magic*), you use your reaction to consume the threads of power lingering from the disrupted energy. You regain one spell slot equal to or less than the circle of the countered or dispelled spell. You can't do so again until you finish a long rest.

Ravenous Transplant

Prerequisite: 9th Level

When you successfully hit a creature with a beam created by your Eldritch Blast, you can implant a psychic thorn into the target. The thorn remains within the creature for 1 minute, until you use this feature to implant a thorn into a different creature, or until you become incapacitated.

While the creature is implanted with the thorn, if it recovers hit points (HP) by means of a spell, potion or other magical effect, it instead recovers no HP. You immediately recover HP equal to the amount the target would have received. The psychic thorn is then destroyed and the effect ends. Once the effect ends on a target, that creature is immune to your Ravenous Transplant feature for 24 hours.

You can use this feature a number of times equal to your PB. You regain all uses when you finish a long rest.

Tethered Soul

Prerequisite: 15th Level

You can affix a mystical tether to a point you can see within 120 feet. The tether remains affixed for 1 minute or until you become incapacitated.

While you have a tether affixed, you can use a bonus action to magically teleport to an unoccupied space you can see up to 120 feet from the tethered point. However, as long as the tether is affixed, you can't move more than 120 feet from the tether in any direction. Any move or effect which causes you to pass beyond this radius inflicts 1d10 psychic damage per 10 feet you travel.

Void Blast

Prerequisite: None

When you deal damage with your Eldritch Blast feature, you can choose for the damage type to be psychic instead of force.

Vortex Blast

Prerequisite: 5th level

When you successfully hit a target with two or more beams created by your Eldritch Blast feature during the same turn, all creatures within 15 feet of your target are pulled up to 5 feet per beam toward the target in a straight line (the triggering Eldritch Blast also deals damage as normal). If this movement is interrupted by the creature encountering a solid surface (such as being pulled into a low stone wall), the creature also takes 1d6 bludgeoning damage for each 5-foot increment it moved.

WARLOCK SUBCLASS: CELESTIAL

Your patron is a greater Celestial who commands angels or similar divine servants. Celestial patrons are typically paragons of the cosmic forces of good or law—but rarely both, since it is rare to find a mortal who demonstrates both virtues in equal measure. These patrons are often drawn to troubled souls who possess the capacity to become great, rather than those who already demonstrate noble virtues. Celestial patrons—for better or worse—are often generous with their gifts, but equally generous with their expectations.

CELESTIAL PROGRESSION

Warlock Level	Features
3rd	Celestial Pact Spells, Expanded Spell List, Heaven's Gift
7th	Sanctify
11th	Blessed Form
15th	Radiant Burst



CELESTIAL WARLOCKS IN THE LABYRINTH

Unsurprisingly, most Celestial warlocks in the Labyrinth are found in the ranks of the Concord of Stars faction. The Concord's ties to the lands of the celestial realms is second to no other faction, causing many young warlocks who heed the call of the divine to be swept up in their aggressive recruiting efforts. Celestial warlocks with angelic

patrons often soar through the ranks of the Concord. However, Celestial warlocks bound to patrons who prize good over order chafe under the black-and-white commandments of the Concord, often abandoning its cause. In rare cases, such warlocks may even come to view the faction as a direct threat to a harmonious future.

Celestial Pact Spells

3rd-Level Celestial Feature

You gain pact spells at the warlock levels listed in the **Celestial Pact Spells** table. See the **Warlock Subclass** class feature in the *Player's Guide* for how these spells work.

CELESTIAL PACT SPELLS

Warlock Level	Spells
3rd	<i>bless, cure wounds</i>
5th	<i>flaming sphere, lesser restoration</i>
9th	<i>daylight, revivify</i>
13th	<i>guardian of faith, wall of fire</i>
17th	<i>flame strike, greater restoration</i>

Expanded Spell List

3rd-Level Celestial Feature

Whenever a warlock class feature would allow you to learn a new spell or replace a spell you know, you can choose the new spell from either the Wyrd or Divine spell list. Any spells chosen from the Divine spell list still count as Wyrd spells for you. You must still abide by the other restrictions detailed in the relevant class feature.

Heaven's Gift

3rd-Level Celestial Feature

At the start of each turn, you can expend a number of hit dice up to an amount equal to your PB (no action required by you). An ally of your choice that you can see within 60 feet recovers hit points equal to the total sum of all dice rolled + your CHA modifier (add your modifier only once).

hit dice expended in this way are recovered as part of finishing a long rest, as normal.

Sanctify

7th-Level Celestial Feature

You emit a holy aura that extends to a radius of 15 feet. When you or allies within your aura deal damage with a melee attack, the attack deals additional radiant damage equal to your CHA modifier.

Blessed Form

11th-Level Celestial Feature

As a bonus action, you manifest a pair of angelic wings. While you have the wings, you gain a 30 feet flying speed. If you already have a flying speed granted by your lineage, it increases by 10 feet and you can ignore any armor or weight restrictions while the wings are active. The wings remain until you become incapacitated, die, or you choose to dismiss them with a bonus action.

Radiant Burst

15th-Level Celestial Feature

As an action, you emit a pulse of divine power. Each hostile creature within 15 feet of you must make a DEX save, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. Each friendly creature within 15 feet of you has advantage on all melee attack rolls it makes before the start of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

WARLOCK SUBCLASS: VOID SAINT

Your patron is one of the mysterious void saints (see Servants of Nidhogg in **Chapter 2**), an undying entity transformed by the vile energies of the Void. These patrons often choose warlocks in whom they see great channeling potential, hoping to one day turn them into powerful agents of the Void. Those who pursue this path usually have had a significant encounter with a Deep Void entity at some point in their past and are forever marked by the dark fortune that somehow allowed them to survive it. Whether you serve your patron to protect yourself from the hungering dark, simply desire power, or hope to turn the weapons of the Void against itself—you know all too well that those who walk in the light are ill-equipped to fight the terrible things that lurk in farthest reaches of reality.

VOID SAINT PROGRESSION

Warlock Level	Features
3rd	Shield of the Patron, Shifting Penumbra, Void Saint Pact Spells
7th	Disquieting Strike
11th	Intrusion of the Endless
15th	Dark Saint's Scourge

Shield of the Patron

3rd-Level Void Saint Feature

The hand of your patron shields you from the degradation of void corruption. You gain the following benefits:

- You gain darkvision out to 60 feet. If you already have darkvision, its range increases by 30 feet.
- When you finish a long rest, you can replace one spell you can cast with a spell of the same circle from the void magic style list (see **Chapter 5**).
- You have advantage on checks and saves made to resist accruing levels of void taint and the effects of void hazards (see **Chapter 7**).

Shifting Penumbra

3rd-Level Void Saint Feature

When a creature you target with a feature of this subclass or a spell from the void magic style list (see **Chapter 5**) fails its save, you can use your reaction to magically teleport yourself to an unoccupied space you can see within 30 feet of you.

Void Saint Pact Spells

3rd-Level Void Saint Feature

You gain pact spells at the warlock levels listed in the **Void Saint Pact Spells** table. See the **Warlock Subclass** class feature in the *Player's Guide* for how these spells work.

VOID SAINT PACT SPELLS

Warlock Level	Spells
3rd	<i>command, shield of faith</i>
5th	<i>enthrall, ray of enfeeblement</i>
9th	<i>bestow curse, void strike*</i>
13th	<i>blight, confusion</i>
17th	<i>dominate, greater hold</i>

Disquieting Strike

7th-Level Void Saint Feature

When you successfully hit a creature with a weapon attack or a beam from your Eldritch Blast feature, the creature must succeed on a CHA save or be frightened of you until the end of its next turn. Once a creature fails a save, it has advantage on any subsequent saves made to resist Disquieting Strike for the next hour.

Intrusion of the Endless

11th-Level Void Saint Feature

You can send glimpses of the Void into the minds of nearby foes. As an action, one creature you can see within 60 feet of you must succeed on a CHA save or be incapacitated for 1 minute. You must focus on maintaining this effect as if concentrating on a spell. At the end of each of its turns, an incapacitated target can attempt to repeat the save. If you move more than 60 feet away from the target, if the target succeeds on the save, or if you lose concentration, the effect ends. A creature that succeeds on the save is immune to this feature for 24 hours.

Dark Saint's Scourge

15th-Level Void Saint Feature

You share the touch of your patron with every creature of your choice you can see within 60 feet. A target must make a CHA save. On a failed save, a target takes 6d12 psychic damage and the entropy feasts upon their lifeforce. You recover HP equal to your PB for each creature damaged by this feature. On a successful save, a target takes half as much damage, and you don't recover any HP.

Once you use this feature, you must finish a long rest before you can use it again.

WIZARD SUBCLASS: VOID CASTER

Void Casters are wizards dedicated—or compelled—to unlock the dark mysteries of Void Speech. Through forbidden research, these individuals learn magical incantations to enhance their workings with the vast potential of the Void. While such potential provides an endless energy reservoir, every Void Caster risks corruption from repeated use. To harness such power is to constantly weigh valuable knowledge against the risk of becoming an unwitting conduit to eldritch horrors seeking entry into the world.

VOID CASTER PROGRESSION

Wizard Level	Features
3rd	Tainted Spell, Void Affinity
7th	Rebuke from Beyond
11th	Dark Exchange
15th	Manifest Void

Tainted Spell

3rd-Level Void Caster Feature

When you cast a spell of 1st circle or higher that specifically targets a creature (as opposed to a spell that targets an area, like *fireball*), you can utter a few words of Void Speech to taint the spell. In addition to suffering the effects of the original spell, the target also suffers one of the following effects (you choose which during casting):

- **Corrupt.** The target has disadvantage on any saves made to resist the effects of the triggering spell.
- **Disorient.** The target has disadvantage on the next attack roll or ability check it makes before the end of its next turn.
- **Weaken.** The target becomes vulnerable to necrotic damage until the start of your next turn.

You can use this feature a number of times equal to your PB, and you regain all expended uses when you finish a long rest. You must be able to speak in order to use this feature.

Void Affinity

3rd-Level Void Caster Feature

Your studies have exposed you to the forbidden knowledge of the Void, secrets that have fundamentally altered your consciousness. You gain the following:

- You can speak and understand the Void Speech language. If you already chose Void Speech as a known language during character creation, you can choose a different esoteric language to learn. Abyssal, Celestial, or Infernal are recommended choices if playing in the Labyrinth campaign setting.
- You gain darkvision out to a range of 60 feet. If you already have darkvision, its range is extended by 30 feet.
- You have advantage on saves made to resist gaining levels of exhaustion. You have advantage on saves and ability checks made to resist accruing levels of void taint (see Chapter 5).

Rebuke from Beyond

7th-Level Void Caster Feature

When you take damage from a creature you can see within 60 feet of you, you can use your reaction to bark a destructive word of Void Speech. If the creature can hear you, it takes necrotic damage equal to half your wizard level + your INT modifier.

You must be able to speak in order to use this feature.

Dark Exchange

11th-Level Void Caster Feature

You can sacrifice your life force to the ever-hungering Void in exchange for greater power. When a creature you can see takes damage from a spell you cast, you can choose to roll a number of your unspent hit dice up to an amount equal to or less than your PB. The creature then takes additional necrotic damage equal to the total rolled.

VOID CASTER WIZARDS IN THE LABYRINTH

Tapping into the magic of the Void isn't inherently evil, but spellcasters who choose to do so are often met with suspicion or fear from the peoples of the Labyrinth, with good reason. The ranks of void cults and servitors in the Labyrinth grow larger each year, as scores of refugees carrying stories of loss and destruction flee their decaying home worlds for the safety of the last remaining bastions. However, it is often the secret research of such wizards that provide the heroic factions with greater understanding of the enemy's power, better arming them against the villains who wield dark magic.

Once a hit die is used in this way, it is unavailable to spend for recovery as part of a short rest or similar features that require the expenditure of dice. Any sacrificed hit dice are recovered as normal after you finish a long rest.

Manifest Void

15th-Level Void Caster Feature

As an action, you can conjure and cloak yourself in the otherworldly aura of void energy. The aura lasts for 1 minute or until you become unconscious. While this feature is active, you are immune to necrotic damage. Additionally, whenever you cast a spell or use an ability that deals necrotic damage, you automatically deal the maximum possible amount of necrotic damage.

Once you activate your aura, you can't do so again until you finish a long rest.

LINEAGES

Lineage represents the blood ties and hereditary traits of a creature. It's what you're born to, no matter where you were born.

ELEMENTS OF A LINEAGE

Your lineage dictates certain traits your character has due to their ancestry. The following sections are included among the descriptions of each lineage option. Lineage is described in detail in the *Player's Guide*.

Age

This notes the age when a member of the lineage grows into adulthood and their expected lifespan. You can choose any starting age for your adventurer, but if you want to play a very young or very old character, make sure to run it by your GM first.

Size

Most lineages are Medium-sized, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few lineages are Small (between 2 and 4 feet tall) or can choose to be Small, and a few rules affect them differently. The most important of these rules is that Small characters have trouble wielding weapons with the Heavy property.

Speed

Your speed determines how far you can move when traveling overland and in combat. Most creatures have only a walking speed, but some lineages grant special types of movement such as a climbing or swimming speed.

Traits

In addition to the standard information—age, size, and speed—each lineage grants hereditary traits that are unique to members of that lineage. These are traits your character is born with, such as a dwarf's ability to see in the dark. Traits can sometimes grant magical effects such as the syderean's Blessed or Dreadful Guise trait.

Natural Adaptation

Some lineages include the Natural Adaptation trait, which further defines specifics of your character's ancestry. In these instances, choose only one of the options presented.

LINEAGE OPTIONS

This section contains descriptions of additional lineage options available to characters in Labyrinth campaigns.

Derro

Derro (pronounced DARE-oh) are distant cousins to the smallfolk and dwarves, commonly found living in cavernous and lightless realms deep beneath the earth. Early in their history, the derro people became irrevocably changed by an encounter with horrific entities that dwell between the stars, and to this day, many born into derro society carry the same mental scars once inflicted on their ancestors. All derro possess an innate sensitivity to the Void and other eldritch horrors likely to cause Dread (see *Game Master's Guide*). Those raised in insular derro communities tend towards more fragile states of mind, often displaying unpredictable or fanciful behavior, and are generally prone to delusions.

The derro have adapted to life underground. Whether due to lack of sunlight or need for camouflage, derro often have semitranslucent gray, purple, or blue skin

crisscrossed with a web of blue veins. Their hair is most often white or pale straw colored and often stylized with elaborate braids and equally prodigious mustaches. Their large eyes are commonly pure white but may have a vibrant orange, red, or blue hue that glows in the utter darkness permeating their homes. Their diets are often composed of bioluminescent mushrooms from caverns and fish and kelp from cavernous lakes. Derro often befriend giant slugs, worms, and bats, often providing the derro with transportation across the vast underworld.



USING DERRO IN YOUR CAMPAIGN

The history of the derro is wrapped up in difficult concepts and themes that may make players at your table uncomfortable. Before including derro as a lineage option or introducing them as NPCs, it's important to check in with players on whether they are comfortable including themes like mental health, sanity, and eldritch horror in your campaign. If players are fine to include these themes, it's also important to portray derro in a way that isn't disruptive to the fun or turns real-world mental illness into a hurtful caricature.

In truth, the derro are less violent and more peculiar in a quieter way than their common portrayal as rabid

maniacs. They are as likely to be brooding, depressed, or sullen as crazed and violent. Your derro character could have a tendency to talk to themselves, might address an invisible friend before making major decisions, or might simply consider all other members of the party as "imaginary friends" and thus not subject to harassment. Treat the derro's fragile faculties as an occasional bit of flavor, rather than an excuse to hamper the party with chaotic and self-defeating actions. For examples of playable and flavorful maladies that afflict your derro, review the minor dread effects in the *Game Master's Guide*.

Derro Lineage Traits

Your derro character has the following traits.

Age. Derro reach maturity around the age of 15 and typically live to be around 75 years old.

Size. Your size is Small. Derro stand between 3 and 4 feet tall with slender hips and wide shoulders, averaging about 40 pounds.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. You have darkvision to a range of 120 feet. While in areas of sunlight, you have disadvantage on WIS (Perception) checks when perceiving by sight.

Dread Within. You have advantage on saves against being charmed or frightened.

Psychic Barrier. The eldritch knowledge slithering in your mind has inured you to mental harm. You have resistance to psychic damage, and you have advantage on ability checks and saves made against effects that inflict dread effects or levels of void taint (see **Chapter 7**).

Dragonborn

Descended from mighty dragons, the dragonborn are a lineage of imposing and strong draconic humanoids. Although they lack the wings of their ancestors, dragonborn bodies are covered in scales, their reptilian heads bear crests and fanged jaws, and their hands and feet are adorned with talon-like claws. While their breath weapons can't match the terrible devastation dealt by older dragons, dragonborn are nevertheless capable of unleashing deadly blasts of energy on their enemies.

Dragonborn typically do not shy away from showing their emotions, whether anger or joy, and tend to share the same confidence and fierce independent spirit of their progenitors, coupled with a strong sense of family and clan. Some choose to live alongside dragons in communities near their lairs or to serve them as guardians, soldiers, or seneschals.

Elemental dragonborn, descended from the well-known dragon types that breathe acid, cold, lightning, and fire, are widespread throughout the worlds of the Labyrinth. These dragonborn usually have brass- or bronze-colored scales, sometimes tinged with red, blue, gold, or rust, while certain clans have the same glossy black, electric blue, shining gold, or glistening silver scales as their ancestors.

Primordial dragonborn have inherited their poisonous breath from their green dragon forebears and are most often encountered in the Old Ring and other forested worlds.

Radiant dragonborn have yellow dragon ancestors and are frequently found on Sunhome and other worlds where the sun shines brightly.

In contrast, void dragonborn seem to prefer dark places and are well suited to surviving in harsh environments, including dead worlds and the Near Void.

Dragonborn Lineage Traits

Your dragonborn character has the following traits.

Age. Dragonborn grow quickly and can walk a few hours after hatching from their eggs. They reach adulthood within 15 years and live around 80 years.

Size. Your size is Medium. Dragonborn stand between 6 and 7 feet tall. They have hefty builds and weigh around 300 pounds.

Speed. Your base walking speed is 30 feet.



Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the **Draconic Ancestry** table. Your dragon type determines your Breath Weapon, Damage Resistance, and Natural Adaptation.

DRACONIC ANCESTRY

Dragon Type	Damage Type
Black or Copper	Acid
Blue or Bronze	Lightning
Brass, Gold, or Red	Fire
Silver or White	Cold
Green	Poison
Void	Necrotic
Yellow	Radiant

Breath Weapon. As a bonus action, you can exhale magical energy in either a 30-foot line that is 5 feet wide or a 15-foot cone (your choice for each use).

Each creature in the area must make a DEX save (DC = 8 + your CON mod + your PB). On a failed save, a creature takes 1d10 damage of the type associated with your dragon ancestry (see **Draconic Ancestry** table). On a success, a creature takes half damage.

The damage increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

You can use your Breath Weapon a number of times equal to your PB, regaining all expended uses when you finish a long rest.

Dragon Hide. You have resistance to the damage type associated with your draconic ancestry.

Dragon Sight. You have darkvision out to a range of 60 feet and keensense out to a range of 10 feet.

Gearforged

The gearforged are an artificial lineage of living minds inside mechanical bodies of metal and wood.

Gearforged are created one at a time in arcane workshops and foundries and come from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality all their own. They are found in large numbers on the worlds of Armillary and Midgard and in the Smithy, where they are often drawn to the Keepers of the Keys faction.

Originally created as powerful soldiers, gearforged must now find their own paths to navigate the second life they've been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. A few, naturally, seek out lives of adventure.



Form and Function

All gearforged were once other creatures with bodies of flesh and blood, but their conscious minds were transplanted into articulated bodies of iron, steel, brass, and wood, driven by pistons and springs. Each is as distinctive in appearance as any person is. Some gearforged spend a fortune on these new bodies, while others scrape together anything that will work—especially if the subject is aging or ill.

All gearforged are made in humanoid shape, often in the likeness of the person's original lineage, but not always. The vast majority of gearforged are created from and shaped like humans, who were the first creators of gearforged, but many other variations exist.

Gearforged have articulated joints, hands, feet, and crystal-lens eyes. Gearforged mechanisms are more than mechanical, because gearforged are machines with souls. Their arms and legs are driven by everwound springs. Their minds are actuated by memory gears, transverse cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral steam, spark, and magical conduits. These elements reside in a shell of iron, brass, and steel.

Gearforged Components

The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts.

Everwound Springs. These magical springs provide energy over long periods, effectively acting as the power sources for most of the gearforged's moving parts. A broken everwound spring results in the loss of function in that digit or limb, much like a damaged joint or ligaments in a flesh-and-blood creature.

Soul Gem. The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, its mind—are retained in a soul gem. The destruction of this gem means the death of that gearforged.

Memory Gears. These delicate constructions are scroll-like ribbons pierced with thousands of pin holes and wound about with tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear for every 10 years of life. Installing a new memory gear requires one day's work and 2,000 gp.

Other gearforged can read memory gears salvaged from a dead gearforged, but it's a complex, time-consuming process. It's also viewed with some alarm by most gearforged, akin to peering into the most private details of a creature's life. When a used memory gear is installed in a new or existing gearforged, the process takes three days' work to avoid damaging the memories in the gear, and it takes one week before the recipient can fully interpret and understand the memories.

Gearforged Lineage Traits

Your gearforged character has the following traits.

Age. The soul inhabiting a gearforged can be any age. If its new body is kept in good repair, there is no known limit to how long it can function.

Size. When you first create your gearforged character, you must choose a different lineage option (like human, dwarf, minotaur, etc.) to inform the basic shape and size of your chassis—the outermost layer of your constructed body. Your size is determined by the lineage you pick. If you choose a lineage with multiple size options, you may choose between them. For example, if you choose to have a kobold chassis, you may choose whether your size is Small or Medium.

Your size and height are determined by the lineage design you choose for your chassis. On average, gearforged weigh twenty to thirty percent more than a typical creature of the lineage their chassis is modeled after.

Speed. Your base walking speed is 30 feet.

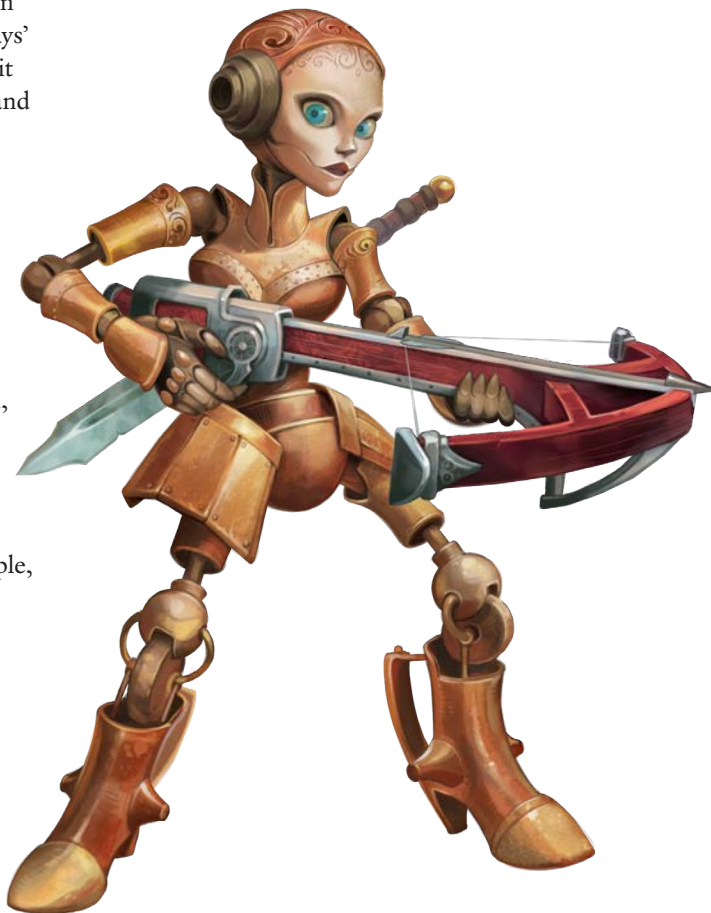
Hybrid Humanoid. Your Humanoid soul inhabits a machine, making you primarily a Humanoid. However, your constructed body gives you traits in common with Constructs. You are immune to disease, and you are resistant to poison damage. In addition, you have advantage on saves against being paralyzed, petrified, or poisoned.

Constructed Vitality. You don't need to eat, drink, or breathe, and you don't sleep the way most creatures do. Instead, you enter a dormant state for 6 hours a day, when you resemble a statue and remain semiconscious. While in this dormant state, you have disadvantage on WIS (Perception) checks. After resting in this way, you gain the same benefit that other creatures do from 8 hours of sleep.

Machine Speech. You can speak and understand Machine Speech, a mechanical language of clicks, beeps, and clacks spoken almost solely by gearforged and mechatrons.

Upgrade. Choose one of the following traits to represent a specialized function built into your chassis:

- **Always Armed.** You can integrate a melee weapon into each of your arms (maximum of two weapons, one per arm). You can't integrate weapons with the Two-Handed property. If you integrate a weapon with the Ammunition property, you must still provide a separate supply of ammunition for firing and loading. You can integrate or replace a suitable weapon over the course of 10 minutes (which can be done as part of a short or long rest).



While a weapon is integrated, you can't willingly be disarmed of it by any means, though you can use an action to remove the weapon from your body (so it may be thrown or dropped). You can draw or sheathe an integrated weapon as normal, which causes the weapon to fold into or spring from your arm instead of a sheath. While an integrated weapon is drawn, it is considered held in that arm's hand, for the purposes of determining whether you have a free hand available to cast spells or use similar features. You automatically succeed on any ability checks made to conceal an integrated weapon when it is sheathed.

- **Bulk Up.** As a bonus action, you can activate a set of special gears inside your body to extend your limbs and temporarily increase your size to Large. This effect lasts for a number of rounds equal to your PB. While enlarged, your weapon attacks do an extra 1d4 damage and you make STR checks and saves with advantage. If you lack the room to become Large, this bonus action fails. After you use this trait, you can't use it again until you finish a long rest.
- **Quick Fix.** When you are below half your hit point maximum, you can use a bonus action to apply a quick patch-up to your damaged body. You gain temporary hit points equal to twice your PB. You can't use this trait again until you finish a short or long rest.

Minotaur

As the first people to discover the Labyrinth and learn how to navigate its pathways centuries ago, minotaurs are found throughout the Ten Thousand Worlds, particularly on the worlds of the Old Ring and on Midgard, where there are numerous connections to the Great Maze.

Minotaurs are imposing and powerful, with a reputation for ferocity that borders on monstrous. They display their achievements proudly by decorating their horns with engraved sigils and designs. If one is versed in minotaur custom, one can tell at a glance the achievements and prowess of a minotaur by examining the decoration on their horns. A minotaur who loses part or all of a horn suffers considerable stigma and must strive to prove their worth. Sometimes a "brokehorn" (a fighting insult to any minotaur) who manages to achieve great deeds earns the gift of having the missing horn magically restored by a temple. Beware any minotaur that willingly gives up or chooses not to restore a lost horn, for this is one of the Labyrinth's most driven and dangerous creatures.

Minotaurs are a force to be reckoned with in a stand-up fight. Perhaps somewhat against type for their bulk, they are an absolute terror on the high seas, and many minotaurs have taken to the waves, where their natural sense of direction makes them ideal navigators. Other



bull-folk prefer to remain on land, dwelling in settlements that often incorporate twisting labyrinths of switchbacks and dead ends. In the largest minotaur cities, the city's leader or reigning monarch typically lives in a palace at the center of a large maze.

Minotaur Lineage Traits

Your minotaur character has the following traits.

Age. Childhood ends around the age of 10 and adulthood is celebrated at 15. Minotaurs live around 80 years.

Size. Your size is Medium. Minotaurs can reach a height of 7 feet and weigh around 300 pounds.

Speed. Your base walking speed is 30 feet.

Natural Attacks. Your horns are sturdy and sharp. Your horns are a natural melee weapon, which you can use to make unarmed strikes. When you hit with your horns,

they deal piercing damage equal to $1d6 +$ your STR modifier, instead of the bludgeoning damage normal for an unarmed strike.

Charge. Once per turn, if you move at least 10 feet toward a target and hit it with a horn attack in the same turn, you deal an extra $1d6$ piercing damage and you can shove the target up to 5 feet as a bonus action. At 11th level, when you shove a creature with Charge, you can push it up to 10 feet instead. You can use this trait a number of times per day equal to your PB, and you regain all expended uses when you finish a long rest.

Labyrinth Sense. You can retrace without error any path you have previously taken, with no ability check.

Satyr

From the waist up, satyrs look like most humanoids, albeit with ram-like horns protruding from their foreheads. From the waist down, satyrs look like overgrown goats, with dark cloven hooves and thick fur that matches the hair on their heads. As such, many cultures call satyrs “goatmen” or use other terms that emphasize their apparent bestial and masculine attributes.

This reputation could hardly be further from the truth. Satyrs are fey creatures who often dwell in the forests, but they can be found anywhere they can connect to the fey world. Ideally, such locales also have somewhere where the satyrs can dance, revel, and make mischief.

Due to their hirsute facial features, satyrs are commonly mistaken as males. For satyrs, facial hair is not a uniquely masculine feature, and satyrs can have any gender identity. They commonly have long, dexterous fingers, which are well suited to playing the various piped instruments that satyrs are associated with using.

Satyr Lineage Traits

Your satyr character has the following traits.

Age. Satyrs reach adulthood after 20 years. They live longer than many Humanoids, often reaching 300 years or more.

Size. Your size is Medium. Most satyrs are slender, often weighing 140 pounds. They generally stand between 5 and 6 feet tall.

Speed. Your base walking speed is 30 feet.

Type. You have the Fey creature type instead of Humanoid.

Bounding Leap. After hitting a creature with a melee weapon attack or unarmed strike, you can use your reaction to move half your speed. This movement doesn't provoke opportunity attacks. You may use this trait a number of times equal to your PB and regain all expended uses when you finish a long rest.

Fey Resilience. You are resistant to the charmed and unconscious conditions, and you have advantage on saves against spells and other magical effects.

Natural Attack. You have horns that serve as a natural weapon that you can use to make unarmed strikes. When you hit with it, the strike deals $1d8 +$ your STR or DEX modifier (choose which during character creation) bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

VARIANT AND EXPANDED LINEAGES

This section contains descriptions of variant lineage options available to campaign settings. Variant lineages come into play when setting-specific conditions or events alter the hereditary traits of a base lineage—but don't alter fundamental characteristics that would warrant an entirely new lineage. Members of a variant lineage always share the same overall physical characteristics, lifespan, and other traits that are clearly recognizable to their standard lineage counterparts. Fictionally, a standard elf could clearly recognize a drow elf as a member of their same species. A standard dwarf recognizes duergar as a genetic relative—and so on.

At character creation, a PC chooses whether they want to use a standard version of a lineage or replace it entirely with a variant version of the lineage. Regardless of whether you use a base lineage or a variant, you choose other character options like heritage and background as normal.

Dwarf Lineage Variant: Midnight Dwarf

Midnight dwarves are a variant dwarf lineage, descendants of a clan of dwarves who were exposed to the corruption of the Void.

Many centuries ago, a powerful clan of dwarves ruled a vast subterranean realm of magnificent halls and chambers, and hundreds of miles of tunnels and mines. As they expanded the boundaries of their kingdom ever deeper, the dwarves' excavations uncovered a rift to the Void. Although the dwarves acted quickly to seal off the fissure and collapse the surrounding caverns, the damage was already done. The corrupting power of the Void infected the population, affecting body and mind. Most succumbed to the Void and perished, but those who were resilient enough survived to become the first midnight dwarves. Now scattered throughout the Labyrinth, midnight dwarves can withstand some of the effects of the Void and live on worlds that others would find uncomfortable.

Midnight dwarves are typically thinner and more barrel-chested than many of their dwarf cousins. Their skin is very fair or pale, while their hair and beards are black or dark brown. Midnight dwarves often have cauliflower ears, and their bodies are covered in strange dark marks which they incorporate into tattoos of tentacles and other void motifs.



Midnight Dwarf Lineage Traits

Your midnight dwarf character has the following hereditary traits.

Age. Midnight dwarves are physically mature around age 20, but most consider themselves young until they reach age 50. On average, they live about 350 years.

Size. Your size is Medium. Midnight dwarves stand between 4 and 5 feet tall and weigh around 120 pounds.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision to a range of 60 feet.

Dead World Walker. When you are on a dead world or in the Void, you have advantage on WIS (Survival) checks and your speed isn't halved when you move through nonmagical or magical difficult terrain. You suffer other penalties caused by moving through difficult terrain as normal.

Marked by the Void. You are resistant to psychic damage, and the amount of time you can survive without air, food, water, or sleep is double that of a typical character.

Elf Lineage Variant: Star Elf

Star elves are a variant elf lineage. The star elves claim to be the first elves, the blessed descendants of the children of Solana and Sabateus. Their pride in their divine ancestors means they can seem aloof or even arrogant to others.

Both Celestia and Sunhome have large star elf populations, often affiliated with the Concord of Stars faction. There are significant numbers living in the Summerlands, and star elves can also be found throughout the Labyrinth, particularly on worlds with lofty mountain peaks or wide-open spaces with a clear view of the sunrise

and the night sky, allowing them to pay homage to their deities at dawn and at midnight.

Star elves have pale, tanned, or brown skin with a golden sheen, and blonde or silver hair. Eyes are usually gold, green, or silver. They have the slender physique of other elves but have developed broad, rounded chests from living at high altitudes.

Star Elf Lineage Traits

Your star elf character has the following hereditary traits.

Age. Although star elves reach physical maturity around age 20, mental and emotional faculties reach full maturity around the age of 100. Star elves can live to be 750 years old.

Size. Your size is Medium. Star elves range from under 5 feet to over 6 feet tall and tend toward slender builds, averaging around 125 pounds.

Speed. Your base walking speed is 30 feet.

Divine Ancestry. You have advantage on saves against being blinded, and magic can't put you to sleep.

Stellar Stride. When in bright or dim light, you can cast the *misty step* spell. You can use this ability a number of times per day equal to your PB, and you regain all expended uses when you finish a long rest. CHA is your spellcasting ability for this spell.

Trance. Star elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day. You choose whether you can dream while meditating. After resting in this way, you gain the same benefit that other creatures do from 8 hours of sleep.

Syderean Lineage Expanded: Spellborn

Spellborn is an option you can choose when you select the Natural Adaptation for your syderean character during character creation, in addition to the Celestial and Fiendish options in the *Player's Guide*.

Natural Adaptation. You have inherited one set of the following unique traits, determined by the nature of the forces that shaped you.

- **Spellborn.** You possess notable physical characteristics that mark your connection to the raw energy of the Arcane magical source. You might have opalescent skin covered with mysterious shifting glyphs, motes of glowing light that hang around your head like fireflies, or involuntarily emit sparks of electricity or cinders. In moments of stress, you also gain the following:

Energy Form. Once per long rest, you can use a bonus action to assume an otherworldly guise for 1 minute. When you do so, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Your body becomes semi-corporeal, appearing partially made of mist, electricity, smoke, or a similar substance that reflects your chosen damage type. In this state, you have resistance to bludgeoning,

piercing, and slashing damage from nonmagical attacks and you are immune to the restrained condition. While transformed, once on each of your turns when you deal damage with an attack or spell, you can choose to convert the damage type (or types) to your chosen damage type.



HERITAGES

Heritage represents the upbringing and culture of a character. It's what your family, community, or other formative authority figures taught you. Heroic characters sometimes come from unexpected origins. Your character might have been raised among a typical community of their lineage or from a totally different life.

ELEMENTS OF A HERITAGE

Heritage dictates certain abilities you have because of your connection to a group or society. Heritage includes both tangible and intangible cultural elements, such as architecture, art, folklore, traditions, language, and natural environment.

Languages

Each heritage option includes recommended standard or esoteric languages used in the Labyrinth campaign setting. For more information about these languages, see **People of the Labyrinth** in Chapter 1.

HERITAGE OPTIONS

This section contains descriptions of additional heritage options available to characters in Labyrinth campaigns.

If you're not sure what to choose or want a character that reflects archetypes typical to the Labyrinth setting, choose a recommended heritage listed on the **Common Heritages by Lineage** table. For instance, if you want to play a typical minotaur, select a heritage option listed in the minotaur section.

Heritage options marked with an asterisk (*) are described in the *Player's Guide*, and all other heritage options are described in this chapter.

COMMON HERITAGES BY LINEAGE

Lineage	Recommended Heritages
Derro	Fallen, Void-Touched
Dragonborn	Fallen, Maze-Born
Gearforged	Steam-and-Brass, Stygian
Midnight Dwarf	Fallen, Void-Touched
Minotaur	Fallen, Maze-Born, Oldwood
Satyr	Oldwood, Wildlands*
Star Elf	Exalted
Syderean (Spellborn)	Boatwright, Exalted, Stygian

Boatwright Heritage

Traveling folk who ferry people up and down the River Styx, Boatwright-heritage characters have been transformed in some way by being dipped into the black waters of the Styx by their ankles soon after they were born. Their skin typically hardens and takes on a silver, blue, or orange-tinged hue, reminiscent of fish scales. Elders within boatwright communities may even develop gills, webbed hands, or similar characteristics due to prolonged exposure to the water. Boatwrights usually prefer to hide these characteristics beneath long-sleeved and hooded robes—which only adds to their curious reputation.

Most members of the Boatwrights follow the river god Charun (see **Chapter 6**) in the hopes that the original ferryman will bless their vessels and ensure no harm comes to them as they travel the waterways of the Styx. Others pay tribute to the arch-devils of the Hells, whose caravans they sometimes guide up and down the river. Although only a few belong to one of the heroic factions, Boatwright

characters are often on good terms with the Dreamers, who regularly need boat transport.

River Folk. You have a swimming speed equal to your walking speed, and you can hold your breath for up to 10 minutes.

Styx Born. You have proficiency with water vehicles. A lifetime aboard boats also gives you advantage on DEX checks and saves made to avoid being knocked prone.

Languages. You know Common and one additional language of your choice. Typical Boatwright characters choose Infernal.

Exalted Heritage

Exalted heritage characters come from communities located in the Celestial Realms. These unique settlements are pockets of mortal life in worlds overflowing with Divine magical energy and populated by Celestial beings like angels.

It is always rare and wondrous circumstances that bring mortals into the realms of divinity, and even more fantastical circumstances that lead to the establishment of entire communities in such places. You were raised by such people, the chosen few permitted to thrive in worlds of sculpted perfection under the protection of immortal beings who have the very ear of the gods.

Many, including your own people, consider you blessed to be reared among the perfection of heavenly halls, radiant landscapes, and eternally fair climates. However, living in such a world also placed you under the watchful eye of beings strictly bound to the forces of good and law—with little patience for those who bend or break rules. For this reason, people of exalted communities often encourage their younger members to travel upon reaching adulthood. Exposure to new people and places is often shocking to those raised exclusively in the Celestial Realms and often necessary for young adults to understand just how privileged their people are.

Celestial Blessing. Fiends have disadvantage on attack rolls against you. You also have advantage on checks made to determine if a creature is lying.

Divine Wisdom. You have proficiency with the Religion skill. Whenever you make a check to interact with a Celestial creature or recall information about Celestial creatures or the Celestial Realms, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, double your PB for the roll.

Languages. You know Common and two additional languages of your choice. Typical exalted heritage characters choose Celestial and Elvish.

Fallen Heritage

Fallen heritage characters are the last survivors (or the survivors' descendants) of a place that has been destroyed. This could be a section of the Labyrinth that has collapsed into ruin, a kingdom that was destroyed by a mage war or other cataclysmic event, or a dead world that has succumbed to the Void.

Unlike characters with the diaspora heritage (see *Player's Guide*), there is little to no hope of restoring the fallen characters' homeland to its former glory. Instead, fallen characters form close-knit tribes, clans, or similar groups cursed to wander the desolate wastelands where their homes once stood or driven into exile in search of sanctuary and respite. Minotaurs, humans, and orcs are prevalent among fallen heritage characters.

The ordeals endured by fallen characters mean many have darkness in their hearts and are prone to anger and violence, sometimes even becoming overwhelmed by blood lust. Since fallen characters form strong bonds with other members of their tribe or clan, it is usually their enemies that bear the brunt of this inner rage, but violent altercations between two or more fallen characters do sometimes occur.

Blood Lust. When you reduce a creature to 0 HP with a melee attack, you use your reaction to make a melee attack against another hostile creature within 5 feet. If the only creatures within 5 feet of you are allies, you must succeed on a DC 10 WIS save or you target an adjacent ally instead.

Fighting Fit. You have advantage on death saves.

Wasteland Survivor. You have proficiency in the Survival skill. When you make a check to forage for food or water or to find shelter, double your PB for the roll.

Languages. You know Common and one additional language of your choice. Typical fallen characters choose Orcish or Qoradan.

Maze-Born Heritage

Maze-born characters were born and raised in one of the hidden communities within the tunnels and caverns of the Labyrinth. This settlement could be the Great Hub of the Smithy, a smaller town such as Pindelsburg or Silber Stad, or part of the Moonlit Kingdom of the minotaurs. Your upbringing has given you an understanding of how the Labyrinth functions, and you are used to traversing its many pathways.

Creatures who live and grow up in the Great Maze are constantly exposed to visitors from a wide range of lineages, heritages, and worlds and have a tradition of open-mindedness and tolerance for others—sometimes even extending a cautious welcome to infernal visitors. You know how to give a warm, friendly greeting to strangers and create a good first impression. The main exception to

this broad-minded attitude are creatures and servants of the Void, as these beings threaten the Labyrinth itself and thus maze-born communities. Many maze-born choose to join the Keepers of the Keys or one of the other heroic factions who actively oppose the Void.

Friendly Face. When meeting someone for the first time, you can make an initial CHA (Persuasion) check with advantage. The GM determines the difficulty for this check. On a success, you improve the creature's starting attitude by one step.

Keen Eyed. When you make a check to detect, locate, or spot a portal or secret door, you can add your PB to the roll. If you have proficiency in a skill or tool relevant to the check, double your PB for the roll.

Pathfinder. You have proficiency in the Survival skill and have advantage on WIS (Survival) checks to avoid becoming lost while navigating the pathways of the Labyrinth.

Languages. You know Common and three additional languages of your choice. Typical maze-born heritage characters choose Dwarvish and Elvish.

Messenger Heritage

Born and raised among the leaves and branches of Yggdrasil, messenger heritage characters are primarily beastkin (especially of the avian and agile varieties), but a notable number of humans and other lineages make their homes upon the World Tree. The settlement of your birth could be Grenstad, the City of Five Branchings, or a smaller community such as Acorndray, Hrafnby, or one of the human or elven treehouse hamlets nestled in the network of branches. Your upbringing has given you a knack for climbing and surviving in an arboreal environment, and you are familiar with planar transportation via the World Tree.

Creatures who grow to adulthood upon Yggdrasil often develop a great love of travel, meeting new people from every corner of the planes, and especially gathering rumors, lore, and juicy gossip. This last trait, presumably derived from the ratatosk, pervades virtually every community on the World Tree. You know life to be an amazing journey and each eager step you take brings you closer to wonders or horrors of the cosmos.

Arboreal Knack. You have a climbing speed equal to your walking speed.

Quick Reflexes. You have advantage on DEX checks and saves to avoid falling. Additionally, if you take falling damage, roll 1d8 and reduce the damage by that amount (to a minimum of 0).

Natural Gossip. If you fail a check when attempting to learn gossip, rumors, or secrets, you can reroll the failed check, but you must use the new result. Once used, you can't use this feature again until you finish a short or long rest.

Languages. Growing up on a mystical crossroads, you've picked up a smattering of other tongues. You know Common and three additional languages of your choice—one of which can be Elder Speech (Druidic). Typical messenger heritage characters choose Celestial, Elder Speech (Druidic), and Sylvan.

Oldwood Heritage

Oldwood heritage characters grew up on the ancient worlds of the Old Ring or in the untamed wildernesses of worlds such as Midgard and the Lands of Parsantium. Beneath the mighty boughs of the forest or out on the misty moors, followers of the oldwood are taught the importance of protecting the natural world—its birds and beasts, plants and trees, and rivers and lakes—from those who would cut down the forests and slaughter its wildlife.



Oldwood communities are usually small. The inhabitants live in harmony with the natural world, hunting, gathering, and growing only the food they need. Their leaders are usually members of the Old Ring faction; many are druids, paying homage to Cartokk the Dreaming God, to local nature deities, or to nature itself. Grove wardens (see **Backgrounds** in this chapter) and rangers help keep these peaceful places and the surrounding wilderness safe from those who would wilfully cause harm or upset the balance of nature.

Characters of the oldwood heritage feel most at home in the wilds. They know which plants are safe to eat and which have healing properties and have learned how to travel swiftly and safely on Yggdrasil's oak roads.

Nature's Bounty. You have proficiency in the Nature skill and with herbalist tools.

Oak Road Walker. You have advantage on ability checks to traverse the treacherous branches of Yggdrasil, and your speed isn't halved when you move through magical or nonmagical difficult terrain while on Yggdrasil or in forests. Your knowledge of the World Tree allows you to find a handy portal that will reduce the length of any journey on the oak roads by 1d6 days.

Languages. You know Common and one additional language of your choice. Typical oldwood characters choose Elvish. If your GM allows it, you may choose Elder Speech (Druidic) as your additional language.

Steam-and-Brass Heritage

Steam-and-brass heritage characters were brought up in the Smithy at the heart of the Labyrinth, on the mechatrons' home world of Armillary, or in Zobeck or another bustling city filled with arcane foundries and inventor's workshops.

In such a community, clockwork mages, mechanists, and geargrinders are revered for the marvelous, intricate devices they create, and clockwork watchmen, steam golems, and other constructs are a common sight on the city streets. Gearforged typically make up a significant part of the population in these cities and towns, but dwarves, gnomes, kobolds, and humans are also drawn to these communities.

Growing up in a busy, noisy settlement like this has instilled in you the core values of working hard, taking pride in a job well done, and using your ingenuity to solve thorny problems. You have become adept at fixing mechanical devices and feel comfortable when surrounded by machines and Constructs.

Born to Tinker. You gain proficiency with tinker tools. Double your PB for any ability check you make that uses them. In addition, you know the *mending* cantrip.

Resourceful. If you have at least one set of tools, you can cobble together one set of makeshift tools of a different type

with 1 minute of work. For example, if you have provisioner tools, you can use them to create a temporary set of thieves' tools. The makeshift tools last for 10 minutes then collapse into their component parts, returning your tools to their normal forms. While the makeshift tools exist, you can't use the set of tools you used to create the makeshift tools. At the GM's discretion, you might not be able to replicate some tools, such as an alchemist's alembic still or a charlatan's cosmetics. A creature other than you that uses the makeshift tools has disadvantage on the check.

Languages. You know Common and one additional language of your choice. Typical steam-and-brass heritage characters choose Dwarvish. You can also understand spoken Machine Speech, the whistling, clicking language of gearforged and mechatrons.

Stygian Heritage

The lives of stygian heritage characters are defined by absence. Their memory is fragmented or completely lost. Their earliest recollection is the gaunt face of Charun, Ferryman of the river Styx, telling them they needed to earn the dark coin clutched in their hand. So they were returned, with no memory of what came before apart from the knowledge that when they perform deeds worthy enough, their coin will restore their past and deliver them to what comes next. Characters of this heritage are often a "culture" of one person.

Perhaps you had a community, a family, and a full range of life experiences. You remember none of it. It might have only been a matter of days, weeks, or months since you awoke in the mortal world. You know how to do things, speak languages, even perform specialized tasks, but don't remember how you learned such skills. Those who say they wish they couldn't remember haven't walked in your boots.

To one degree or another, stygian characters' lives revolve around their coin. Always returning to them magically, the dark coins hold their past and the hope for their futures. Most stygian characters actively search for answers, performing tasks and quests to become worthy of the coin. Others hope to avoid their destiny, deliberately seeking to establish new lives in defiance of Charun and the coin they view as a curse.

Styx Coin. You have a magical coin that always reappears on your person if you give it away or it leaves your possession for more than 1 minute. While the coin is in your possession, when you would spend 3 Luck to reroll a d20 check, you only have to spend 2 Luck.

Undaunted. The memory of Charun shields you somewhat from fear. When you make a save to resist becoming frightened, you can treat any d20 die roll of 9 or lower as though you rolled a 10.

Languages. You speak Common and one other language, but you don't know how you learned it.

Void-Touched Heritage

Void-touched characters grew up on a world that has become shadowed, darkened, or lost to the Void (see **Structure of the Labyrinth** in **Chapter 1**). Characters might belong to a community that is slowly coming under the Void's influence, or one that has become wholly corrupted or conquered by the Void. Alternatively, a character could be a sole survivor, forming a "culture" of just one individual.

Your home may have been attacked by the undead warriors of the Last Cathedral, infiltrated by a doom-mongering apocalypse cult, or exposed to strange energies from beyond time and space when a chaos sorcerer opened a void rift. Whatever happened, you were changed forever by this traumatic experience, and you have been trying to shake off the embrace of the Void ever since.

Unfortunately, your ordeal has forged a connection to the Void that means you are unlikely to ever be completely rid of its influence, although this connection has also granted you several useful abilities that help you stay alive.

Forbidden Knowledge. You have proficiency in the Arcana or Religion skill. When you make a check to recall information about void creatures or cults, double your PB for the roll.

Mental Toughness. When you make a save to resist a dread effect, you can treat any d20 die roll of 9 or lower as though you rolled a 10. If you succumb to dread, the duration of the effect is halved.

Languages. You know Common and one additional language of your choice. Typical void-touched characters choose Dwarvish. You can also understand spoken or written Void Speech and aren't harmed by hearing or reading it.

BACKGROUNDS

Background helps define your character's personal history before becoming an adventurer. When choosing a background, consider how it plays into your character's class and heritage. Did life as a soldier pave the way for you to become a fighter? Did a religious experience pull you away from a community that holds a different faith?

Your background can provide some missing detail and give you access to additional proficiencies, talents, equipment, or languages.

ELEMENTS OF A BACKGROUND

This section explains the components of a background.

Skill Proficiencies

Each background gives you proficiency in two skills. If your character would already gain the same skill proficiency from their class, lineage, or heritage features, you can choose a different skill proficiency instead.

Additional Proficiencies or Languages

Most backgrounds grant proficiency with one or more tools or vehicles or allow a character to learn additional languages.

Equipment

Each background provides a package of starting equipment.

Talent

Each background allows a character to choose one talent from a few options. These options are typically a mix from different talent lists, so they allow you to grab a talent your class might not have access to in the future.

Talents marked with an asterisk (*) are detailed in the **Talent** section of this chapter. All other talent options are described in the *Player's Guide*.

Adventuring Motivation

A background contains suggested motivations to help inform your reasons for becoming an adventurer. You can roll to determine it randomly, pick one off the list, or use them as inspiration for creating your own motivation.

BACKGROUND OPTIONS

This section contains descriptions of additional background options available to characters in Labyrinth campaigns.

Cult Escapee

You were once a member of a cult but have since escaped from its clutches and become free of its influence—at least for now. The cult could be one of the major villainous factions described in **Chapter 3**, a lesser void cult, or a sect dedicated to an arch-devil, demon lord, celestial, or other powerful entity.

You may have joined the cult voluntarily without quite realising what you were getting yourself into, or you might have been indoctrinated by a charismatic cult leader. Perhaps your parents were fanatical cult members and brought you into the fold at an early age, or maybe you mistakenly believed the cult's doctrine would help you make sense of the world.

Whatever your reason for joining the cult, after a time you realised that you needed to get out—either because its beliefs and rituals had become repellent or worthless to you, or because belonging to the cult was stopping you doing what you wanted with your life. The cult's leaders and members didn't want you to leave, so escaping may have involved slipping away in the dead of night, or perhaps you needed to use force. You may still have friends or relatives in the cult who tried to persuade you to stay, or they may also have wanted to leave and remained trapped. Regardless, you are on the run from the cult. If they find out where you are, you will surely be punished for your betrayal.

Skill Proficiencies: Choose two from Arcana, Deception, History, or Religion.

Additional Proficiencies: Learn an additional language of your choice and gain proficiency with a tool or a musical instrument.

Equipment: Hooded robes, a curved knife, a block of incense, five candles, a cult tattoo hidden somewhere on your body, and a pouch containing 10 gp.

Talent

Attending cult rituals has taught you several useful skills, including the importance of keeping a low profile and remaining calm in the face of strange creatures or happenings. Choose a talent from this list to represent your experience: Covert, Mental Fortitude, or Ritualist.

Cult

Choose or roll on the **Labyrinth Cult** table to determine which cult you escaped from. Alternatively, roll on the **Void Cult Name** table in Chapter 3.

LABYRINTH CULT

d10	Cult Name
1	Blessed Disciples of the Shining Host (archangels)
2	Children of the Golden Duke (Mammon)
3	Cult of the Black Goat
4	Followers of the Unsated God (Vardesain)
5	Great Chantry of the Voidmother
6	Harbingers of the Yawning Void
7	Last Cathedral
8	Learned Circle of Enlightenment (Parzelon)
9	Servants of Nidhogg
10	Wings of Alquam

Adventuring Motivation

Most cultists remain with their sect for life, either because they are fanatically devoted to its beliefs or because they are too scared to leave. Consider what made your character escape the cult and take up adventuring.

CULT ESCAPEE ADVENTURING MOTIVATION

d8 Adventuring Motivation

1	I was forced to take part in a vile ritual and became an adventurer so that I never have to do anything like that again.
2	Adventuring allows me to put many miles between me and the cult I belonged to.
3	After a while, I began to find the cult's rituals pointless. Adventuring offers me the excitement I crave.
4	Adventuring means I can fight against the evils of the cult I once belonged to and others like it.
5	I saw something terrifying in my last cult ceremony that still gives me nightmares. Adventuring will allow me to forget.
6	I hope to amass enough magic and power during my adventures that I can return and free my parents from the cult's clutches.
7	I could feel the corruption of the Void beginning to take hold of my mind and change my body. I will find how to reverse this through adventuring.
8	I can discover more forbidden knowledge on my adventures than I ever learned as a cultist.

Wanderer

Before you began adventuring, you lived on one of the Ten Thousand Worlds, unaware of the Labyrinth and those who travel the spaces between the worlds. You wandered the hinterlands of your own world, perhaps making a living as a hunter or trapper, or acting as a guide or scout to those who sought to blaze a trail through the wilderness between towns and remote villages. You learned how to survive in the wilds and to enjoy your own company.

At some point during your travels, you discovered a way into the Labyrinth. This could have been a stone archway carved with worn runes and overgrown with moss, an enormous World Tree, a mysterious cavern leading into the earth, or the entrance to an ancient tomb. Or perhaps someone you met gave you a mind-bending concoction to drink that allowed you to journey to another world.

However you stumbled into the Labyrinth, your life is sure to never be the same again. As a so-called Wayfarer Without a Map, you may be lost and desperate to find your way home, or excited to explore new and dangerous worlds.

Skill Proficiencies: Choose two from Animal Handling, Athletics, Nature, or Survival.

Additional Proficiencies: You speak one of the languages of your home world and gain proficiency with herbalist tools or navigator tools.

Equipment: A hand-drawn map of your home world and a small wooden carving of a creature that lives there, fishing tackle or a hunting trap, a bedroll, a set of traveler's clothes, and a pouch containing 8 gp in assorted coins.

WANDERER ADVENTURING MOTIVATION

d8 Adventuring Motivation

- 1 I know the wilderness of my home world like the back of my hand, but adventuring in the Labyrinth allows me to visit exciting new places.
- 2 I hope to discover a path back to my family and my home world while I'm on my adventures.
- 3 I'm seen as the wilderness expert, but I want to meet people through adventuring that can teach me new knowledge and skills.
- 4 Adventuring will help me prove to my family (and myself) that I have what it takes to do great things.
- 5 Hopefully my adventures will give me enough loot to build the home on the shores of my favorite lake that I have always dreamed of.
- 6 Adventuring gives me the opportunity to encounter creatures I have never seen before.
- 7 I've grown tired of my own company and look forward to making new friends while adventuring.
- 8 Adventuring in the Labyrinth offers me a chance to satisfy my wanderlust once and for all.

Talent

Spending time in the wilderness has honed your physical abilities and survival skills. Choose a talent from this list to represent your experience: Athletic, Aware, or Far Traveler.

Adventuring Motivation

Your life as a wanderer was already full of adventure as you traveled the wild places of your world. As you begin your adventures in the Labyrinth, think about what drove your character to step through the portal and into the unknown.

The time you've spent in the Concord of Stars might have strengthened the convictions you held about the work they do to keep worlds safe or may have led you to question their methods. Either way, your experience has taught you a lot about the threat posed by the Void, and you probably have seen some things you wish you hadn't.

FACTION BACKGROUNDS

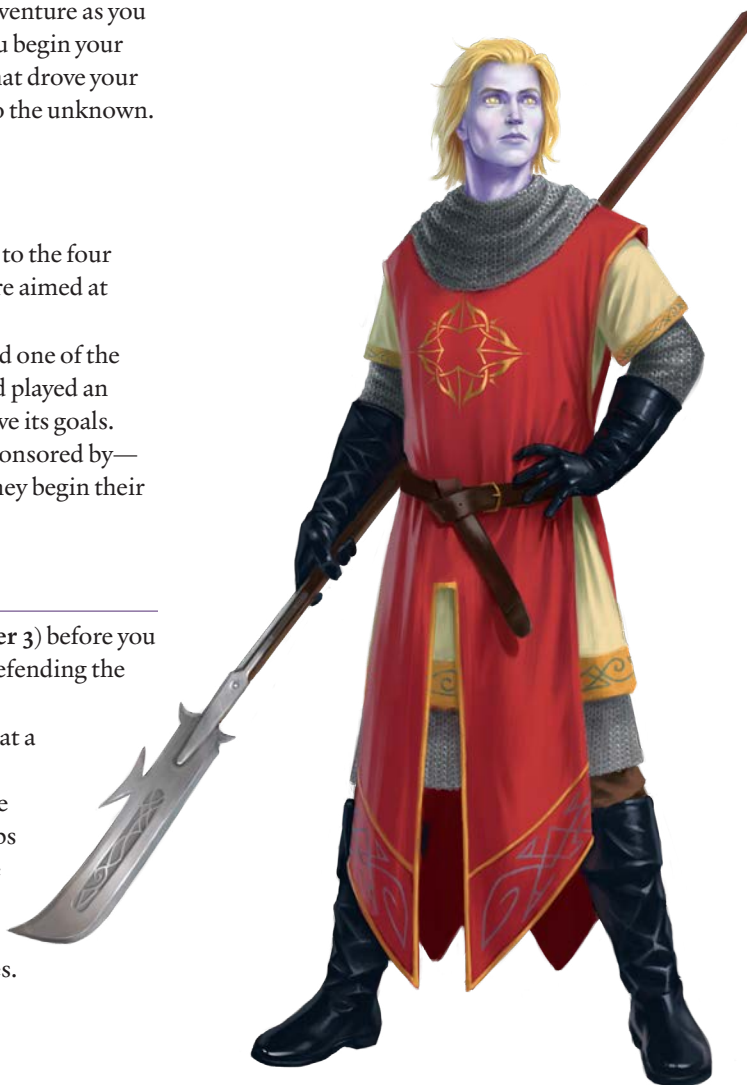
This section contains new backgrounds tied to the four major heroic factions. These backgrounds are aimed at characters who grew up in the Labyrinth.

Characters with faction backgrounds joined one of the factions before they became adventurers and played an active role in helping the organization achieve its goals. These connections often lead to quests sponsored by—or involving—the character's faction once they begin their adventuring career.

Concordan Guard

You joined the Concord of Stars (see **Chapter 3**) before you became an adventurer and played a role in defending the Labyrinth from the forces of the Void.

You may have been assigned to guard duty at a Concordan stronghold such as Hopefire on Sunhome, Sunbeam Spire in Celestia, or the First Forge Temple in the Smithy. Or perhaps you were stationed somewhere closer to the front lines in the Labyrinth where you saw action in fiercely fought battles against demons, undead, or terrifying void creatures.



CONCORDAN GUARD ADVENTURING MOTIVATION

d8 Adventuring Motivation

- | | |
|---|--|
| 1 | The novelty of guard duty at the gates to Hopefire soon wore off. I expect my adventures will bring me some much-needed excitement. |
| 2 | My experience being stationed close to the front line has taught me that the Void poses a terrible danger to the worlds of the Labyrinth. I feel I can best serve the Concordans as an adventurer. |
| 3 | I've had it with the Concord of Stars and their reckless and dangerous crusades against the Void. I'm off in search of new adventures, far from Sunhome. |
| 4 | Adventuring allows me to continue serving the Concordan cause while enjoying a life free from early-morning wake-up calls and digging latrines. |
| 5 | I can use all the skills I picked up as a Concordan guard to become a successful—and wealthy—adventurer. |
| 6 | I hope to find like-minded adventuring companions who are eager to fight the evils of the Void. |
| 7 | I fell asleep on duty and was told my services were no longer required, so I became an adventurer. I'm determined to show the Concord what I'm capable of. |
| 8 | I grew tired of taking orders from patronizing paladins and arrogant Concordan captains. It's time to strike out on my own and enjoy an adventure or two. |

Skill Proficiencies: Choose two from Athletics, Medicine, Persuasion, or Religion.

Additional Proficiencies: Gain proficiency with vehicles (air or land) and one of the following: a martial weapon, a musical instrument, or one type of armor.

Equipment: A silver badge bearing the Concordan symbol, a memento from your last posting (a cultist's dagger, a demon's talon, a weird purple stone, or another trophy), a deck of cards or a set of dice, a set of common clothes, and a pouch containing 10 gp.

Talent

Your training in the Concord of Stars prepared you for your duties in the faction's service. Choose a talent from this list to represent what you learned: Aware, Comrade, or Vanguard.

Adventuring Motivation

Most Concordan guards take pride in fighting for a good cause and enjoy the camaraderie of being part of the faction. When you begin your adventures, decide if your character still belongs to the Concord of Stars. If you are no longer a member of the faction, what caused you to leave?



Grove Warden

Before embarking on your career as an adventurer, you joined the Old Ring Elders faction where you served as a grove warden, a sentry assigned to defend the natural world from those who would do it harm.

You were posted to one of the worlds of the Old Ring, an established world close by such as Midgard, or a young world that was grown from a seed and needed careful nurturing so it could survive and thrive. Wherever you were assigned, you were one of a group of grove wardens—known as a stand or circle—charged with protecting a particular World Tree and its surrounding forest against threats from the Void or elsewhere.

Your time as a grove warden may have passed uneventfully, or you may have been called on to deal with a logging crew of relentless mechadrons, a blackthorn creeper infestation (see **Chapter 7**), or a malignant incursion by void cultists, satarre, and aberrant creatures.

Skill Proficiencies: Choose two from Intimidation, Medicine, Nature, or Survival.

GROVE WARDEN ADVENTURING MOTIVATION

d8 Adventuring Motivation

- 1 I can serve the Elders more effectively as an adventurer than I can tied to a single forest grove.
- 2 Creatures of the Void corrupted the roots of my World Tree, and adventuring will enable me to find the cure.
- 3 Life as a grove warden was dull, with only the latest ratatosk gossip to keep me entertained. I'm setting out on the oak roads in search of thrills and adventures.
- 4 I was cast out of the Elders after being framed. Adventuring gives me a chance to clear my name.
- 5 My adventures will take me to somewhere I can plant a seed from my World Tree and grow a brand-new world.
- 6 I may find kindred spirits on my adventures who share my love for beasts, birds, trees, plants, stones, and rivers.
- 7 Adventuring is the quickest way I can earn enough money and retire while I'm young enough to enjoy it.
- 8 Mossbeard the treant has asked me to undertake a special quest of the utmost importance. He told me not to discuss this task with another living soul.

Additional Proficiencies: You know Elvish or Sylvan. If you already know both languages, you learn a different language of your choice. You also gain proficiency with either herbalist tools or trapper tools.

Equipment: A wooden badge bearing the Elders' symbol, a seed from your World Tree, a sturdy wooden staff, herbalist tools or a hunting trap, a set of common clothes, and a pouch containing 8 gp.

Talent

Your grove-warden training and the time you spent living beneath the branches of a mighty World Tree has taught you useful skills and knowledge. Choose a talent from this list to represent your experience: Aware, Combat Conditioning, or Covert.

Adventuring Motivation

Grove wardens play a vital role in ensuring that the natural world is safeguarded against the corruption of the Void and other dangers. Consider if your character still belongs to the Elders, or if you left the faction when you became an adventurer. If you're no longer a member of the Old Ring, what caused you to leave?

Portal Wright

You joined the Keepers of the Keys (see **Chapter 3**) before you began adventuring and helped the faction maintain the Labyrinth and gather knowledge on its many portals and pathways.

As a portal wright, you may have been based in the Citadel of the Keys in the Smithy or the Invisible Archive, where you were charged with making *portal keys*, cataloguing reports of newly discovered portals from Keepers out in the field, or updating and annotating the faction's extensive collection of Labyrinth maps with the latest intelligence. Alternatively, you may have played a more hands-on role, assigned to maintain the portal network and ensuring it

functioned as it should. Perhaps you were assigned to a remote outpost in an unexplored part of the Labyrinth, where you accompanied Keeper expeditions to locate new portals or pathways and determine where they lead.

Skill Proficiencies: Choose two from Arcana, History, Investigation, or Perception.

Additional Proficiencies: Gain proficiency with two tools of your choice.

Equipment: A brass badge bearing the Keepers' symbol, a tool you are proficient with, a map showing a section of the Labyrinth, a mysterious *portal key* (see **Chapter 5**), a bottle of ink and a quill, a set of traveler's clothes, and a pouch containing 10 gp.



d8 Adventuring Motivation

- 1 I've had enough of repairing and studying portals. It's time for me to start stepping through them to find adventure.
- 2 The Keepers threw me out for pulling the wrong lever and accidentally opening a portal to the Void. I've had to take up adventuring to make ends meet.
- 3 I long to see all the amazing places marked on the Keepers' maps of the Labyrinth with my own eyes.
- 4 Adventuring gives me the chance to be a hero and fight against the evils of the Void.
- 5 I read about a portal to an ancient ruin filled with wondrous treasures in the Invisible Archive. If I can find it on my adventures, I'll become rich beyond my wildest dreams!
- 6 There are vast sections of the Labyrinth that are still unexplored by the Keepers. I hope to discover portals to unknown worlds on my adventures.
- 7 After spending time as a Keeper, I've decided too many of them are dangerous idiots, constantly meddling with things best left alone. I'm off to seek adventure on the Old Ring or somewhere else a long way away from the Smithy.
- 8 Everything I've learned in the Keepers has prepared me for a life of adventure in the Labyrinth. It's time to put my skills into practice and serve my faction in the field.

Talent

Your role as a portal wright in the Keepers has meant immersing yourself in Labyrinth lore and studying its portals and pathways. Choose a talent from this list to represent your experience: Arcanist, Far Traveler, or Locksmith.

Adventuring Motivation

Many Keepers are content to continue their studies or duties from the safety of the Citadel of the Keys, but some yearn for new experiences. As you take your first steps into adventure, determine if your character is still a member of the Keepers of the Keys, or if you have left the faction to forge your own path through the Labyrinth.

Visionary

Prior to becoming an adventurer, you joined the Servants of the Dreaming God faction (Chapter 3) and became a member of the Embraced, one of the three main Dreamer clans.

Like the other members of the Embraced, your job was to meditate, enter a drug-induced trance, or simply fall asleep so that you could experience the dreams of the god and have prophetic visions of the future, new worlds emerging from the Astral Sea, or threats from the Void.

Visionaries are usually based at a shrine or temple somewhere in the Labyrinth, with many living on one of the Dreamer's Islands. Perhaps you were assigned to the Temple of the Golden Portal, the Dreaming God's greatest shrine at Delinos on the island of Bamahi, or to a smaller shrine in the town of Revelport. Alternatively, you might have been part of a group of wandering mystics that traveled through the Labyrinth, camping in a different spot each night and sharing your dreams each morning with your companions.

Skill Proficiencies: Arcana, Insight, Medicine, or Performance.

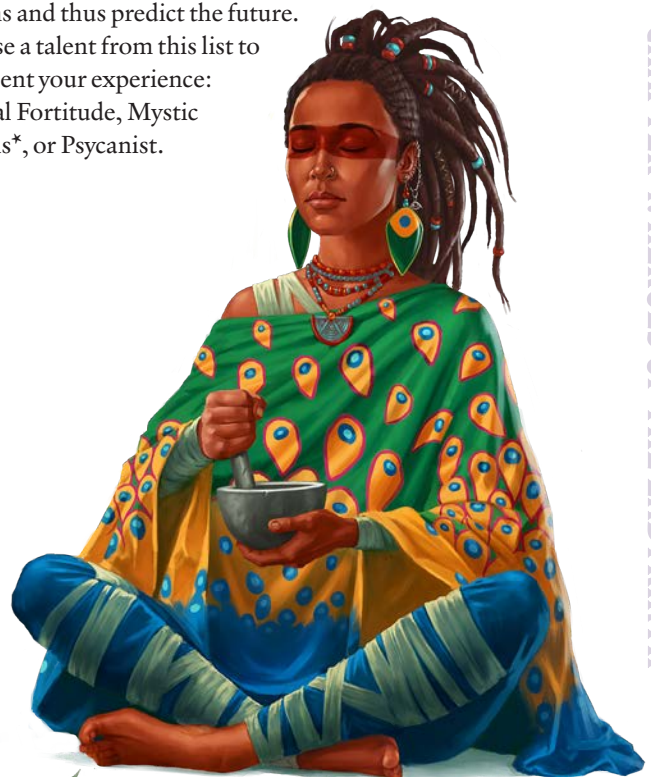
Additional Proficiencies: You gain proficiency with alchemist tools or herbalist tools (choose one) and a musical instrument of your choice.

Equipment: An enamel badge bearing the Dreamer's symbol, alchemist or herbalist tools, a potion that brings strange dreams, a bedroll and blanket, a set of common clothes, and a pouch containing 8 gp.

Talent

Your role in the Dreamers has strengthened the power of your mind and helped you learn how to interpret your dreams and thus predict the future.

Choose a talent from this list to represent your experience: Mental Fortitude, Mystic Visions*, or Psycanist.



VISIONARY ADVENTURING MOTIVATION

d8 Adventuring Motivation

- 1 I'm worried that I've been spending too long in the dream realm and hope to see more of the Labyrinth as an adventurer.
- 2 I'm eager to visit some of the many worlds I've dreamed of on my adventures.
- 3 I had a terrible dream in which a brand-new world was captured by the infernals and dragged off to the Hells. I'm taking up adventuring so I can become powerful enough to stop them in the future.
- 4 If I strike it rich on my adventures, I'll buy myself a boat and sail the Astral Sea.
- 5 Adventuring might help me let go of some of the awful nightmares I've had of the Void.
- 6 I've always wanted to travel to the Open Eye Festival Tentground, and becoming an adventurer gives me the opportunity to do it.
- 7 I want to spread the joyous wisdom of the Dreaming God far and wide and can do so on my travels as an adventurer.
- 8 I once dreamt of a wondrous city of golden domes and gleaming spires amid the clouds. Perhaps I can find this place on my adventures?

Adventuring Motivation

While some visionaries continue to hone their skills by focusing their minds ever inward, sleeping for most of the day to spend longer in the dream realm, others decide it is time to engage with the Labyrinth and its many worlds and seek a life of adventure. Decide if your character still belongs to the Servants of the Dreaming God and, if so, do they remain in the Embraced or have they switched allegiance to the Great Believers or the Seekers of Truth?

TALENTS

Talents represent the specific ways an adventurer improves over the course of their adventures. Talents are divided into three categories: magic talents, martial talents, and technical talents.

MAGIC TALENTS

Most magic talents affect a character's spellcasting abilities, but they also include features that strengthen the mind and defend against harmful magic effects.

Mystic Visions

Prerequisite: WIS 13 or higher (Character with visionary background can ignore WIS restriction)

You have honed your mystic awareness to read the subtle echoes of past and present events. Whenever you complete a long rest, roll a number of d20s equal to your PB and record the results.

When you make an ability check, attack roll, or save, you can choose to replace the d20 result with one of the numbers you previously rolled with this feature—after which, that number is expended. You can use this feature to modify a particular roll only once.

When you complete a long rest and have unused uses of this feature, all unused numbers are lost—you must roll to determine new numbers.

Voracious Arcana

Prerequisite: Spellcasting Class Feature

Your study of the far reaches has unlocked mysteries inherent in the all-consuming hunger of the Void. You gain these benefits:

- When you damage a creature with a spell or cantrip, you can choose to roll one of your hit dice and add the result as extra necrotic damage to the target, in addition to the weapon's normal damage.
- If you have no spell slots available of a circle you wish to cast, you can sacrifice your own life force to power your spell. Roll 2d6 per the circle of the spell you wish to cast and lower your current and maximum HP by that amount. You then cast the spell without expending a spell slot. Your maximum HP only returns to normal when you finish a long rest. If your maximum HP is reduced to 0 by casting a spell in this manner, you perish.

MARTIAL TALENTS

Martial talents affect a character's combat abilities, including enhancements to overall fitness and the ability to wield weaponry.

Lacerating Slash

You've learned to inflict lingering wounds to your targets. You gain these benefits:

- When you damage a target with a melee weapon that deals piercing or slashing damage, you can deal a bleeding wound. The target takes additional damage equal to twice your PB at the start of each of its turns until it is magically healed or a creature uses an action to staunch the bleeding.

- If you score a critical hit, you can add the ability modifier used in the attack to the additional damage of the bleeding wound.

Rallying Call

You have mastered the knack of inspiring your companions to greater heroism. Once per short or long rest, as a bonus action, you can yell a battle cry and give yourself, and all friendly creatures that can hear you within 30 feet, these benefits:

- The next ranged or melee weapon attack you make has advantage.
- You have advantage on saves against being frightened for 1 minute.

Void Strike

Prerequisite: Character 4th Level or Higher

Your experience with the forces from beyond allows you to imbue your attacks with the essence of the Void. While making a weapon attack, you gain these benefits:

- When you hit a creature with a weapon attack, you can change the damage type of your weapon to deal necrotic damage until the start of your next turn.
- When you hit a creature with a weapon attack, you can choose to roll one of your hit dice and add the result as extra necrotic damage to the target, in addition to the weapon's normal damage.

TECHNICAL TALENTS

Technical talents affect a character's noncombat abilities, granting utility-based improvements to social encounters, exploration, and object interactions.

Locksmith

Prerequisite: Proficiency with Thieves Tools

You have an uncanny knack for manipulating both mundane and magical locks.

- As long as you have access to a suitably small and solid item—like a hair pin, sewing needle, fish hook, or shard of glass—you can attempt to pick a nonmagical lock without the use of thieves' tools (you don't get to add your PB to checks made to do so).
- If you roll a result of 9 or lower on the d20 while attempting to pick a lock, you can instead treat the roll as if you rolled a 10 on the die.
- You can cast the *knock* spell. Once used, you can't do so again until you finish a long rest.

Perfect Memory

You can remember anything you've seen, heard, or experienced in perfect detail.

- Whenever you make an INT-based check to recall information about a topic you are likely to have heard about or learned about in your past—particularly topics related to your heritage, background, or backstory—you have advantage on the check. Your GM has final say on whether a particular topic qualifies.
- You can perfectly recall paths you've traveled and basic features of areas you've passed through, including the layout of a dungeon map, passages you've taken in a maze, or similar examples. If you are attempting to recall information about such details, you can ask the GM to repeat information you've already heard as accurately as they can.
- If you spend at least 1 minute studying a room, cavern, or similar enclosed area no larger than 60 by 60 feet, you can move around, manipulate objects, and avoid traps or hazards in the space without the use of sight (as if you had keensense). However, this benefit does not alleviate any of the typical penalties made to interact with unseen creatures inside the area.

Versatile Driver

Prerequisite: Proficiency with any Vehicle, INT 13 or higher

Your intuitive knack for driving, piloting, or controlling a particular type of vehicle allows you to apply the same skill with other vehicles. You gain these abilities:

- You gain advantage on checks and saves made while operating or repairing the vehicle with which you are proficient.
- You can operate or repair other vehicles as if you had proficiency with them but you don't add your PB to checks made while operating them.



CHAPTER 5: SPELLS, MAGIC, AND MYSTERIES

This chapter introduces new magical and mysterious offerings found within the Labyrinth—including extraordinary vehicles, remarkable magic items, styles of magic, and a suite of new spells for every source.

VEHICLES

Centuries of exploration have pushed the peoples of the Labyrinth to develop efficient ways to travel its infinite pathways. While tunnels, roads, and passageways between worlds can be traveled on foot or astride mounts, travel by vehicle is an attractive alternative to those with the resources to do so.

Nomadic and hybrid Labyrinthine cultures often rely on specialized vehicles for survival, living aboard massive vessels that function as permanent or semi-permanent mobile bases. Settled cultures have developed an array of smaller, more specialized vehicles to facilitate faster travel around and between their own bottled settlements.

USING VEHICLES

Helpful information about vehicle use is summarized here. The full vehicle rules—including detailed information about operating and repairing many forms of transport—are covered in the *Player's Guide*. If you want to expand vehicle-to-vehicle combat beyond the basics, you can find optional rules to do so in the *Game Master's Guide*.

Vehicle Proficiency. Vehicle proficiency works just like tool proficiency (see the *Player's Guide*). Proficiency allows you to add your PB to any check to control all vehicles of that type in difficult circumstances. When you gain proficiency with a vehicle, you choose one type: air, land, or water. You must have multiple proficiencies to have proficiency with more than one type of vehicle. Proficiency with a vehicle type also allows you to repair damaged vehicles of that type, as detailed in the full vehicle rules.

Vehicle Resilience. Like most items, vehicles are immune to poison and psychic damage, and the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious. Instead of listing all

those immunities in each stat block, a vehicle that fits this standard has Vehicle Resilience in the Immune line of its stat block.

INTRODUCING AIR VEHICLES

Air vehicles are a new vehicle type introduced in the *Game Master's Guide*—but don't worry, the rules for air vehicles are the same as those for land and water vehicles. To use air vehicles in your game, a GM simply has to give PCs the option to choose air vehicle proficiency whenever they would have a choice to gain the land or water vehicle proficiency—that's it!

COMMON VEHICLES BY CULTURE

Vehicle	Used By...	Source
<i>Air Vehicles</i>		
Aerostat	Keepers (Settled)	<i>Game Master's Guide</i>
Dead Chariot	Infernals (Hybrid), Void Cultists (Hybrid)	Vehicle Descriptions
Sky Ship	Concordans (Hybrid)	Vehicle Descriptions
Tandem Glider	Concordans (Hybrid), Keepers (Settled)	<i>Game Master's Guide</i>
<i>Land Vehicles</i>		
Carriage	Dreamers (Settled)	<i>Game Master's Guide</i>
Clockwork Cart	Keepers (Settled)	Vehicle Descriptions
Mole	Keepers (Settled)	<i>Game Master's Guide</i>
Kobold Crawler	Keepers (Settled)	<i>Game Master's Guide</i>
War Wagon	Infernals (Hybrid), Void Cultists (Hybrid)	<i>Player's Guide</i>
<i>Water Vehicles</i>		
Astral Galleon	Far Traders (Nomadic)	Vehicle Descriptions
Infernal Barque	Infernals (Hybrid)	Vehicle Descriptions
Keelboat	Boatwrights (Nomadic), Dreamers (Nomadic)	<i>Player's Guide</i>
Styx Gondola	Boatwrights (Nomadic)	Vehicle Descriptions

VEHICLE BASE COSTS

Vehicle	Cost	Travel Speed (Per Hour)
<i>Air Vehicles</i>		
Dead Chariot	35,000 gp*	3 mph (land), 5 mph (air)
Sky Ship	40,000 gp	5 mph (air), 3 mph (surface)
<i>Land Vehicles</i>		
Clockwork Cart	4,000 gp	3 mph
<i>Water Vehicles</i>		
Astral Galleon	40,000 gp	4 mph
Infernal Barque	55,000 gp	4 mph
Styx Gondola	25,000 gp*	4 mph

*While a cost is listed for crafting and repair purposes, the special nature of these vehicles means they should rarely (if ever) be available for commercial sale.

VEHICLES OF THE LABYRINTH

Any vehicle can likely be found somewhere in the Labyrinth. The **Common Vehicles by Culture** table includes suggestions of the kind of vehicles frequently used by the groups and factions in a typical Labyrinth campaign (see **Chapter 1**). If a vehicle isn't included in this chapter, the table also includes references to where the vehicle description and statistics can be found.

Vehicle Descriptions

This section contains a selection of new vehicles, including their descriptions and stat blocks.

ASTRAL GALLEON

Astral galleons are the magical counterpart to the merchant galleys of the high seas. These ships are enchanted to glide on the pseudo-liquid currents of energy of the Astral Sea, and equipped to ferry large amounts of cargo and crew. These vessels are armed with an array of mystical machinery to stave off the pirates and monsters that lurk in the transitory planes.

Astral Galleon

Gargantuan Water Vehicle (130 ft. by 20 ft.)

Armor Class 15 (damage threshold 20)

Hit Points 500

Speed 0 ft.; swim 35 ft., 4 mph (96 miles per day)

Immune Vehicle Resilience

Initiative 4

Crew 80

Passengers 40

Cargo Capacity 150 tons

STR	DEX	CON	INT	WIS	CHA
+7	-3	+5	—	—	—

Planar Vessel. The entirety of the astral galleon is surrounded by an invisible magical barrier. The crew can control the ambient pressure, temperature, gravity, moisture, and breathable air levels inside the barrier, allowing creatures and objects aboard the vessel to exist comfortably in spite of environmental conditions. Creatures in this barrier are also protected from ambient magical effects like shadow corruption and void taint.

Energy Sails. The astral galleon's speed is unaffected by wind conditions. When traveling in the Void, space, or similar environments, the galleon's magical sails allow it to magically sail on solar winds as if they were water.

ACTIONS

On its turn, the galleon can take two actions, choosing from the options below (it can take the same action multiple times unless the action requires a recharge). It can take only one action if it has fewer than 40 crew. It can take no actions and its swim speed is reduced to 10 feet if it has fewer than 5 crew.

Fire Ballista. *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Solar Cannon (Recharge 4–6). The astral galleon fires a beam of radiant energy in a 10-foot-wide, 90-foot-long line. Each creature in that area must make a DC 19 DEX save, taking 26 (4d12) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. If the astral galleon has fewer than 30 crew remaining, the recharge for Solar Cannon is 5–6.

Power the Sails. The astral galleon takes the Dash action.

CLOCKWORK CART

Clockwork carts are impressive contraptions of metal and wood powered by mystical clockwork engines. They are used by citizens and visitors to travel in urban areas, providing a stylish and comfortable experience. The modular design of these carts makes them easy to mass-produce, ship, and assemble.



Clockwork Cart

Huge Land Vehicle (15 ft. by 10 ft.)

Armor Class 12 (damage threshold 5)

Hit Points 100

Speed 25 ft. (maneuverable), 3 mph (72 miles per day)

Immune Vehicle Resilience

Initiative 8

Crew 2

Passengers 8

Cargo Capacity 1,200 lb.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	—	—	—

Collapsible. Over the course of 1 hour, 2 crew members can break down a clockwork cart into a smaller, more portable version of itself. When collapsed, a clockwork cart becomes a Large object (instead of a vehicle) weighing approximately 200 pounds, small enough to fit into a typical cart, wagon, or similar.

Maneuverable. The clockwork cart can move up to its speed and make one 90-degree turn.

ACTIONS

Steam Engine. The clockwork cart takes the Dash action.

Squeeze. The cart's magical clockwork components fold and unfold to allow the cart to squeeze through a space as narrow as 5 feet wide. The cart can't take this action if it's carrying a Large or larger creature or object.

Dead Chariot

Dead chariots are grisly necrotic creations forged from the corpses of dymaxions (see **Chapter 8**). The ritual to create a dead chariot is a secret held in the vilest tomes of the void cults, and requires the sacrifice of a pair of dymaxions, recombining their organs into a new vehicle that amplifies the transportation capabilities these celestial chariots freely offer when alive.

Dead Chariot

Huge Air Vehicle (15 ft. by 10 ft.)

Armor Class 15 (damage threshold 10)

Hit Points 200

Speed 25 ft. (maneuverable), 3 mph (72 miles per day); fly 40 ft. (hover, maneuverable), 5 mph (120 miles per day)

Resistant necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune Vehicle Resilience

Initiative 7

Crew 8

Passengers 2

Cargo Capacity 1,200 lb.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+2	—	—	—

Armored Vehicle. Creatures inside the chariot have half-cover from attacks outside the chariot.

Maneuverable. The chariot can move up to its speed and make one 90-degree turn.

Rolling Repulsion. The chariot can move through the space of any Large or smaller creature. The first time it enters a hostile creature's space, that creature must make a DC 15 STR save. On a failure, a creature is pushed up to 10 feet away from the chariot and knocked prone. On a success, a creature is only pushed up to 5 feet away and isn't knocked prone.

Vile Creation. Celestials have advantage on attack rolls against creatures inside a dead chariot.

ACTIONS

On its turn, the dead chariot can take two actions, choosing from the options below (it can take the same action multiple times unless the action requires a recharge). It can take only one action if it has fewer than 4 crew. It can take no actions if it has fewer than 2 crew.

Spiked Wheel. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Spit Unholy Fire. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) fire damage plus 7 (2d6) necrotic damage.

Withering Breath (Recharge 5–6). The chariot's figurehead exhales noxious black mist in a 30-foot cone. Each creature in that area must make a DC 15 CON save, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.



INFERNAL BARQUE

Hell Caravans routinely travel along the River Styx and are easily identified by the massive black-iron ships that form them. These infernal barques are equipped with hellfire-powered weaponry and large enough to carry dozens of fiends from world to world, along with their plundered resources and treasures.

Infernal Barque

Gargantuan Water Vehicle (200 ft. by 50 ft.)

Armor Class 17 (damage threshold 30)

Hit Points 900

Speed 0 ft.; swim 30 ft., 4 mph (96 miles per day)

Immune Vehicle Resilience

Initiative 2

Crew 32

Passengers 8

Cargo Capacity 3,000 lb.

STR	DEX	CON	INT	WIS	CHA
+10	-3	+7	—	—	—

All-Terrain Vehicle. The infernal barque can be converted to travel overland or fly through the air. Converting the barque in this way takes at least 16 crew members and can be done over the course of 8 hours. When converted, the barque either gains a 10-foot base movement speed or a 10-foot flying speed and travels at 2 mph (48 miles per day), and its swimming speed is reduced to 10-feet and travels at 2 mph (48 miles per day). The transformation lasts until another 8 hours is spent converting it back to its typical state.

Armored Vehicle. Creatures inside the barque have three-quarters cover from attacks outside the barque.

Fueled by Hellfire. Fire damage dealt by the infernal barque ignores any resistances or immunities to fire damage.

ACTIONS

On its turn, the infernal barque can take two actions, choosing from the options below (it can take the same action multiple times unless the action requires a recharge). It can take only one action if it has fewer than 16 crew. It can take no actions if it has fewer than 5 crew.

Ram. *Melee Weapon Attack:* +10 hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Hellfire Cannons. *Ranged Spell Attack:* +10 hit, range 120/480 ft., one target. *Hit:* 23 (3d8 + 10) fire damage.

Flame Thrower (Recharge 4–6). The barque releases hellfire in a 60-foot cone. Each creature or vehicle in that area must make a DC 19 DEX save, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. If the barque has fewer than 16 crew remaining, the recharge for Flame Thrower is 5–6.

SKY SHIP

Sky ships are sleek vehicles ideal for ferrying passengers and small amounts of cargo quickly. These vehicles sacrifice cargo space and weaponry for speed, making them ideal for day trips rather than extended voyages.

Sky Ship

Gargantuan Air Vehicle (100 ft. by 30 ft.)

Armor Class 15 (damage threshold 20)

Hit Points 200

Speed 0 ft.; fly 40 ft. (hover), 5 mph (120 miles per day); swim 25 ft., 3 mph (72 miles per day)

Immune Vehicle Resilience

Initiative 7

Crew 40

Passengers 30

Cargo Capacity 1,000 lb.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	—	—	—

Sails. While in initiative, the sky ship's speed is reduced to 20 feet when sailing against the wind. While sailing with the wind, its speed becomes 50 feet.

ACTIONS

On its turn, the sky ship can take two actions, choosing from the options below (it can take the same action multiple times unless the action requires a recharge). It can take only one action if it has fewer than 20 crew. It can take no actions if it has fewer than 5 crew.

Fire Ballista. *Ranged Weapon Attack:* +6 hit, range 120/480 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Defensive Maneuvers (Recharge 4–6). Crew members dedicate their attention to avoiding attacks. Attacks made against the sky ship have disadvantage and the sky ship has advantage on DEX saves until the start of its next turn. If the sky ship has fewer than 20 crew remaining, the recharge for Defensive Maneuvers is 5–6.

Turbines (Air Only). The sky ship takes the Dash action. It can only use this action while airborne (not traveling on water).

STYX GONDOLA

Styx gondolas are the pride of those who earn a living ferrying passengers and cargo along the River Styx. Unlike a typical gondola, styx gondolas bear the mystical blessing of the enigmatic river god Charun—and such a blessing isn't freely won or given. A single styx gondola is typically passed through generations of a family of Boatwrights (see **Minor Wayfaring Groups** in Chapter 3), and it's considered the highest of honors to be chosen as a gondola's owner.

Styx Gondola

Huge Water Vehicle (15 ft. by 10 ft.)

Armor Class 12 (damage threshold 5)

Hit Points 150

Speed 0 ft.; swim 30 ft. (maneuverable),
4 mph (96 miles per day)

Immune Vehicle Resilience

Initiative 8

Crew 2

Passengers 6

Cargo Capacity 1,200 lb.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	—	—	—

Charun's Blessing. Creatures inside the gondola have resistance to all types of damage from sources outside the gondola.

Maneuverable. The gondola can move up to its speed and make one 90-degree turn.

Riverboat. If the gondola is going downstream, add the speed of the current (typically 3 miles per hour) to its swimming speed. The gondola's swimming speed is reduced to 15 feet while traveling against any significant current.

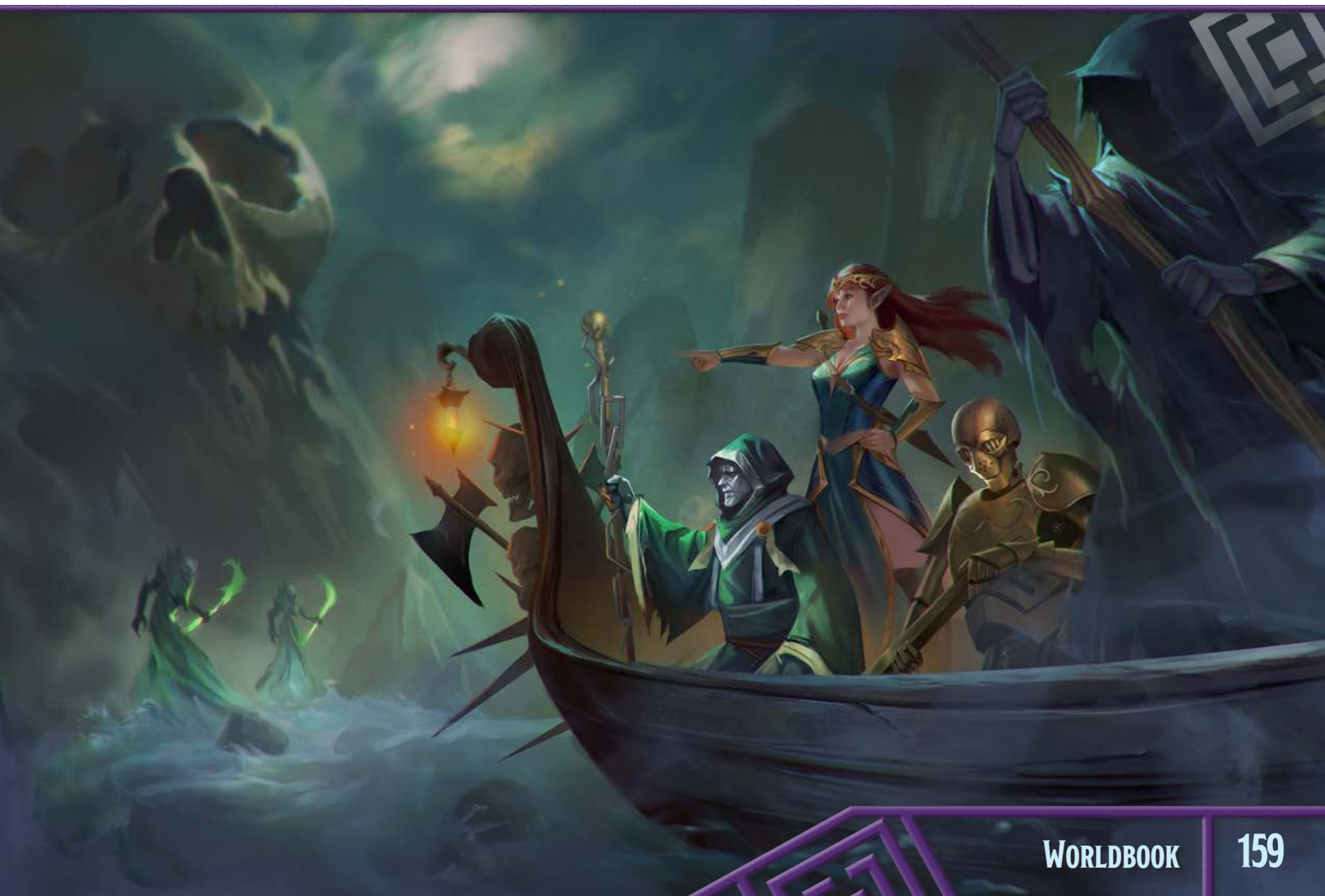
Soul Bound. Every styx gondola is magically bonded to one creature the divine power in the boat regards as the gondola's owner. Only the owner can crew a styx gondola, or grant permission to another creature to crew it. If a creature without permission attempts to crew, steer, or otherwise command the boat, the gondola's speed is 0 feet and its actions are unusable. If a gondola's owner dies, ownership automatically passes to the owner's closest living relative or another creature the divine power deems suitable. This power and control can also, at any time, temporarily shift to a creature aboard the gondola, particularly if the owner is unconscious or otherwise incapacitated.

If a gondola is ever destroyed (reduced to 0 HP) all remaining fragments of the vessel disappear. After 24 hours, the styx gondola reappears intact and with full HP in the nearest unoccupied space within 1 mile of its owner (or newly chosen owner if the previous owner is dead).

ACTIONS

Phase. The styx gondola magically shifts from the Material Plane to the Ethereal Plane, or vice versa. All creatures and cargo it is carrying also shift along with it. If a creature or item disembarks the gondola while it's in the Ethereal Plane, the target reappears in the Material Plane in the nearest unoccupied space within 5 feet of the gondola.

Row Hard. The gondola takes the Dash action. The gondola can only take this action only if it has at least 1 crew member.



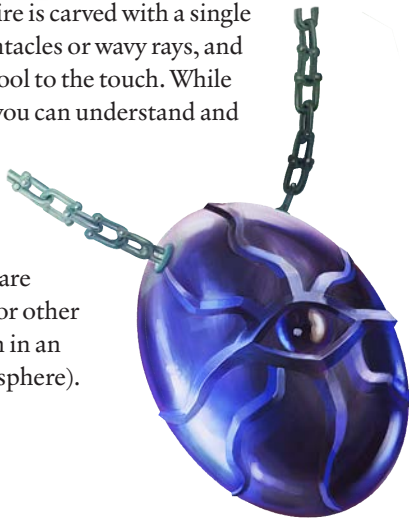
MAGIC ITEMS

This section contains magic items listed alphabetically. Each entry includes a price in gold pieces. These prices assume the magic items are being bought and sold in faction strongholds or the various markets within the Labyrinth. Many of these items, especially those related to the Void, are exceedingly rare on most worlds connected to the Labyrinth and might have significantly higher prices—or might not even be available—on those worlds.

Amulet of the Far Traveler

Wondrous Item, Common (Requires Attunement) 50 gp

This deep-blue sapphire is carved with a single eye surrounded by tentacles or wavy rays, and the amulet is always cool to the touch. While wearing this amulet, you can understand and speak Labyrinthian. In addition, you don't need to breathe when in an airless space (but you are still affected by gases or other air-based effects when in an area that has an atmosphere).



Belt of Natural Weaponry

Wondrous Item, Rare 20,000 gp (Requires Attunement)

While wearing this thick fur and leather belt, you gain the following benefits:

- Your DEX and STR scores each increase by 1, to a maximum of 20.
- You have advantage on WIS (Animal Handling) checks to interact with beasts and non-plant creatures with the Animal tag (see the *Monster Vault* for more details).

In addition, you can cause your limbs or head to manifest the following natural nonmagical melee weapons:

- Horns, like those of a bull or goat, sprout from your head. You can use the horns to make a Gore attack for 1d6 bludgeoning damage.
- Your hands sprout sharp talons like those of an eagle or hawk. You can make a Claws attack for 1d6 slashing damage.
- Your mouth grows sharklike fangs. You can make a Bite attack for 1d6 piercing damage.

- Spines, like those of a porcupine, erupt from your skin. Any creature striking you with a melee attack takes 1d4 piercing damage unless it succeeds at a DC 13 DEX save. A creature using ranged weapons or weapons with the reach property can ignore the spines.

You can manifest up to two weapons simultaneously for up to 1 hour.

If you have more than one attack in the round, you can split up the attacks you make with the belt or combine them with your regular attacks. If you are a monk, the natural weapons the belt grants you count as unarmed strikes for your monk abilities.

This feature of the belt replenishes at dawn.

Breath of the Void

Wondrous Item, Rare 5,000 gp (Requires Attunement)

While wearing this amulet affixed with a spongy onyx gem, you can use an action and speak a command word so that, for 8 hours, you don't require air, and you remain immune to the effects of Void terrain.

You can expend a number of hours remaining in this duration to breathe a 30-foot line of shadow. Each creature in the area must make a DC 13 DEX save, taking 1d8 necrotic damage per hour expended on a failed save, or half as much damage on a successful one.

After using the amulet, you can't use it again until the next midnight.

Bubblers' Sweat

Wondrous Item, Very Rare 1,500 gp

Sweat harvested from the skin of the enigmatic Bubbler (see **Chapter 2**) can be distilled into a potion that allows users to travel the Labyrinth via hallucinogenic visions.

Once consumed, you fall unconscious for 8 hours and experience vivid dreams of a world connected to the Labyrinth. If you have a particular world in mind when you consume the sweat, you dream of that world, provided it's a real place. If you don't focus on a particular world, or the world you desire to see isn't a real place, you experience visions of a random world of the GM's choosing.

If you remain unconscious for the full 8 hours and are willing to be transported, you are physically teleported to a location in the world that you saw in your visions and the spell ends. If you are unwilling, you aren't transported and regain consciousness after 8 hours have passed (unless you are awakened before the duration).

Whether transported or not, you must succeed on a DC 18 CON save upon waking or be poisoned until you finish a long rest.

Cloak of the Far Traveler

Wondrous Item, Legendary
(Requires Attunement)

120,000 gp

This cloak resembles a field of scattered stars and comets, sometimes shining with color and often in motion. While wearing this cloak, you have advantage on saves against any spell that targets only you. When you are the target of a spell that affects only you while you are wearing this cloak, you can use a reaction to negate the spell's effects, canceling the spell on you, if it's of 5th circle or lower. When the cloak negates a spell, the spell's energy simply seems to be absorbed and disappears into the cloak's fabric.

Communication Apparatus

Wondrous Item, Very Rare

50,000 gp

This curious device comes in two parts: a quartz amulet housing a copper arrowhead, and a small copper orb covered in quartz nodules. When you speak into the amulet, your voice comes through the copper orb. This works indefinitely for a distance up to a half-mile; it works at any distance, as *sending*, to transmit up to 250 words of speech. Unlike *sending*, the orb doesn't allow an ability to respond, nor does it convey any magical understanding of language.

To "recharge" its transmission limit, the orb and its companion amulet must be submerged in a salt bath for 24 hours.

Crimson Scepter

Rod, Legendary

200,000 gp

(Requires Attunement by a Bard, Cleric, or Wizard)

This ancient emblem of the Void takes the form of a red-gold scepter with a winding serpent along its length, worked in black opal, and topped with the skull of a void dragon wyrmling wrapped in a black mist. It functions as a magic mace that grants a +3 bonus to attack and damage rolls made with it.

The scepter has 12 charges and regains 1d10 + 2 expended charges daily at dawn. If you expend the scepter's last charge, roll a d20. On a 1, the scepter crumbles into ash and is destroyed.

Crimson Strike. As a bonus action, you can expend 1 charge and make an attack with the scepter. The scepter is empowered with an unholy red glow and deals an extra 2d12 necrotic damage to any target it hits. Then the glow fades. If the attack misses, the glow remains for up to 1 minute, and the scepter deals the extra necrotic damage the next time it hits a target within that minute, extinguishing the glow.

Voidstorm. As an action, you can expend 3 or more charges to create three rays of void energy and hurl them at one or more targets you can see within 60 feet of you. Make a ranged spell attack for each ray. On a hit, the target takes 1d12 necrotic damage. You can create one additional ray for each additional charge you expend.

Unspeakable Utterance. As an action, you can expend 6 charges to speak an unholy word that causes those nearby to bleed from the eyes and ears. Each creature within 60 feet of you that can hear you must make a DC 19 CON save. On a failure, a creature takes 12d6 necrotic damage or psychic damage (your choice) and is blinded and deafened for 1 minute. On a success, a creature takes half the damage and isn't blinded or deafened. A creature can repeat the save at the end of each of its turns, ending the blinded and deafened conditions on itself on a success.

Dagger of Darkness

Weapon (Dagger), Uncommon

1,000 gp

While holding this dagger, you can use a bonus action to speak the command word, gathering writhing darkness around your hand and sending a bolt of darkness at a creature you can see within 30 feet of you. Make a ranged spell attack using your INT modifier. If the target is in dim light or darkness, you have advantage on the attack roll. On a hit, the target takes 2d8 necrotic damage and is frightened until the end of its next turn. The dagger can't be used this way again until the next dawn.

Doombringer's Blade

Weapon (Any Axe, Halberd, Sword, or Dagger), Rare 16,000 gp
(Requires Attunement)

This magic weapon resembles a slice of pure black energy surrounded by a purple or blue nimbus. You gain a +1 bonus to attack and damage rolls made with it. When you deal damage with the weapon, you can choose for the damage to be necrotic instead of its normal damage type.

As an action, you can slice the weapon across the air or water in a space within 5 feet of you, creating a rift in the planar fabric of reality. The area within 20 feet of the rift is difficult terrain, as the rift pulls at those nearby. Each creature other than you that starts its turn within 10 feet of the rift must succeed on a DC 15 STR save or be pulled up to 10 feet toward the rift, touching it. A creature that touches the rift takes 2d12 necrotic damage. The rift remains until it has dealt 30 damage to creatures or until you dismiss it as a bonus action. The weapon can't be used to create a rift again until the next dawn.

Dreamer's Delight

Wondrous Item, Rarity Varies

Price Varies

Seers and dreamers of the Labyrinth have developed an array of consumables to facilitate their festivals, rites, and rituals. While initially created as tools for these specific events, the general public has come to employ these magical confections more practically.

Once consumed, a candy takes effect immediately and lasts until dispelled or a different candy is used, unless stated otherwise.

Pillow Puff (Common). These fluffy white candies resemble tiny pillows and taste of soothing chamomile. Once you consume this candy, you can use an action to fall into a deep and restful sleep for up to 8 hours, regardless of circumstance or environment. You can only wake from this sleep if you allow yourself to be awakened. You must use this benefit within 8 hours of consuming a candy, otherwise the effect fades.

Mellow Yellow (Uncommon). These zesty citrus-flavored candies resemble tiny lemons. Once you consume this candy, you have advantage on checks against becoming frightened and disadvantage on checks against becoming charmed for 24 hours.

Crystal Melon (Rare). These shiny spherical candies resemble miniature watermelons. Once you consume this candy, you become immune to effects that would sense your emotions, read your thoughts, influence your dreams, or communicate with you telepathically against your will for 7 days.

DREAMER'S DELIGHT RARITY

Type	Rarity	Cost
Pillow Puff	Common	10 gp
Mellow Yellow	Uncommon	100 gp
Crystal Melon	Rare	350 gp



Empyrean Halo

Wondrous Item, Very Rare (Requires Attunement)

60,000 gp

This open-faced, deep-azure helmet is set with bands of bright mithral, and it generates a solid black, disk-like halo around your head as a protective mark of the dark gods. While wearing the helm, you gain a +1 bonus to AC, and you have resistance to fire damage and radiant damage.

Far Traveler's Potion

Potion, Rare

350 gp

For 1 hour after you drink this potion, you are resistant to cold damage and necrotic damage, and you don't require air if you are a breathing creature (but you are still affected by gases or other air-based effects when in an area that has an atmosphere).

Figurine of Wondrous Power, Malachite Selang

Wondrous Item, Rare

8,000 gp

This malachite statuette is of a selang prancing and playing a pan flute. It can become a **selang** (see *Monster Vault*) and play its alien pipes for up to 1 hour. Once it reverts, it can't be used again until 3 days have passed. See *Figurine of Wondrous Power* in **Chapter 5 of Player's Guide** for full information on this magic item.

Grimoire of the Eldest

Wondrous Item, Very Rare (Requires Attunement)

55,000 gp

This volume details the foundations of a cult of the void and is bound in leather made from human skin. It holds the following spells: *conjure minor voidborn*, *conjure voidborn*, *corrosion*, *crushing curse*, *destructive resonance*, *maddening whispers*, *nether weapon*, *truth of the void*, and *void strike* (these spells are detailed in this chapter). If you are attuned to this book and are a wizard, you can use it as a spellbook and as an Arcane focus.

Void Knowledge. The book functions as a source of alien wisdom that answers questions and prophesizes the future

with frightening accuracy. As an action, you can pose one question to the book and make a DC 17 CHA save. On a success, you know the answer as if you used the *contact other plane* or *legend lore* spells. On a failure, you suffer one level of void taint (see **Chapter 7**). Once used, this property of the book can't be used again until the next dawn.

Glasses of Explication

Wondrous Item, Uncommon 1,000 gp

While wearing these reading glasses, you can understand and read any written language that you can see (no action required), provided the writing is complete and legible. The glasses don't allow you to speak or understand spoken languages you hear or to write languages you don't know. The glasses also can't decode secret messages hidden within written text or the meaning of magical glyphs that aren't part of a written language (such as those created by the *glyph of warding* or *symbol* spells).

For every hour that you use the glasses within the same 24 hour period, you must make a DC 13 CON save or be afflicted with painful headaches. While affected with a headache in this way, you have disadvantage on attack rolls and ability checks. This effect ends once you finish a short or long rest.

Helmet of Nullification

Wondrous Item, Very Rare (Requires Attunement) 80,000 gp

This helmet, covered in rust and verdigris, features glowing inlays in Void Speech. The helm has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the helm, you can use an action to cast the *antimagic field* spell from it, except the duration is only 1 minute and doesn't require concentration. You can use a bonus action to end the effect early.

Key of the Starfield

Wondrous Item, Rare 60,000 gp

While wearing or carrying this key, as a bonus action, you and up to four willing creatures of your choice gain a flying speed of 30 feet. If an affected creature moves more than 30 feet away from you, the effect on the creature ends and it begins to fall at a rate of 30 feet per round until it reaches the ground, unless it has some other means of staying aloft.

You can use the key to fly for up to 8 hours, all at once or in several shorter flights, each flight using a minimum of 1 minute from the duration. If any of you are flying when the duration expires and are in a location with gravity, you and all other affected creatures descend at a rate of 30 feet per round until you land.

The key regains 2 hours of flying capability for every 8 hours it isn't in use (up to a maximum of 8 hours).

Mantle of the Void Lord

Wondrous Item, Legendary 100,000 gp
(Requires Attunement by a Cleric, Sorcerer, Warlock, or Wizard)

This luminous garment is made from rich purple cloth stitched with spirals, runes, and comets in golden thread. It has a long hood of black, trimmed in white dragon scales.

You gain the following benefits while wearing the mantle:

- Creatures with the Void tag can't willingly attack you, though they can be forced to do so through magical means. This property of the mantle is suppressed for 1 minute if you attack a creature with the Void tag.
- If you aren't wearing armor, your base AC is 14 + your DEX modifier.
- You can speak and understand Void Speech.

Your spell save DC and spell attack bonus each increase by 1 when casting spells with "void" in their names or with descriptions that mention pulling power from or using the Void, such as *body of ruin* or *void rift*. You have advantage on saves against such spells.

Masking Clay

Wondrous Item, Uncommon 150 gp

This unremarkable gray clay is typically found in a small glass jar. You can apply the clay to your face over the course of 1 minute. Once applied, you can use an action to alter your appearance as per the *disguise self* spell, except the duration lasts for 24 hours or until you finish a long rest (whichever comes first). If you don't activate the clay's properties within 1 hour of application, the magic of the clay fades and it becomes useless.

A single jar of *masking clay* contains enough material for one use.

North Star Ring

Wondrous Item, Common 25 gp

While wearing this ring, you always know which direction is north and you have advantage on checks made to avoid becoming lost.



Portal Key

Wondrous Item, Very Rare

10,000 gp

These enchanted items can be as small as thumbnail or as large as a forearm, and they can resemble literal keys or any other portable object of the enchanter's choosing. *Portal keys* are created by magic users who construct portals and given only to trusted allies or servants. When a *portal key* is activated within 5 feet of the corresponding portal (designated by the creature who made the portal), the portal becomes active for 1 minute—allowing any creatures who pass through it to teleport to the portal's programmed destination. Transported creatures appear in unoccupied spaces within 60 feet of the portal's intended destination.

Return Trip. As an action, the creature who activated the *portal key* (along with all creatures touching the activator) can teleport back to the location where the key was first activated, appearing in the nearest unoccupied space to the portal. This action can only be used within 24 hours of the key's initial activation, after which the *portal key's* magic completely fades.

Rift Orb

Wondrous Item, Rare

8,000 gp

This orb is a sphere of obsidian 3 inches in diameter. When you speak the command word in Void Speech, you can throw the sphere as an action to a point you can see within 60 feet of you. When the sphere reaches the point you choose or if it strikes a solid object on the way, it immediately stops and generates a tiny rift into the Void. The area within 20 feet of the orb becomes difficult terrain, and gravity begins drawing everything in the affected area toward the rift.

Each creature in the area at the start of its turn, or when it enters the area for the first time on a turn, must succeed on a DC 15 STR save or be pulled 10 feet toward the rift. A creature that touches the rift takes 4d10 necrotic damage. Objects in the area that aren't being worn or carried are pulled up to 10 feet toward the rift at the start of your turn. Nonmagical objects pulled into the rift are destroyed.

The orb functions for 1 minute, after which time it becomes inert. It can't be used again until the following midnight.

Rover's Boots

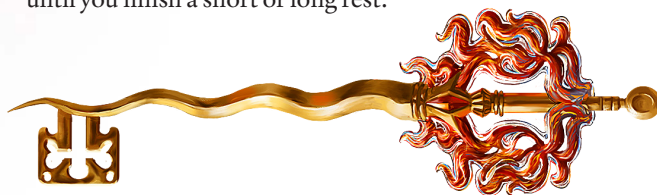
Wondrous Item, Uncommon

1,000 gp

While you wear these boots, you have advantage on saves against any effect that would cause you to become restrained or reduce your movement speed.



In addition, you can use a bonus action to take the Dash action. Once you use this property, you can't do so again until you finish a short or long rest.



Scarlet Key

Wondrous Item, Legendary

(Requires Attunement by a Bard, Cleric, or Wizard) 50,000 gp

This crimson-colored key has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to speak the key's command word, expending 1 charge, and turn the key while pointing it at a creature you can see within 30 feet of you that is wearing metal armor. The armor turns molten, and the target must make a DC 17 DEX save. On a failure, the creature takes 6d6 fire damage, and the armor partially melts. Nonmagical armor is destroyed, while magic armor loses its magical effects for 1 hour.

Shield of Annihilation

Armor (Shield), Very Rare

30,000 gp

This entirely black shield looks like a hole in reality. No light that touches it seems to escape. When a creature attacks you with a weapon while you are wielding this shield, you can use a reaction to intercept the attack. The attacker must succeed on a DC 15 DEX save or its weapon hits the shield and is subjected to the shield's magic.

If the affected weapon is a manufactured weapon and is nonmagical, it's destroyed by the shield. If the affected weapon is a manufactured weapon and is magical, it loses any magical properties it has for 1 hour. If the affected weapon is an unarmed strike or the natural weapon of a creature, the attacker takes 2d10 force damage.

As an action, you can deliberately touch the shield to a nonmagical object or other nonmagical material to destroy it. The shield can destroy up to a 2-foot cube of nonmagical material with an action.



Once the shield destroys 24 cubic feet of nonmagical objects or material, it can't destroy more. A newly found *shield of annihilation* has already destroyed 1d6 cubic feet of nonmagical material. If the shield can't destroy any more nonmagical material and it's used to do so, its enchantment overloads, causing the shield to crumble to dust.

Shield of Dislocation

Armor (Shield), Rare (Requires Attunement) 30,000 gp

The shield has 3 charges and regains 1d3 expended charges daily at dawn. While you are wielding the shield, you can use a bonus action to expend 1 charge and swing the shield at a creature you can see within 5 feet of you. The target must succeed on a DC 15 DEX save or be briefly sucked into the shield then teleported to an unoccupied space you can see within 60 feet of you.

Spellbinder

Weapon (Longsword), Artifact Priceless
(Requires Attunement)

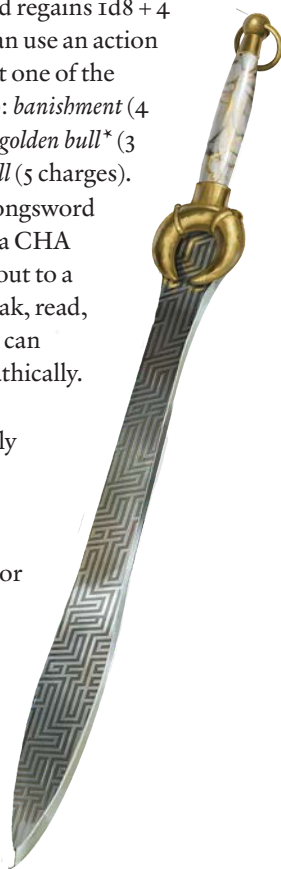
This +3 *longsword* has a blade of mirror-polished steel, inlaid with geometric patterns filled with black gold. Its cross guard is stylized after of curled horns of a bull.

Maze Master. When you attack a creature and roll a 20 on the attack roll, you can choose for the creature to be immediately affected by the *maze* spell. If you don't want to use the *maze* spell or the creature couldn't normally be affected by the spell, it instead takes 6d8 force damage in addition to *Spellbinder*'s standard weapon damage.

Spells. The sword has 12 charges and regains 1d8 + 4 expended charges each dawn. You can use an action and expend 1 or more charges to cast one of the following spells from it (save DC 18): *banishment* (4 charges), *dimension door* (4 charges), *golden bull** (3 charges), *maze* (8 charges), or *passwall* (5 charges).

Sentience. *Spellbinder* is a sentient longsword with an INT of 14, a WIS of 12, and a CHA of 16. It has hearing and darkvision out to a range of 120 feet. The sword can speak, read, and understand all languages, and it can communicate with its wielder telepathically. Its voice is bright and clear.

Personality. *Spellbinder* is continually troubled by a feeling that it has been made to forget something critically important. While the sword can't remember the details of its creation or purpose, it's certain that its history is somehow tied to the creation of the Labyrinth, and it believes the answers it seeks are hidden somewhere within the Great



Maze. The sword encourages its wielder to learn all it can about the Labyrinth, preserve its passageways, and punish those who threaten its existence (such as the forces of the Void). It also has a deep love of minotaurs and any attempt a wielder makes to attack a minotaur results in automatic conflict.

Destruction. *Spellbinder* can only be destroyed if it's cast into the heart of the Great Maze, which reportedly lies at the so-far-undiscovered center of the Labyrinth.

Staff of Radiance

Staff, Very Rare 75,000 gp
(Requires Attunement by a Divine spellcaster)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While attuned to the staff, the wielder has resistance to necrotic damage.

This staff has 9 charges and regains 1d6 + 3 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff is destroyed in a fiery burst of brimstone. The staff has the following additional properties:

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *guiding bolt* (1 charge), *daylight* (3 charges), or *sunbeam* (6 charges). You can also use an action to cast the *light* or *sacred flame* cantrips from the staff without expending any charges.

Voice of Heaven. While holding this staff, you can use an action and expend 1 charge to empower your weapon and spell attacks. For 1 minute, each weapon or spell attack you make deals a number of additional d6s of radiant damage equal to your PB.

Staff of Ruin

Staff, Very Rare (Requires Attunement by a Cleric) 45,000 gp

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

This staff has 9 charges and regains 1d6 + 3 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff is destroyed in a fiery burst of brimstone. The staff has the following additional properties:

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *clutch of ruin* (2 charges), *destructive resonance* (2 charges), or *king of nothing* (6 charges). You can also use an action to cast the *corrosion* spell from the staff without expending any charges. Each of these spells is detailed later in this chapter.

Voice of Ruin. While holding this staff, you can use an action and expend 1 charge to empower your weapon and spell attacks. For 1 minute, each weapon or spell attack you make against an object or Construct is a critical hit.

Staff of the Void

Staff, Very Rare 75,000 gp
(Requires Attunement by a Cleric, Sorcerer, Warlock, or Wizard)

This staff of ironwood is often cracked and gnarled with points of purple, wriggling movement seemingly moving through the wood. You have resistance to psychic damage while you hold this staff.

The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to ash and is destroyed.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *maddening whispers* (2 charges), *nether weapon* (4 charges), *void rift* (6 charges), or *void strike* (3 charges). You may cast the *word of misfortune* cantrip without expending a charge. Each of these spells is detailed later in this chapter.

Staff of Unraveling

Staff, Rare 7,500 gp
(Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff crumbles to ash and is destroyed. The staff has the following additional properties:

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *banishment* (4 charges) or *dispel magic* (3 charges). You can also use an action to cast the *corrosion* spell (detailed later in this chapter) from the staff without expending any charges.

Unravel Creature. While holding this staff, you can use an action to speak a command word and point this staff at a creature you can see within 30 feet of you. The target must make a CON save against your spell save DC. On a failure, the target must use its action on each of its turns to hold itself together, as its body starts to unravel from reality. This effect lasts 1 minute. The unraveling target can repeat the save at the end of each of its turns, ending the effect

SUNFIRE ARMAMENTS

Most often associated with the crusading celestials, knights, and mages of the Concord of Stars, *sunfire* is an enchantment applied to weapons or armor in a fusion of master craftsmanship and the goddess Solana's blessing. Sunfire armaments are especially effective in battling void effects and creatures.

on itself on a success. Once used, this property of the staff can't be used again until the next dawn.

Starry Half Plate

Armor (Half Plate), Legendary
(Requires Attunement) 100,000 gp

Crafted from the hide of a void dragon, this black armor seems to contain stars, comets, and wispy, Void-like veils of purple, red, and blue. While wearing this armor, you gain a +1 bonus to AC.

When a creature hits you with a weapon attack while you are wearing this armor, it must make a DC 17 CON save. On a failure, the void energy in the armor lashes out after the weapon deals its damage. If the weapon is a manufactured weapon and is nonmagical, it's destroyed by this energy. If the weapon is a manufactured weapon and is magical, it loses any magical properties it has for 1 hour because of this energy. If the weapon is an unarmed strike or the natural weapon of a creature, the attacker takes 1d12 necrotic damage from the energy.

Sunfire Armor

Armor (Any), Uncommon 1,500 gp + armor base cost

You prove resistant to necrotic damage while wearing this armor. You also gain advantage on saves against Void terrain effects and hazards (see **Chapter 7**), spells from the void magic style spell list (see **Chapter 5**), and dread effects. The armor's brilliant golden sheen emits flickering bright light in a 5-foot radius and dim light for an additional 5 feet. This illumination remains unaffected by magical darkness.



Sunfire Pitch

Potion, Very Rare

1,500 gp

Made from leftover slag and ash from the forging of *sunfire* armaments, these thick glass flasks hold a dark, viscous fluid with threads of fiery-golden sheen.

Each of the following applications of *sunfire pitch* consumes one flask; the effects end after 8 hours:

Light. *Sunfire pitch* is considered a magical light source, able to penetrate even Void-tainted darkness.

Enchant Weapons. It takes 1 minute to apply *sunfire pitch* as an oil to any one weapon or 20 pieces of ammunition. This grants the weapon the *sunfire* weapon trait.

Hallow. If burned in a brazier, firepit, or other large receptacle, *sunfire pitch* creates a *hallowed* area for 60 feet around it. The area has the following effects:

- Fiends or Undead entering the area become vulnerable to radiant damage.
- Creatures allied with either the Concord of Stars or the Keepers of the Keys gain resistance to necrotic damage.
- It also sheds bright light for 60 feet and dim light for an additional 60 feet. This illumination remains unaffected by magical darkness.

Sunfire Plate

Armor (Half Plate or Plate), Rare
(Requires Attunement)

2,500 gp + base armor cost

The crystalline surface of this armor is transparent, allowing you to see the veins of molten fire that run through its core. While wearing this armor, you gain a +1 bonus to AC and can comfortably survive in temperatures as low as -100 degrees Fahrenheit.

In addition, you can use a bonus action to cause the armor to emit sunlight in a 15-foot radius and dim light for an additional 15 feet. While activated, you can use a bonus action to extinguish the light entirely, or to expand or reduce the radius of sunlight and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Sunfire Weapon

Weapon (Any), Uncommon

1,500 gp + weapon base cost

You gain a +1 bonus to attack and damage rolls made with this weapon. When you hit an Aberration, Fiend, or Undead with it, the target takes an extra 2d6 fire damage and 2d6 radiant damage. The weapon's fiery sheen emits bright light in a 5-foot radius and dim light for an additional 5 feet. This illumination remains unaffected by magical darkness.

Thurible of Dream Traveling

Wondrous Item, Very Rare

80,000 gp

Fashioned from gleaming silver, this diamond-shaped receptacle hangs from a silver chain. Priests of Cartokk often use nonmagical versions of this item in their rituals.

The rituals to prepare and light the thurible take 10 minutes and can be done as part of a short or long rest. The power of the thurible depends on what type of incense or oil is placed inside it:

Nonmagical Incense or Oil. If filled with nonmagical incense or oil, the thurible burns with a bright orange flame for 1 hour and dispenses the aroma of the incense or oil in a 20-foot radius. This does not change the properties of the incense, but any creature that takes a short rest while the thurible burns feels exceptionally well-rested and gains the benefits of the *aid* spell (as a 3rd-circle spell).

Magical Incense or Oil. Any magical incense or oil placed in the thurible loses its normal properties and is destroyed when burnt, but otherwise functions as above. However, any creature that takes a short rest while the thurible burns also enjoys the effects of a *greater restoration* spell.

Bubbler's Sweat. The real power of the thurible activates when someone pours *bubbler's sweat* (detailed in this chapter) into it and lights it. When this occurs, the thurible releases a purple smoke that envelops any creature taking a short rest or sleeping within a 20-foot radius, transporting them, their gear, and the thurible to the Dreamer's Islands (see **Chapter 2**) or another destination within the Labyrinth of the GM's choosing, closely associated with dreams and sleep.

Once used, the thurible cannot be used again in the same way until the next dawn.

Void Aegis

Wondrous Item, Rare

350 gp

This ebony amulet offers its wearer some protection against the Void and its denizens. Any time you would take necrotic damage, half of that damage is instead absorbed by the amulet. (Apply this effect before applying any existing resistance, vulnerability, or other effect that alters damage taken.) The aegis can absorb a total of 20 damage in this way; while full, it can't absorb any additional necrotic damage.

As an action, you can draw on the absorbed power within the *void aegis* to heal your wounds. You can regain a number of hit points up to the current amount of damage held by the amulet. Subtract the same value from the amulet's current total. The third time this power is used, the *void aegis* crumbles into dust.

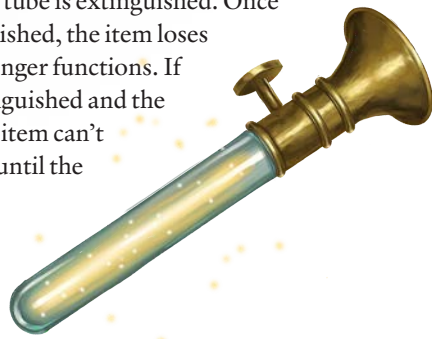
Void Detector

Wondrous Item, Uncommon

50 gp

This device consists of a 1-foot glass tube with a brass funnel and valve at one end. The glass tube is filled with pure radiance from the celestial realms and glows with a soft yellow light, shedding bright in a 5-foot radius and dim light for an additional 5 feet.

You can use an action to turn the valve, activating the item's magic for 1 minute. If a creature or item corrupted by the Void is within 30 feet of you at the start of your turn, the light inside the tube is extinguished. Once the light is extinguished, the item loses its magic and no longer functions. If the light isn't extinguished and the duration ends, the item can't be activated again until the next dawn.



Void Saint Bone

Wondrous Item, Rare

22,500 gp

(Requires Attunement by a Wizard or Cleric)

The bones of a void saint are dangerous tools, especially when retrieved intact. The bones are often a dark-purplish color with ends or joints of pale blue, imbued with the unholy power of the Void. While wearing or carrying an intact bone from a void saint, you have resistance to radiant damage.

In addition, you can use an action to cast the *conjure minor voidborn* spell (detailed in this chapter) from it. If your concentration on the spell is broken, the creatures don't become hostile to you as long as you are wearing or carrying the *void saint bone*, but they are no longer under your control. Once used to cast this spell, you can't use the bone to do so again until the next dusk.

Voidbane Weapon

Weapon (Any), Rare

6,000 gp + weapon base cost

(Requires Attunement)

This weapon's rust-gold malchonite (see **Coldforge** in **Chapter 2**) gleams even in dim light and never becomes soiled. It has 10 charges. If you expend the last charge, the weapon remains magical for the purpose of overcoming resistance and immunity to damage but loses any additional properties.

It has the following additional properties:

Consume. When a creature with the Outsider or Undead tag would deal necrotic damage to you, you can expend up to 5 of this weapon's charges (no action required). For each

charge expended, reduce the necrotic damage you would take by 10.

Rebuke. When you successfully hit a creature with the Outsider or Undead tag with this weapon, you can expend up to 5 of this weapon's charges (no action required). The target takes an extra 1d10 force damage for each charge expended. If the target has 50 or fewer hit points after taking this damage, it is blinded and deafened until the end of your next turn.

Voidskin Cloak

Wondrous Item, Rare

8,000 gp

(Requires Attunement)

This pitch-black cloak absorbs light and whispers as it moves. It feels like thin leather with a knobby, scaly texture, though none of that detail is visible to the eye. While you wear this cloak, you have resistance to necrotic damage. While the hood is up, your face is pooled in shadow, and you can use a bonus action to fix your gaze upon a creature you can see within 60 feet. If the creature can see you, it must succeed on a DC 15 WIS save or be frightened of you for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Once a creature succeeds on its save, it can't be affected by the cloak again for 24 hours. Pulling the hood up or down requires an action.

Voidwalker

Ring, Legendary (Requires Attunement)

Priceless

This band of tarnished silver bears no ornament or inscription but is icy cold to the touch. The patches of dark corrosion on the ring constantly, but subtly, move and change though this never occurs while anyone observes the ring.

While wearing *Voidwalker*, you gain the benefits of a *ring of free action* and a *ring of cold resistance*. It has the following additional properties:

Forbidden Lore. *Voidwalker* knows a great deal about esoteric and dark topics. While you are attuned to and wearing the ring, you are proficient in the Arcana, History, and Religion skills, and you double your PB for any ability check that uses the Arcana, History, or Religion skill. If you already double your PB when using one of these skills (such as from a talent or class feature), you don't double it again for that skill.

Necrotic Absorption. When you would take necrotic damage, you can use your reaction to absorb the damage instead. You regain HP equal to the necrotic damage you would have otherwise taken.

Void Step. You can use the ring to cast *misty step* at will. Instead of a puff of mist, you fade and reappear in a black smear in the air.

Sentience. *Voidwalker* is a sentient, malevolent ring with an INT of 14, a WIS of 12, and a CHA of 16. It has hearing and darkvision out to a range of 120 feet. The ring communicates telepathically with its wearer and can also speak Abyssal, Common, Infernal, and Void Speech. It constantly whispers suggestions for its wearer to find new pathways to the Void, often as a means to solve a problem or dilemma the wearer faces.

Personality. *Voidwalker* is an obsequious thing that takes great pains to cater to the desires of its wearer. It comports itself as an advisor, majordomo, or other high-ranking servant. In truth, its purpose is to return to the Void and to take a mortal “master” with it. Conflict arises if its wearer tries to seal a breach or gateway into the Void or to discard the ring.

The ring is clever and knows that most mortals want nothing to do with the Void directly. It also knows that most of the creatures with strength enough to claim it will end up in dire straits sooner or later. It doesn’t overplay its hand trying to push a master to take a plunge into the depths of the Void, but instead makes itself as indispensable as possible. It provides counsel and protection, all the while subtly pushing its master to take greater and greater risks.

Once it has maneuvered its wearer into a position of desperation, generally on the brink of death, *Voidwalker* offers a way out. If the master accepts, it opens a gate into the Void, most likely sealing the wearer’s doom.

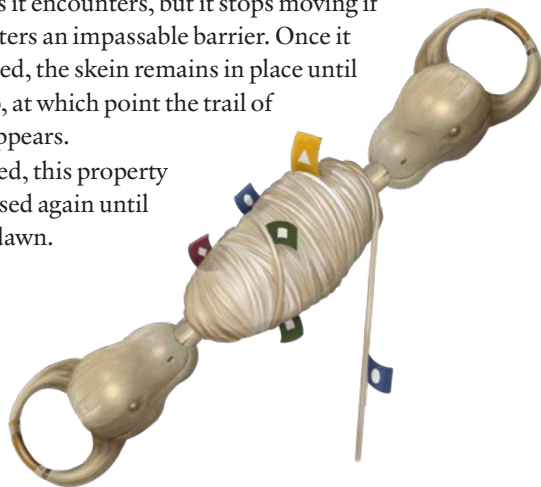
Wanderer’s Skein

Wondrous Item, Very Rare (Requires Attunement) 16,500 gp

This skein of shimmering, golden yarn is rolled impossibly tight. When unraveled, it reveals an array of colorful tags marked with cryptic symbols. An attuned creature can use the following properties:

Seeking String. As an action, you can ask the skein the location of a single person, object, or place in no more than three words. If the target is within 1 mile, the yarn unerringly rolls in the target’s direction, leaving behind a single-strand trail. The skein rolls around obstacles and structures it encounters, but it stops moving if it encounters an impassable barrier. Once it has stopped, the skein remains in place until picked up, at which point the trail of yarn disappears.

Once used, this property can’t be used again until the next dawn.



Spin A Yarn. If you spend at least 1 hour focusing on the skein (this can be done as part of a short rest) you can ask it one question regarding observable details about a location, creature, or object on the same plane of existence as you. A question posed to the skein can be no more than 10 words. The yarn then lazily unspools into a single word or symbol on the ground that answers your question to the best of the GM’s ability.

The skein can’t answer questions that require emotional intelligence or reasoning—for example, the skein is unable to answer questions about a creature’s motivations, speculate about future events, or judge whether one option is “better” than another. If the skein is asked about a target not on the same plane, or asked a question it can’t answer to—it clearly indicates this.

Once used, this property can’t be used again until the next dawn.

BRIGHT FEY WEAPONS

The bright fey of the Summerlands have always stood sentinel against the creeping malignance of the Void, but recent years have seen the fey fall farther out of touch with the constant turbulence in the space between worlds. Some centuries ago, in an effort to better arm those most directly affected by the spread of the Void, several fey lords and ladies of the Bright Lands created an array of weapons to aid mortalkind in their continuing efforts.

Three such fabled weapons have been documented: the *springtide bow*, the *summerborn spear*, and the *frostfallow blade*. However, many more of these weapons likely exist somewhere in the Ten Thousand Worlds, waiting to be claimed by heroes worthy of their might.

Using Fabled Magic Items

A fabled item grows in power alongside the character who wields it. Rules for fabled items are summarized here and described in further detail in the *Player’s Guide*.

Properties and Attunement

A fabled magic item begins as a common magic item. The item grants a minor, useful trait to its owner which does not require attunement to use.

To access any higher-level trait, a PC must attune to it using standard attunement rules. Once attuned, a PC can use the fabled item’s more powerful properties as they increase in level. If a PC higher than 1st level attunes to a fabled item, its level-dependent properties, up to the character’s current level, are immediately available.

At the GM’s discretion, an item’s more powerful properties might become available only after the character completes a particular quest or event related to the item’s story rather than immediately on reaching each property’s required level.

If a PC chooses not to attune to a fabled item, it remains a common magic item, granting only its minor property regardless of the character's level.

Unless otherwise noted, properties granted by a fabled item are in effect as long as the character is wearing, carrying, or touching the item.

Frostfallow Blade

Weapon (Greatsword), Fabled

Priceless

Born of the dangerous and cunning archfey who preside over winter, the *frostfallow blade* is the ultimate embodiment of nature's cruel finality. The hilt and cross guard of this greatsword is made from a living branch of pure gold, with a black steel blade marbled with cracks of electric blue magical light. A thread of blue magical light is wrapped around the hilt like a braided cord, and part of this cord hangs off the pommel of the hilt, weighted by a diamond charm shaped like a snowflake.

While you hold this sword, you can't be disarmed of it by any means unless you allow it.

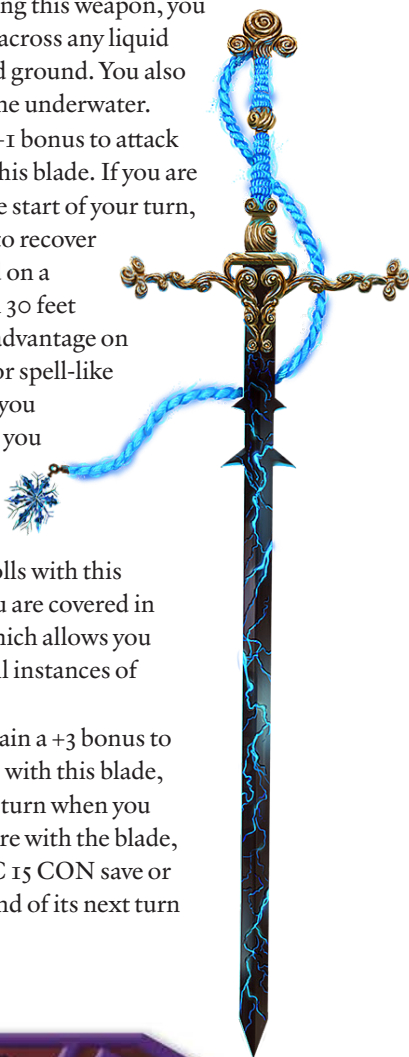
Winter's Bite (Requires Attunement). As your level increases, you gain the following benefits while wielding the sword.

5th Level. While holding this weapon, you can stand on and move across any liquid surface as if it were solid ground. You also gain the ability to breathe underwater.

9th Level. You gain a +1 bonus to attack and damage rolls with this blade. If you are holding the sword at the start of your turn, you can spend 1 hit die to recover hit points, as you would on a short rest. While within 30 feet of the sword, you have advantage on death saves, and spells or spell-like abilities that would kill you outright instead reduce you to 0 HP.

13th Level. You now gain a +2 bonus to attack and damage rolls with this blade, instead of +1. You are covered in a layer of permafrost which allows you to ignore 10 points of all instances of nonmagical damage.

17th Level. You now gain a +3 bonus to attack and damage rolls with this blade, instead of +2. Once per turn when you successfully hit a creature with the blade, it must succeed on a DC 15 CON save or be paralyzed until the end of its next turn



as it is frozen in place. Once you successfully paralyze a creature, you can't use this feature again until you finish a short or long rest.

Springtide Bow

Weapon (Longbow), Fabled

Priceless

Lovingly crafted from a shoot of Yggdrasil itself, the *springtide bow* is the ultimate creation of the archfey who preside over the flora and fauna of the fey courts. This longbow is made from a living branch of gold, strung with a cord of vibrant green light. Vines dotted with colorful wildflowers grow and twine around the weapon's body.

You don't need ammunition to fire this bow. When you prepare to make a ranged attack with it, the bow magically conjures a loaded arrow of green light.

Vitality's Kiss (Requires Attunement). As your level increases, you gain the following benefits while wielding this bow.

5th Level. While you hold this bow, your walking speed can't be reduced below 30 feet by any means, even if you are encumbered or wearing heavy armor. Your steps also make no sound, and you always have advantage on DEX (Stealth) checks made to move silently.

9th Level. You gain a +1 bonus to attack and damage rolls with this bow. As an action, you can use the nectar of the bow's flowers to soothe the wounds of one creature you touch. The target regains hit points equal to its maximum number of hit dice. A creature can only be healed in this way once per short rest, and this healing has no effect on Undead or Constructs. Once used three times, this property can't be used again until next dawn.

13th Level. You now gain a +2 bonus to attack and damage rolls with this bow, instead of +1. While you hold the bow, any creature that targets you with an attack while within 30 feet of you must first attempt a DC 15 CHA save. On a failed save, the creature must choose a new target or lose the triggering attack or spell. On a success, the attack works as normal and this property is suppressed for 1 minute. Creatures immune to the charmed condition are immune to this effect.



17th Level. You now gain a +3 bonus to attack and damage rolls with this bow, instead of +2. While holding the bow, you regain 10 HP at the start of each of your turns. If you take fire damage, this trait is suppressed until the following dawn.

Summerborn Spear

Weapon (Spear), Fabled

Priceless

The *summerborn spear* is a treasure forged by the archfey who preside over the blazing radiance of the Summerlands. The shaft of this spear is a living branch of pure gold, topped by a red-hued steel head shaped like a flame. The “cords” wrapped around the point where the spearhead meets the shaft are ribbons of scarlet red, vibrant orange, and rich yellow magical energy. Some of these ribbons hang freely from the spear, weighted down by decorative ruby beads.

While you hold the spear, you can use an action to cause it to emit bright light out to a radius of 20 feet and dim light for an additional 20 feet. You can reduce the radius of this light by 5 feet, expand the radius of this light by 5 feet (to a maximum radius of 20 feet), or extinguish the light entirely with a bonus action.

Nature’s Brilliance (Requires Attunement). As your level increases, you gain the following benefits while wielding the spear.

5th Level. While holding the spear you ignore the effects of extreme cold and extreme heat. In addition, as long as you are conscious, you recover hit points equal to your PB at the start of each of your turns.

9th Level. You gain a +1 bonus to attack and damage rolls with this spear. Hostile creatures that start their turns within 5 feet of you must make a DC 15 CON save. On a failure, a creature takes a number of d6s fire damage equal to your PB. On a success, it takes half as much damage.

13th Level. You now gain a +2 bonus to attack and damage rolls with this spear, instead of +1. You are immune to fire damage and have resistance to radiant damage.

17th Level. You now gain a +3 bonus to attack and damage rolls with this spear, instead of +2. When you score a critical hit with this weapon against a creature, the target takes an additional

50 points of magical piercing damage. If this damage kills a creature, it bursts into a flare of brilliant light and is destroyed. Undead within 100 feet of the target take 2d6 radiant damage, and plants in the affected area become vibrant and overgrown as with the *plant growth* spell.

MAGIC STYLES

Magic styles are collections of spells that encompass various aspects of magic united by a strong thematic theme. Each style includes descriptive and mechanical information that allows a caster to create a specialized relationship with their spellcasting. Adopting a magic style allows a character to explore their special brand of magic, giving their spells unique flourishes, similar to the distinctive ways artists approach their work. Weaving different styles of magic into a campaign transforms spellcasting from a basic mechanic into a living and breathing part of a magical world.

Unlike schools of magic, magic styles aren’t limited to drawing from just eight categories. Magic styles often include spells from multiple schools and source lists that weave together into a more complete magical toolkit.

ELEMENTS OF A MAGIC STYLE

Each style in this section contains the following elements.

Overview

Each style of magic starts with a description of core theme of the style, as well as providing ideas for how a particular style might fit into the Labyrinth and its many worlds.

Recommended Spell List

This section lists spells from the *Player’s Guide* and new spells presented later in this book that work well for characters interested in adopting this magical style. Note that the spells on this list aren’t restricted to certain schools of magic, which is intentionally done to expand the versatility of each magic style. The spells included on these lists are also not restricted by individual class spell lists. If you are interested in pursuing a particular style, consider asking your GM to allow access to all the spells presented on the recommended spell list, even if they wouldn’t typically be available for your character class.

Spells marked with an asterisk (*) are new spells found in this chapter. All other listed spells are from the *Player’s Guide*.

Spells marked with the superscript letter R^(R) are ritual spells found in the ritual spell section of the *Player’s Guide* or Labyrinth Worldbook.



CLOCKWORK MAGIC

As a practitioner of clockwork magic, you are eternally curious about the nature of physical matter, and the way it can be assembled or disassembled for other purposes. You have learned to deconstruct the complex mechanisms of reality to their base elements so that you may rebuild them in exciting and efficient ways. This style is most common among Keepers and the gearforged.

Recommended Spell List

This section presents a sampling of spells in alignment with the clockwork magic style. These spells are available to any spellcasting class, with the GM's consent.

Cantrips

*Corrosion** (Transmutation)
Mending (Transmutation)
Shillelagh (Transmutation)
*Swift Stash** (Conjuration)

1st Circle

*Fling** (Transmutation)
Floating Disk (Conjuration)
Grease (Conjuration)
Identify^R (Divination)

2nd Circle

Heat Metal
 (Transmutation)
*Magnetize** (Transmutation)
Gear Barrage (Conjuration)
*Glitter Dust** (Evocation)
Shatter (Evocation)

3rd Circle

*Column of Cogs**
 (Conjuration)
Tiny Hut^R (Evocation)

4th Circle

*Bladed Wings**
 (Transmutation)
Fabricate^R (Transmutation)
Stone Shape
 (Transmutation)

5th Circle

Animate Objects
 (Transmutation)
Creation^R (Illusion)
*Create Construct**
 (Transmutation)
*Detonate Metal** (Evocation)

6th Circle

Disintegrate
 (Transmutation)

7th Circle

Forcecage (Evocation)
War Vessel^{*R} (Conjuration)

9th Circle

Time Stop (Transmutation)

DREAM MAGIC

As a practitioner of dream magic, you have learned to quiet the noise of the senses and trust your intuition to perceive truths that lie beneath the surface. You have learned to embrace the bizarre and beautiful ways the mind makes sense of the world, and you aren't afraid to dive into the most secret corridors of the self. The most common practitioners of this style are Dreamers, satyrs, and the bright fey.

Recommended Spell List

This section presents a sampling of spells in alignment with the dream magic style. These spells are available to any spellcasting class, with the GM's consent.

Cantrips

*Influence** (Enchantment)
Message (Enchantment)
Minor Illusion (Illusion)

1st Circle

Alarm^R (Abjuration)
Dreamspan^{*R} (Evocation)
*Ruminate** (Enchantment)
Sleep (Enchantment)

2nd Circle

Augury^R (Divination)
Detect Thoughts (Divination)
*Dream Lance**
 (Enchantment)
Locate^R (Divination)

3rd Circle

Dreamward^{*R} (Abjuration)
*Dream Step** (Illusion)
Fear (Illusion)
*Structured Mind**
 (Abjuration)
*Virulent Nightmare**
 (Enchantment)

4th Circle

Briar Rose^R (Enchantment)
Divination^R (Divination)
Hallucinatory Terrain^R
 (Illusion)
Phantasmal Killer (Illusion)

5th Circle

Dream^R (Illusion)
Modify Memory
 (Enchantment)
Scrying^R (Divination)
Seeming (Illusion)

6th Circle

Magic Jar^R (Necromancy)
Programmed Illusion^R
 (Illusion)

7th Circle

Mirage Arcane^R (Illusion)
Project Image (Illusion)
Vision Voyage^{*R}
 (Conjuration)

8th Circle

Feeblemind (Enchantment)
Mind Blank (Abjuration)

9th Circle

Astral Projection^R
 (Divination)
Foresight^R (Divination)
Weird (Illusion)

ILLUMINATION MAGIC

Illumination magic concerns both the manipulation of light and observations of the heavens. Its practitioners have been likened to elemental specialists with an affinity to light instead of fire, earth, air, or water. Naturally, these individuals are anathema to creatures and spellcasters that lurk in places where darkness and shadow hold sway. The most common practitioners of this style are Concordans and radiant dragonborn.

Recommended Spell List

This section presents a sampling of spells in alignment with the illumination magic style. These spells are available to any spellcasting class, with the GM's consent.

Cantrips

Dancing Lights (Evocation)
Light (Evocation)
*Pernicious Radiance**
 (Evocation)

1st Circle

Color Spray (Illusion)
Faerie Fire (Evocation)
Guiding Bolt (Evocation)

2nd Circle

Darkness (Evocation)
Darkvision (Transmutation)
*Luminous Smite**
 (Evocation)
Moonbeam (Evocation)

3rd Circle

Daylight (Evocation)
Star's Radiance (Abjuration)

4th Circle

Mass Faerie Fire (Evocation)

5th Circle

*Starbright** (Evocation)

6th Circle

*Prismatic Longbow**
 (Evocation)
Sunbeam (Evocation)

7th Circle

Prismatic Spray (Evocation)

8th Circle

Sunburst (Evocation)

9th Circle

Prismatic Wall (Evocation)
*Sun Cycle**^R (Transmutation)

PORTAL MAGIC

As a practitioner of portal magic, you are obsessed with the liminal boundaries the arcane provide. At the cusp between one place and another, bridged by your magic and knowledge, you hover, spy, and guide. There is no greater feeling of satisfaction than rushing headlong through some conjured doorway, dragging friend and foe along. You know the horrors that lurk one step to the right of reality and know just how wide to crack the magical doorway so that it serves your purpose.

Portal magic is highly complex magic centered on the manipulation of space, and it demands precision to be performed safely. Spells of this style link multiple locations, allowing rapid travel between distances as close as inches apart or as distant as different planes of existence. The most common practitioners of this style are Keepers and minotaurs.

Recommended Spell List

This section presents a sampling of spells in alignment with the portal magic style. These spells are available to any spellcasting class, with the GM's consent.

Cantrips

*Mage Hand** (Conjuration)

1st Circle

Alarm^R (Abjuration)
*Discern Portals and Gates**^R
 (Divination)
Sanctuary (Abjuration)

2nd Circle

Arcane Lock^R (Abjuration)
Knock (Transmutation)
Misty Step (Conjuration)
Rope Trick (Transmutation)

3rd Circle

*Conjure Ferryman**
 (Conjuration)
Glyph of Warding^R
 (Abjuration)
*Minor Maze** (Conjuration)
*Pocket Portal** (Conjuration)

4th Circle

Banishment (Abjuration)
Dimension Door
 (Conjuration)

5th Circle

*Hidden Path**^R
 (Conjuration)
Passwall (Transmutation)
Teleportation Circle^R
 (Conjuration)

6th Circle

Find the Path^R (Divination)
Planar Ally^R (Conjuration)

7th Circle

Plane Shift (Conjuration)
Sequester (Transmutation)
Teleport (Conjuration)

8th Circle

Maze (Conjuration)

9th Circle

Gate (Conjuration)
*Greater Maze**
 (Conjuration)

VOID MAGIC

Void magic comprises a dangerous offshoot of Arcane magic that exists in the shadows of better-known practices. This magic style is anathema to existence itself, making it difficult to master and dangerous even to study. Dabblers rarely produce effects more profound than minor injury, property damage, and psychological scars to themselves and those around them. More serious investigations into void magic can spell disaster. Only alien creatures whose psychology and physiology defy understanding seem capable of commanding void magic with relative ease, but even such beings respect and fear the power of void magic.

Recommended Spell List

This section presents a sampling of spells in alignment with the void magic style. These spells are available to any spellcasting class, with the GM's consent.

Cantrips

*Crushing Curse**
(Enchantment)
Vicious Mockery
(Enchantment)
*Word of Misfortune**
(Enchantment)

1st Circle

Bane (Enchantment)
Enthrall (Enchantment)
*Protection from the Void**
(Abjuration)
*Sapping Smite** (Evocation)

2nd Circle

*Destructive Resonance**
(Enchantment)
*Maddening Whispers**
(Enchantment)
Enthrall (Enchantment)
Ray of Enfeeblement
(Necromancy)

3rd Circle

Bestow Curse (Necromancy)
Fear (Illusion)
*Void Strike** (Evocation)

4th Circle

Confusion (Enchantment)
Blight (Necromancy)
*Nether Weapon**
(Enchantment)

5th Circle

*Conjure Minor Voidborn**
(Conjuration)
Contact Other Plane^R
(Divination)

6th Circle

*Life Drain** (Necromancy)
*Void Rift** (Evocation)

7th Circle

*Conjure Voidborn**
(Conjuration)
Transmogrification^R
(Transmutation)

8th Circle

*Glimpse of the Void**
(Enchantment)

9th Circle

*Unfathomable Emptiness**
(Divination)

WARD MAGIC

As a practitioner of ward magic, you have embraced the notion that planning and preparation are the keys to solving every challenge—often before conflict even begins. You have spent meticulous hours studying, calculating, and performing ritual magic to prepare for any trouble that comes your way. The most common practitioners of this style are Concordans and arcane sydereans.

Recommended Spell List

This section presents a sampling of spells in alignment with the ward magic style. These spells are available to any spellcasting class, with the GM's consent.

Cantrips

*Doorbind** (Abjuration)
Resistance (Abjuration)

1st Circle

Mage Armor (Abjuration)
Protection From Evil and Good (Abjuration)
Sanctuary (Abjuration)
Shield (Abjuration)

2nd Circle

Arcanist's Magic Aura^R
(Abjuration)
*Feather Guard** (Abjuration)
Protection From Poison
(Abjuration)
Warding Bond (Abjuration)

3rd Circle

Glyph of Warding^R
(Abjuration)
*Golden Bull** (Abjuration)
Magic Circle^R (Abjuration)
Protection from Energy
(Abjuration)
Nondetection (Abjuration)

4th Circle

*Castigation Glyph**
(Abjuration)
Death Ward (Abjuration)
Freedom of Movement
(Abjuration)
Resilient Sphere (Evocation)

5th Circle

Antilife Shell (Abjuration)
Planar Binding^R (Abjuration)
Private Sanctum^R
(Abjuration)
Wall of Force (Evocation)

6th Circle

Blade Barrier (Evocation)
Contingency^R (Evocation)
Globe of Invulnerability
(Abjuration)
Guards and Wards^R
(Abjuration)

7th Circle

Symbol^R (Abjuration)

8th Circle

Antimagic Field (Abjuration)
Mind Blank (Abjuration)

9th Circle

Forbiddance^R (Abjuration)
Prismatic Wall (Abjuration)

SPELLS

This section contains spells wielded by the various factions of the Labyrinth. The spells are first listed by spell source and summarized within those lists, then they are listed alphabetically with all the details needed to use the spell in a game.

SPELL LISTS

This section lists the spells available to casters of the various circles of magic. Each list is organized by source, then by spell circle. Each spell also belongs to a school of magic, identified in parentheses after the spell's name. Finally, each spell includes a brief summary of its effects within the line. These summaries aren't comprehensive; they're meant as reminders and introductions to help you make quick choices when consulting the spell lists. For a more complete description, go to the spell listing provided in alphabetical order after the list of spell names and summaries.

Some sources might not have new spells in this book for a particular circle. In such cases, that circle isn't listed under the source's spell list.

Arcane Spell List

These spells are available to casters who draw power from the Arcane source.

Cantrips

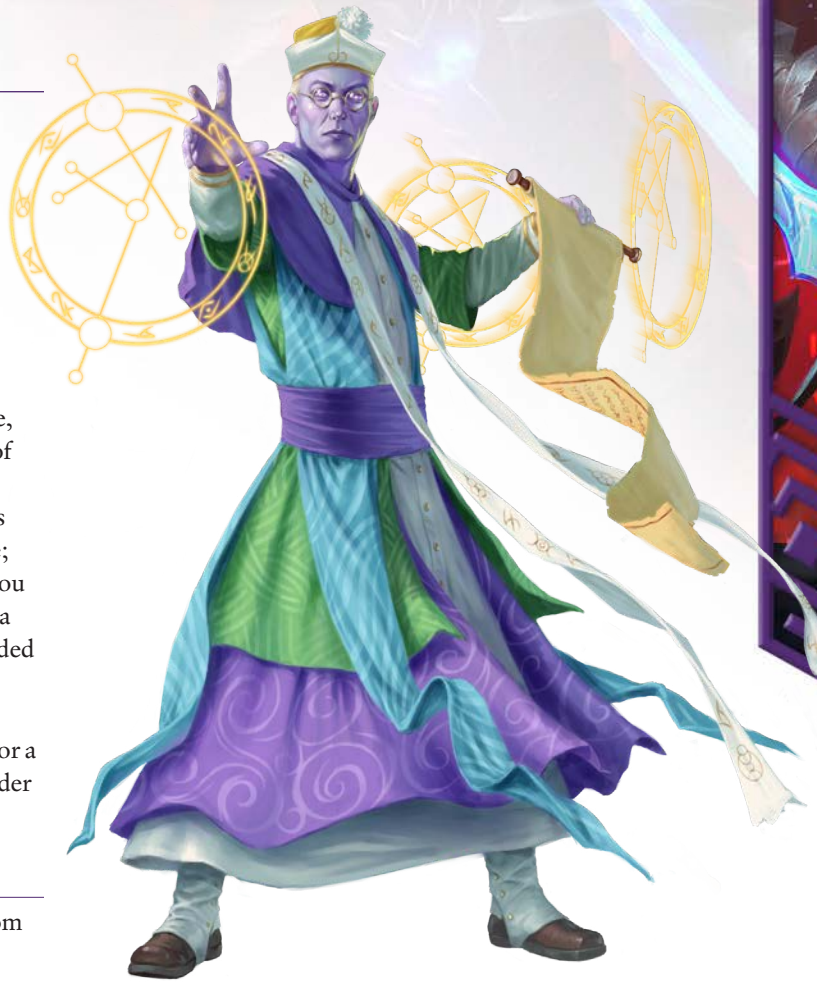
Crimson Forge (Necromancy) Make weapons from blood.
Crushing Curse (Enchantment) Deal psychic and deafen.
Corrosion (Transmutation) Destroy small object.
Doorbind (Abjuration) Hold a door closed.
Influence (Enchantment) Temporary advantage on CHA checks.
Swift Stash (Conjuration) Pocket an object.
Word of Misfortune (Enchantment) Psychic harm and disadvantage.

1st Circle

Delay Passing (Necromancy) Ask a spirit questions.
Eclipse Sight (Necromancy) Blind an attacker.
Feed the Worms (Necromancy) Create swarm from corpse.
Fling (Transmutation) Hurl an item to cause damage.
Ruminate (Enchantment) Instill distracting daydreams.
Truth of the Void (Illusion) Frighten a creature.

2nd Circle

Corrupting Sheath (Conjuration) Deal acid when hit.
Destructive Resonance (Enchantment) Psychically assault foes.



Dream Lance (Enchantment) Damage and debilitate a foe's mind.
Glitter Dust (Evocation) Outline and blind foes with glitter.
Maddening Whispers (Enchantment) Incapacitate creature.
Magnetize (Transmutation) Push or pull metal objects.
Misdirect (Enchantment) Cause creature to move erratically.
Protection from the Void (Abjuration) Ward against necrotic and psychic.

3rd Circle

Column of Cogs (Conjuration) Ride column of moving gears.
Conjure Ferryman (Conjuration) Call a spirit to ferry you across water.
Minor Maze (Conjuration) Send target to pocket demiplane maze.
Pocket Portal (Conjuration) Create portal between nearby points.
Star's Radiance (Abjuration) Emit aura to enhance WIS saves.
Virulent Nightmare (Enchantment) Attack random foes with nightmares.
Void Strike (Evocation) Launch bolts of darkness.

4th Circle

Amorphous Form (Transmutation) Turn creature into an ooze.

Bladed Wings (Transmutation) Sprout wings that can damage.

Nether Weapon (Transmutation) Weapon deals necrotic.

Personal Cannibal (Transmutation) Boost mental, reduce physical.

Spectral Wall (Necromancy) Shape wall of frightening spirits.

Wield Soul (Necromancy) Steal corpse's power.

5th Circle

Conjure Minor Voidborn (Conjuration) Call void creatures to help.

Create Construct (Transmutation) Create a Construct servant.

Detonate Metal (Evocation) Make metal objects explode.

Empty Rain (Conjuration) Call cold, deathly rain.

Flash Freeze (Evocation) Freeze creatures in ice.

Starbright (Evocation) Create stars to shoot at foes.

6th Circle

King of Nothing (Enchantment) Make creature fade.

Life Drain (Necromancy) Steal life from creatures.

Prismatic Longbow (Evocation) Create a bow with a range of harmful effects.

Void Rift (Evocation) Create rift to the Void.

7th Circle

Conjure Voidborn (Conjuration) Call void creature to help.

Event Horizon (Evocation) Create gravity well.

Petrifying Chains (Evocation) Petrify creature with eldritch chains.

8th Circle

Body of Ruin (Evocation) Creature pulses with void energy.

Glimpse of the Void (Enchantment) Cause terror in creatures.

9th Circle

Greater Maze (Conjuration) Send target to nightmarish demiplane maze.

Unfathomable Emptiness (Divination) Stun, incapacitate, poison a creature.

Arcane Ritual List

These rituals are available to casters who draw power from the Arcane source.

1st Circle

Dreamspan (Evocation) Create phantom bridge or ladder.

3rd Circle

Dreamward (Abjuration) Protect targets' dreams.

Dream Step (Illusion) Observe a creature's dream.

5th Circle

Hidden Path (Conjuration) Create safe path between familiar locations.

7th Circle

War Vessel (Conjuration) Create gargantuan warship.

8th Circle

Sigil in Yellow (Enchantment) Paint mesmerizing rune.

Divine Spell List

These spells are available to casters who draw power from the Divine source.

Cantrip

Doorbind (Abjuration) Hold a door closed.

1st Circle

Feed the Worms (Necromancy) Create swarm from corpse.

Pernicious Radiance (Evocation) Illuminate target making it easier to hit.

Sapping Smite (Evocation) Weapon deals necrotic and slows target.

Truth of the Void (Illusion) Frighten a creature.

2nd Circle

Baleful Injunction (Necromancy) Reflect damage back at attacker.

Feather Guard (Abjuration) Lifts you out of harm's way.

Luminous Smite (Evocation) Weapon deals radiant and makes target easier to hit.

Vengeful Smite (Evocation) Weapon deals psychic and causes frightened.

3rd Circle

Forceful Courser (Conjuration) Conjure trampling spirits.

Golden Bull (Abjuration) Punish and push approaching enemies.

Star's Radiance (Abjuration) Emit aura to enhance WIS saves.

Venomous Smite (Evocation) Weapon deals poison and causes poisoned.

4th Circle

Castigation Glyph (Abjuration) Mark target with damaging symbol.

Spectral Wall (Necromancy) Shape wall of frightening spirits.

Wield Soul (Necromancy) Steal corpse's power.

6th Circle

Life Drain (Necromancy) Steal life from creatures.

Divine Ritual List

These rituals are available to casters who draw power from the Divine source.

1st Circle

Discern Portals and Gates (Divination) Sense magic portals.

Dreamspan (Evocation) Create phantom bridge or ladder.

7th Circle

Vision Voyage (Conjuration) Transport creature to a different world.

9th Circle

Sun Cycle^{*R} (Transmutation) Cause a day to pass in a minute.

Primordial Spell List

These spells are available to casters who draw power from the Primordial source.

Cantrips

Corrosion (Transmutation) Destroy small object.

Crimson Forge (Necromancy) Make weapons from blood.

Doorbind (Abjuration) Hold a door closed.

1st Circle

Blend (Illusion) Camouflage with surroundings.

Feed the Worms (Necromancy) Create swarm from corpse.

Seed Bolt (Transmutation) Cause plant to fire thorns.

2nd Circle

Healing Malediction (Necromancy) Make magical healing cause damage.

Magnetize (Transmutation) Push or pull metal objects.

Misdirect (Enchantment) Cause creature to move erratically.

Spore Surge (Conjuration) Emit poisonous spores.

3rd Circle

Forceful Courser (Conjuration) Conjure trampling spirits.

Stir Fury (Transmutation) Enhance target's damage.

Structured Mind (Abjuration) Strengthen creature's mental faculties.

Virulent Nightmare (Enchantment) Attack random foes with nightmares.

4th Circle

Amorphous Form (Transmutation) Turn creature into an ooze.

Burrow Striker (Transmutation) Travel and attack from underground.

5th Circle

Empty Rain (Conjuration) Call cold, deathly rain.

Flash Freeze (Evocation) Freeze creatures in ice.

Snapping Snare (Conjuration) Command ferocious vine.

6th Circle

Yggdrasil Form (Transmutation) Become treant.

Primordial Ritual List

These rituals are available to casters who draw power from the Primordial source.

1st Circle

Discern Portals and Gates (Divination) Sense magic portals.

Dreamspan (Evocation) Create phantom bridge or ladder.

Eutierrian Walk (Enchantment) Make wild beasts friendly.

2nd Circle

Cobblecraft (Transmutation) Make objects from natural materials.

3rd Circle

Grassland Stride (Transmutation) Increase a group's travel pace.

4th Circle

Ancestral Whispers (Divination) Temporarily gain proficiencies.

9th Circle

Sun Cycle (Transmutation) Cause a day to pass in a minute.

Wyrd Spell List

These spells are available to casters who draw power from the Wyrd source.

Cantrips

Crushing Curse (Enchantment) Deal psychic and deafen.

Doorbind (Abjuration) Hold a door closed.

Influence (Enchantment) Temporary advantage on CHA checks.

Pernicious Radiance (Evocation) Illuminate target making it easier to hit.

Swift Stash (Conjuration) Pocket an object.

Word of Misfortune (Enchantment) Psychic harm and disadvantage.

1st Circle

Eclipse Sight (Necromancy) Blind an attacker.

Ruminate (Enchantment) Instill distracting daydreams.

Sapping Smite (Evocation) Weapon deals necrotic and slows target.

Truth of the Void (Illusion) Frighten a creature.

2nd Circle

Corrupting Sheath (Conjuration) Deal acid when hit.

Destructive Resonance (Enchantment) Psychically assault foes.

Dream Lance (Enchantment) Damage and debilitate a foe's mind.

Healing Malediction (Necromancy) Make magical healing cause damage.

Luminous Smite (Evocation) Weapon deals radiant and makes target easier to hit.

Maddening Whispers (Enchantment) Incapacitate creature.

Vengeful Smite (Evocation) Weapon deals psychic and causes frightened.

3rd Circle

Conjure Ferryman (Conjuration) Call a spirit to ferry you across water.

Forceful Courser (Conjuration) Conjure trampling spirits.

Golden Bull (Abjuration) Punish and push approaching enemies.

Minor Maze (Conjuration) Send target to pocket demiplane maze.

Venomous Smite (Evocation) Weapon deals poison and causes poisoned.

Virulent Nightmare (Enchantment) Attack random foes with nightmares.

Void Strike (Evocation) Launch bolts of darkness.

4th Circle

Nether Weapon (Transmutation) Weapon deals necrotic.

5th Circle

Conjure Minor Voidborn (Conjuration) Call void creatures to help.

Detonate Metal (Evocation) Make metal objects explode.

Starbright (Evocation) Create stars to shoot at foes.

6th Circle

Void Rift (Evocation) Create rift to the Void.

7th Circle

Conjure Voidborn (Conjuration) Call void creature to help.

Event Horizon (Evocation) Create gravity well.

Petrifying Chains (Evocation) Petrify creature with eldritch chains.

8th Circle

Body of Ruin (Evocation) Creature pulses with void energy.

9th Circle

Greater Maze (Conjuration) Send target to nightmarish demiplane maze.

Wyrd Ritual List

These rituals are available to casters who draw power from the Wyrd source.

1st Circle

Dreamspan (Evocation) Create phantom bridge or ladder.

3rd Circle

Dreamward (Abjuration) Protect targets' dreams.

Dream Step (Illusion) Observe a creature's dream.

7th Circle

Vision Voyage (Conjuration) Transport creature to a different world.

8th Circle

Sigil in Yellow (Enchantment) Paint mesmerizing rune.

SPELL DESCRIPTIONS

This section presents descriptions of additional spells commonly used throughout the Labyrinth. The spells are listed in alphabetical order.

A

Amorphous Form

4th-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of ooze)

Duration: Concentration, up to 10 minutes

You transform a creature into an ooze.

A Large or smaller creature you touch becomes a gray ooze. For the duration, the target's game statistics, except for its INT, WIS, and CHA, are replaced by those of a **gray ooze**. The target retains its personality. If you concentrate on this spell for the full duration, the transformation lasts until it's dispelled.

An unwilling creature must make a CON save to avoid the effect. A willing creature can become unwilling at any point and can make a CON save at the end of each of its turns after becoming unwilling, ending the spell on itself on a success. This spell has no effect on a creature with the Shapechanger tag or a creature with 0 HP. The transformation lasts for the duration, until the target drops to 0 HP, or until it dies.

The target has the maximum hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 HP, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 HP, it isn't knocked unconscious.

The creature is limited by the nature of the ooze's form. It can't speak, cast spells, or take any action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the target transforms into your choice of a **gelatinous cube** or an **ochre jelly** instead. If you cast this spell using a spell slot of 8th circle or higher, the target becomes a **black pudding** instead.

B

Baleful Injunction

2nd-Circle Divine (Necromancy)

Casting Time: 1 reaction when a creature within 60 feet of you succeeds on an attack roll and rolls damage.

Range: 60 feet

Components: V

Duration: Instantaneous

You rebuke an attacking creature causing it to take damage instead of its target.

Calling upon the power you serve, you swiftly castigate a creature you can see within range that made an attack roll and hit. The creature must succeed on a WIS save or the attack deals no damage to the target, and the attacker takes the damage it would have dealt.

Bladed Wings

4th-Circle Arcane (Transmutation)

Casting Time: 1 action

Range: self

Components: V, S, M (a silver needle)

Duration: Concentration, up to 10 minutes

You grow a pair of metallic wings.

You instantly sprout metallic wings that grant you a 60-foot fly speed for the duration of the spell. If you are still aloft when the spell ends, you fall to the ground.

While you have the wings, you can use a bonus action to make two melee weapon attacks with them against one or two targets within 10 feet of you. Your bonus to hit is equal to your spell attack bonus. On a successful hit, an attack deals 2d8 + your spellcasting modifier slashing damage.

As an action, you can choose to launch the metallic feathers in a 60-foot cone of razor-sharp blades. Each creature in the area must make a DEX save, taking 6d8 piercing damage on a failed save, or half as much damage on a successful one. This action causes the spell to end.

Blend

1st-Circle Primordial (Illusion)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of colored pigment thrown in the air)

Duration: 1 hour

You blend into natural surroundings while you remain still.

A creature you touch magically camouflages to match the terrain around it. Other creatures have disadvantage on WIS (Perception) checks made to detect the blended target.

This illusion only functions while the target is motionless. If the target moves, the benefit of this spell is suppressed until the end of the target's next turn.

Body of Ruin

8th-Circle Arcane and Wyrð (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fingerprint pressed onto iron)

Duration: Concentration, up to 1 minute

You infect a creature with waves of void energy.

Choose a Humanoid you can see within range. The target must succeed on a CON save or become infused with a shard of the Void for the duration, causing waves of void energy to rise periodically within it. At the start of each of the target's turns, it must choose to internalize this energy or to release it. If the energy is internalized, the target takes 5d10 necrotic damage. If the target chooses to release the energy, it takes 2d10 necrotic damage, and each creature within 10 feet of it must make a CON save, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one. At the end of each of its turns, the target can make another CON save, ending the spell on a success, as the shard is expelled from its body.

If a creature is reduced to 0 HP by this spell, it's disintegrated. A disintegrated creature and everything it's wearing and carrying, except magic items, are reduced to a pile of dark purple sludge. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. If a creature is disintegrated, any magic items it was wearing or carrying drop onto the ground in a space previously occupied by the creature.

At Higher Circles. When you cast this spell using a spell slot of 9th circle, the spell lasts for 1 minute, without requiring your concentration.

Burrow Striker

4th-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soil that you consume)

Duration: Concentration, up to 1 minute

You travel through the ground to strike your foes.

For the duration of the spell, you gain a burrow speed allowing you to move through sand, earth, mud or ice at a rate equal to your walking speed. When you are beneath the ground, you must hold your breath unless you have the ability to function without breathing.

If you begin your turn 10 feet or less beneath the surface or move at least 10 feet beneath the ground at that depth,

you can use an action to burst from the ground in an unoccupied space you can move to. When you do so, if you are within melee range of a creature, you can make one attack against that target with advantage.

On a hit, you deal your normal damage and the target can't make opportunity attacks against you until the end of your next turn.

C

Castigation Glyph

4th-Circle Divine (Abjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of fine sand that forms the glyph in midair)

Duration: Concentration, up to 1 minute

You mark a creature with a symbol that damages it when it attacks near you.

A creature you can see within range must succeed on a WIS save or a glowing mark appears on their forehead (or other body part). For the duration, if the marked creature hits the caster, or any other creature within 30 feet of the caster, with an attack roll or damaging spell, it takes 4d8 necrotic damage.

The marked creature can repeat the save at the end of each of its turns, ending the spell on a success.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, the damage increases by 1d8 for each slot above 4th.

Column of Cogs

3rd-Circle Arcane (Conjuration)

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of gears worth 10 gp)

Duration: Concentration, up to 1 minute

You conjure a moveable column of spinning gears.

You cause a column of spinning gears to burst from beneath your feet, harmlessly lifting you so you stand atop it. The ground where the column appears must be a solid surface wide enough for its diameter. The column is an object with an AC of 10 and 30 hit points, it has a diameter of 5 feet and a height of up to 30 feet.

While you stand atop the column, you can use a bonus action on each of your turns to mentally command the column to move up to 30 feet in any direction. The column can only move across solid surfaces, and it ignores difficult terrain. You can move the column through spaces occupied by a Large or smaller creature, but it must end



its movement in an unoccupied space. When you move through a space occupied by a creature, that creature must make a DEX save, taking 3d10 slashing damage on a failure or half as much on a success.

At the end of each of your turns, the column's height is reduced by 5 feet. The spell automatically ends if the column is reduced to 0 feet.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, the maximum height of the column increases by 5 feet and damage dealt by the column increases by 1d10 for each circle above 3rd.

Conjure Ferryman

3rd-Circle Arcane and Wyrđ (Conjuration)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (two copper coins)

Duration: Concentration, up to 1 hour

You summon a spirit and boat to transport you across a body of water.

When standing on a riverbank or the shore of some other body of water, you summon a ferry spirit and its boat, which appears in an unoccupied space you can see within range. The GM has the ferry spirit's statistics (use **bearded devil**

statistics from *Monster Vault*). The spirit disappears when it drops to 0 HP or when the spell ends. The spell ends early if you and your companions are safely delivered to your desired destination. The spirit is friendly to you and your companions for the duration of the spell. It transports you and up to 1 companion per your level across the surface of the water, following your directions to the best of its ability. The ferry spirit can travel up to 4 miles per hour, regardless of current weather or other environmental conditions.

During encounter gameplay, the spirit rolls its own initiative and takes its own turns. While the spirit is under your control, it defends itself from hostile creatures, but otherwise spends its entire turn rowing the ferry (which travels at a rate of 30 feet per round).

If you lose concentration on the spell, the spirit and the ferry don't disappear. Instead, you lose control of the conjured spirit and it becomes hostile toward you and your companions, potentially attacking you if provoked. An uncontrolled spirit can't be dismissed by you, and it only disappears once the spell duration is up (or if reduced to 0 HP).

At Higher Circles. When you cast this spell using certain higher-circle spell slots, you can summon more powerful ferry spirits with the ability to carry you between worlds.

When you cast this spell using a spell slot of 4th circle or higher, the spirit's statistics are replaced by those of a **barbed devil** (see *Monster Vault*). As an action, the spirit can cause the boat and all creatures and items aboard it to phase into the Ethereal Plane, rapidly carrying you to another body of water on the same plane (or world). While traveling in the Ethereal Plane, the boat appears to move at its standard pace, but covers approximately 4,000 miles per hour of distance in the Material Plane. Once you reach your destination (or the spell duration is about to end), the boat exits the Ethereal Plane, and appears in the Material Plane in the body of water closest to your desired destination, and the spell ends.

When you cast this spell using a spell slot of 5th circle or higher, the spirit's statistics are replaced by those of a **bone devil** (see *Monster Vault*). As an action, the spirit can cause the boat, and all creatures and items aboard it to instantly teleport to the portion of the River Styx (see **Chapter 2**) closest to the plane or world you are departing from. If you retain control of the spirit for the full duration of the spell, it carries you to any plane or world of your choice connected to the River Styx, then the spell ends. If you lose control of the spirit before the duration elapses, it abandons you at random point on the river between your starting place and your desired destination. Your GM chooses the exact random point (and what worlds or plane entry points it is closest to).

Conjure Minor Voidborn*5th-Circle Arcane and Wyrld (Conjuration)***Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Concentration, up to 1 hour*You summon a cohort of creatures from the Void.*

You summon Aberrations or Fiends that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One Aberration or Fiend of CR 2 or lower
- Two Aberrations or Fiends of CR 1 or lower
- Four Aberrations or Fiends of CR 1/2 or lower
- Eight Aberrations or Fiends of CR 1/4 or lower

A summoned creature disappears when it drops to 0 HP or when the spell ends.

The summoned creatures don't directly attack you or your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They attack your enemies and try to stay within 90 feet of you, but they otherwise control their own actions. The summoned creatures despise being bound, and at the GM's discretion, they might harm or impede you and your companions with secondary effects (but not direct attacks) if the opportunity arises.

At the start of the summoned creatures' turn, you can use a reaction to verbally command them. They obey your commands on that turn, and you take 1d6 psychic damage at the end of the creatures' turn.

If your concentration is broken, the spell ends but the creatures don't disappear. Instead, you can no longer issue commands to them, and they become hostile to you and your companions. The uncontrolled summoned creatures can't be dismissed by you, and they disappear 1 hour after you summoned them.

At Higher Circles. When you cast this spell using certain higher-circle spell slots, choose one of the summoning options above, and more creatures appear: twice as many with a 7th-circle slot and three times as many with a 9th-circle slot.

Conjure Voidborn*7th-Circle Arcane and Wyrld (Conjuration)***Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Concentration, up to 1 hour*You summon a powerful creature from the Void.*

You summon an Aberration or Fiend of CR 6 or lower, which appears in an unoccupied space that you can see within range. This spell can't summon creatures with

Legendary Actions. The creature disappears when it drops to 0 HP or when the spell ends.

Roll initiative for the creature, which takes its own turns. It attacks the nearest creature on its turn. At the start of each of the creature's turns, you can use a reaction to verbally command the creature. It obeys your command on that turn, and you take 2d6 psychic damage at the end of the creature's turn.

If your concentration is broken, the spell ends but the creature doesn't disappear. Instead, you can no longer issue commands to the creature, and it becomes hostile to you and your companions. The uncontrolled summoned creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

At Higher Circles. When you cast this spell using a spell slot of 8th circle or higher, the CR increases by 1 for each slot above 7th.

Corrosion*Arcane and Primordial Cantrip (Transmutation)***Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Instantaneous*You cause rapid decay in one small object.*

You cause an object to quickly corrode. Choose one nonmagical object within range that isn't being worn or carried and that is no larger than a 1-foot cube. The object takes on a slimy texture and becomes pitted and unusable.

This spell has no effect on complex objects made of multiple moving pieces, and it has no effect on the individual components of such objects. For example, this cantrip can affect a dagger sitting on a table, but it has no effect on a lock or the lock's individual parts.

Corrupting Sheath*2nd-Circle Arcane and Wyrld (Conjuration)***Casting Time:** 1 bonus action**Range:** Self**Components:** V, S, M (a feathered branch from a rust monster's antenna)**Duration:** 1 minute*You coat your body in caustic slime that harms attackers and corrodes weapons.*

Your body is slicked with caustic slime. For the duration, a creature that touches you or hits you with a melee weapon attack takes 2d6 acid damage. In addition, a nonmagical weapon made of metal or wood that hits you begins to corrode. After dealing damage, the weapon takes a cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition

made of metal or wood that hits you is destroyed after dealing damage. This spell has no effect on weapons made of adamantine, malchonite, mithral, or silver. If the weapon isn't destroyed, the penalty lasts until a creature spends at least 1 hour cleaning and repairing it.

Create Construct

5th-Circle Arcane (Transmutation)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a Medium-sized pile of raw wood, metal, or similar material and a gemstone worth at least 500 gp)

Duration: Concentration, up to 1 hour

Using raw materials, you create a powerful Construct ally.

You create a Construct servant that appears in an unoccupied space you can see within range. Choose a Construct of CR 5 or lower that appears. (The GM has the creature's statistics.) This spell can't create creatures with Legendary Actions. The creature disappears when it drops to 0 HP or when the spell ends.

The Construct is friendly ally to you and your companions for the duration. In combat, the Construct acts on your initiative and takes its turn immediately after yours. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the Construct, it defends itself from hostile creatures but otherwise takes no actions.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, you can choose to create a Construct of a CR equal to or below the circle of the expended slot. For example, expending an 8th circle slot allows you to create a Construct creature of CR 8 or lower.

Crimson Forge

Arcane and Primordial Cantrip (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of your blood)

Duration: 1 hour

You forge a weapon from blood and flesh.

You transform 1 pound of vegetation, bones, or flesh into one of the following weapons for the duration:

- A simple weapon
- Three pieces of ammunition, such as arrows, bolts, or blowgun darts

Weapons made by this spell are obviously formed by magic but don't count as magical for overcoming resistances and immunity to nonmagical damage. If you cast this spell multiple times, you can have up to three weapons or nine pieces of ammunition created by it at the

same time. Additional castings beyond the third end the effect for all other weapons created by this spell.

This spell's effectiveness improves when you reach certain levels. At 5th level, you can form martial weapons with this spell. At 11th level, weapons made by this spell count as magical for the purposes of overcoming resistances and immunities. At 17th level, weapons and ammunition made by this spell have a +1 bonus to attack and damage rolls.

Crushing Curse

Arcane and Wyrld Cantrip (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attack a creature's mind and deafen it.

You speak a word of Void Speech toward a creature you can see within range. If the target can hear you, it must succeed on a WIS save or take 1d6 psychic damage and be deafened for 1 minute. A creature deafened in this way can still hear Void Speech. At the end of each of its turns, the deafened creature can make another WIS save, ending the effect on itself on a success.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

D

Delay Passing

1st-Circle Arcane (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You slow the passing of a recently deceased creature to ask it two questions.

You touch a creature that died within the last minute and draw forth its ebbing life force to question it. The target must succeed on a WIS save or you temporarily prevent its spirit from passing into the next realm. The spirit is invisible, hovers above its body, and speaks in whispers, but you can see and hear it.

Until the spell ends, you can ask the spirit up to two questions. The spirit knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the spirit is under no compulsion to offer a truthful answer if you are hostile to it, or it recognizes you as an enemy. The spirit can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events. Once the spirit answers your questions, it passes on.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, you can ask one additional question for every two slots above 1st.

Destructive Resonance

2nd-Circle Arcane and Wyrđ (Enchantment)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You create a cone of psychic energy that assaults the minds of those caught in it.

You shout a scathing string of Void Speech that assaults the minds of those before you. Each creature in a 15-foot cone that can hear you must make a WIS save. On a failure, a creature takes 4d6 psychic damage and can't take reactions until the start of its next turn. On a success, a creature takes half the damage, and it can take reactions as normal.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, the damage increases by 1d6 for each slot above 2nd.

Detonate Metal

5th-Circle Arcane and Wyrđ (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a metal gear)

Duration: Instantaneous

You cause a metal item to explode.

Choose a manufactured metal object that you can see within range. You cause the object to explode. Any creature within a 20-foot radius of the item must make a DEX save, taking 8d12 force damage on a failed save, or half as much on a successful one. A creature in physical contact with the object has disadvantage on this save.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage increases by 1d12 for each slot above 5th.

Doorbind

Arcane, Divine, Primordial, and Wyrđ Cantrip (Abjuration)

Casting Time: 1 bonus action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You swiftly ward a closed door, making it harder to open.

Choose a closed door or hatch that you can see within range. Until the spell ends, all rolls made to interact with the target door (including attempts to unlock it or break it down) have disadvantage.

Dream Lance

2nd-Circle Arcane and Wyrđ (Enchantment)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a shard of wood)

Duration: Instantaneous

You project a bolt of psychic power into the mind of your foe.

Make a ranged spell attack against a creature you can see within range. On a hit, the target takes 2d12 psychic damage and must make an INT save.

On a failed save, you can choose one of the following additional effects:

- The target's speed is reduced by half.
- The target can't use reactions.
- The target becomes frightened of the nearest creature.

These additional effects last until the end of the target's next turn.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, the damage increases by 1d12 for every two slots above 2nd.

E

Eclipse Sight

1st-Circle Arcane and Wyrđ (Necromancy)

Casting Time: 1 reaction, which you take when you are damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V

Duration: Instantaneous

You snarl a curse at a creature that harmed you, blinding it.

You snarl a curse in Void Speech at the creature that dealt damage to you, shrouding its sight in the darkness of the Void. The creature must succeed on a CON save or be blinded until the end of its next turn.

Empty Rain

5th-Circle Arcane and Primordial (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a raindrop)

Duration: Concentration, up to 1 minute

You conjure frigid rain that disrupts spellcasting.

A frigid, magic-disrupting rain falls in a 40-foot-tall cylinder with a 10-foot-radius centered on a point you choose within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, that

creature must make a CON save. On a failure, the creature takes 3d8 cold damage and 3d8 necrotic damage and is unable to cast spells until it starts its turn outside the area. On a success, the creature takes half the damage, and its spellcasting is unaffected.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage increases by 1d8 cold damage or necrotic damage (your choice) for each slot above 5th.

Event Horizon

7th-Circle Arcane and Wyrd (Evocation)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a shard of meteoric iron)

Duration: Concentration, up to 1 minute

You create a gravity well around a creature, pulling others closer to it.

You form a mild gravity well around a Large or smaller creature you can see within range. Each creature within 20 feet of that target must succeed on a STR save or be pulled to within 10 feet of the target and be restrained.

For the duration, the area within 10 feet of the target is difficult terrain for all creatures except the target, and a creature that enters a space within 10 feet of the target for the first time on a turn or starts its turn there must succeed on a STR save or take 2d10 bludgeoning damage and be restrained.

Creatures restrained by this spell move with the target when the target moves, being pulled along with the target and maintaining its same distance from the target if possible. If this pulling would move a creature into damaging terrain or similar danger, such as a pit, the creature can immediately make a STR save, ending the pull on itself and the restrained condition on itself on a success. If this pulling would put a barrier between the target and a creature being pulled or otherwise force the pulled creature to no longer be within 10 feet of the target, such as a surrounded target moving into a narrow hallway, the effect ends on that creature.

A restrained creature can take its action to free itself by succeeding on a STR save.

F

Feather Guard

2nd-Circle Divine (Abjuration)

Casting Time: 1 reaction which you take when a hostile creature hits you with a melee attack

Range: Self

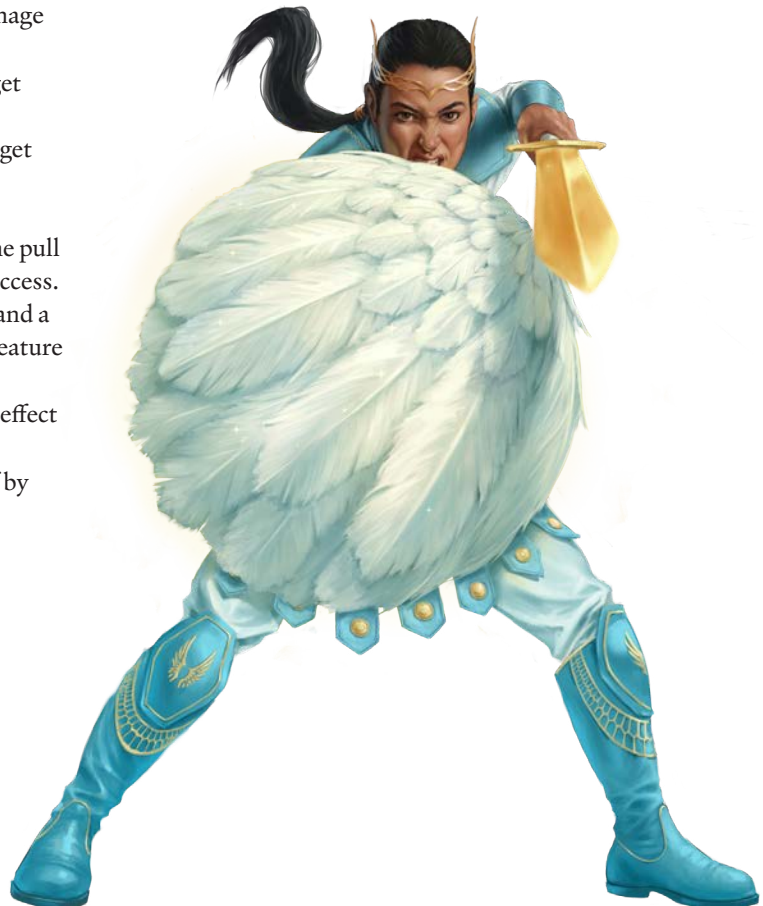
Components: V, S

Duration: Concentration, up to 1 minute

You are lifted out of harm's way by a shield of enormous white feathers.

A shield of angelic feathers instantly lifts you out of harm's way. When you would be hit by an attack that targets you (and just you), you are instantly teleported vertically up to 30 feet, where you remain suspended in midair. If this new position puts you beyond the reach of the triggering attack, the attack misses.

You remain suspended in midair for the duration of the spell, gently floating 5 feet lower at the end of each of your turns. The spell ends early if you touch the ground before the duration is up. Alternatively, while floating, you can use a bonus action to end the spell, which causes you to gently float to the ground, landing in the nearest unoccupied space directly below you. If the spell ends due to a loss of concentration, you immediately fall to the nearest



unoccupied space directly below you and take falling damage as normal.

While floating, you can take actions as normal, but you can move only by pushing or pulling against a fixed object or surface within reach (such as walls or a ceiling), which allows you to move as if you were climbing.

Feed the Worms

1st-Circle Arcane, Divine, and Primordial (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You conjure a swarm of worms from a corpse.

You touch a creature that has died within the last minute and draw on its ebbing life force to feed worms. The creature must succeed on a CON save or its body is consumed except for its bones, horns, scales, or similar sturdy body parts. A swarm of worms (use the statistics of a **swarm of insects**, except the worms have a burrowing speed of 20 feet instead of a climbing speed) appears in the corpse's space, and it's hostile to all creatures other than you. The swarm remains until destroyed.

Flash Freeze

5th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You freeze creatures in blocks of ice.

You call the frigid heart of winter onto a point you can see within range. Each creature within 10 feet of that point must make a DEX save. On a failure, a creature takes 8d6 cold damage and is encased in a block of ice until freed. On a success, a creature takes half the damage and isn't encased. A creature encased in a block of ice is restrained, can't breathe, and can't take any actions other than to try to break free from the ice. To break free, the creature must take an action and succeed on a STR save. If the ice block has taken fire damage since the start of the encased creature's last turn, the creature has advantage on this save.

Alternatively, the ice encasing a creature can be attacked and destroyed by those outside of it. An ice block has AC 13 and 27 HP, and it's vulnerable to fire damage and immune to cold, poison, and psychic damage. Reducing an ice block to 0 HP destroys it and frees the encased creature.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage increases by 1d6 and the ice block's hit points increase by 5 for each circle above 5th.

Fling

1st-Circle Arcane (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a miniature slingshot)

Duration: Instantaneous

You hurl an item a great distance, damaging anything in its path.

Choose an item within range that isn't being worn or carried and weighs no more than 5 pounds. The item is hurled in a straight line up to 90 feet away in a direction you choose. The item stops moving and falls to the ground once it reaches the end of its path. The item also stops moving if it hits something before reaching the end of its path.

If the item would hit a creature in its path, that creature must make a DEX save. On a failure, the creature and the item take 3d8 bludgeoning damage. On a success, the creature takes no damage, and the item continues along its path.

If the item hits an object, the object and item take 3d8 bludgeoning damage.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the maximum weight of the item you can target increases by 5 pounds and the damage dealt by the item increases by 1d8, for each circle above 1st.

Forceful Courser

3rd-Circle Divine, Primordial, and Wyrld (Conjuration)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a brass dog whistle)

Duration: Instantaneous

You summon a pair of semi-translucent beasts to charge into battle.

You call upon nature spirits to come to your aid. The spirits take the form of Small-sized Beasts of your choice and appear in unoccupied spaces that you can see within range. Each courser immediately moves up to 120 feet and attacks a target of your choice. Make a melee spell attack for each attack. On a hit, the target takes 3d6 force damage and must succeed on a DEX save or be knocked prone. The coursers are only partially real and can't be damaged. They vanish at the end of your turn.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, you can summon one additional courser for each slot above 3rd.

G

Glimpse of the Void

8th-Circle Arcane (Enchantment)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a scrap of parchment with Void glyph scrawling)

Duration: Concentration, up to 1 minute

You terrify creatures with images of nonexistence.

Muttering Void Speech, you force images of terror and the nullity of the Void into the minds of creatures. Each creature in a 30-foot cube centered on a point you can see within range must succeed on an INT save or fall into a terrified stupor for the duration. While in this stupor, a creature takes no actions other than to shriek, wail, gibber, or babble unintelligibly. At the start of an affected creature's turn, there is a 50 percent chance it moves up to half its speed in a random direction.

Glitter Dust

2nd-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (aluminum dust)

Duration: 1 minute

You spray glitter that coats and blinds creatures.

You spray a shower of golden glitter from your hands. Each creature in a 15-foot cone becomes coated in glitter for the spell's duration, outlining all invisible creatures and objects. In addition, any creature in the area when the spell is cast must make a CON save. If it fails, the target is blinded for the duration. At the end of each of its turns, the target can make a CON save. On a success, the creature is no longer blinded.

Golden Bull

3rd-Circle Divine and Wyrd (Abjuration)

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny gold figurine depicting a bull)

Duration: Concentration, up to 1 minute

You conjure a spectral bull that drives back enemies.

You conjure a spectral bull head that hovers in the air above you for the duration of the spell. The bull moves with you so it always shares your space. While the spell is active, any hostile creature that comes within 5 feet of you for the first time on its turn must succeed on a STR save

or take 2d10 force damage and be pushed up to 10 feet away from you. On a successful save, a creature takes half damage and isn't pushed.

Greater Maze

9th-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You send a creature to a nightmarishly inescapable maze dimension.

You banish a creature you can see within range to a labyrinthine demiplane.

The target remains there for the duration or until it escapes. It must a DEX save each time it starts its turn in the maze, taking 4d6 psychic damage on a failed save, or half as much damage on a success.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 INT check. If the target succeeds on two checks while in the maze, it escapes and the spell ends. When it ends, the target reappears in the space it left, or the nearest unoccupied space.



H

Healing Malediction

2nd-Circle Primordial and Wyrd (Necromancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a poisonous berry that is crushed in the hand)

Duration: Concentration, up to 1 minute

You choose a creature to take damage when it receives magical healing.

You disrupt the natural healing qualities within a creature you can see within range. The target must succeed on a CON save or be affected for 1 minute. An affected creature takes 2d8 necrotic damage whenever it receives magical healing of any kind. A creature that fails the save by 5 or more has no knowledge that it is under the effect of this spell.

The target can repeat the save at the end of each of its turns, ending the spell on a success.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, the damage increases by 1d8 for each slot above 2nd. In addition, if you cast this spell using a spell slot of 5th level or higher, a target recovers no hit points if healing magic (including spells and items) is used upon it.

I

Influence

Arcane and Wyrd Cantrip (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a dab of perfume)

Duration: Concentration, up to 1 minute

You temporarily compel a creature to treat and view you favorably.

Choose one creature you can see within range that isn't hostile toward you or your allies. You have advantage on all CHA-based checks made to interact with that creature for the duration of the spell.

Once the spell ends, the target immediately realizes it was under the influence of your magic spell and it becomes hostile toward you and your allies.

K

King of Nothing

6th-Circle Arcane (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of a humanoid's breath)

Duration: Concentration, up to 1 minute

You separate a creature's sense of self from it, slowly making it insubstantial.

You remove the sense of self from a Humanoid you can see within range. The target must make a CHA save. On a failure, it takes 4d6 psychic damage at the start of each of its turns for the duration. On a success, it takes 2d6 psychic damage and suffers no further effects of this spell.

If the affected target is reduced to below half its hit point maximum while under the effects of this spell, it becomes hazy and insubstantial. Nonmagical weapon attacks made against it have disadvantage, and it can't make weapon attacks against other creatures.

If the target dies while under the effects of this spell, it fades away to nothingness, and it can be restored to life only by means of a *wish* spell or similar powerful magic.

L

Life Drain

6th-Circle Arcane and Divine (Necromancy)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You steal the life force from creatures and give it to others.

With a snarled word of Void Speech, you create a swirling vortex of purple energy centered on a point you can see within range. Each creature within 15 feet of the point must make a CON save, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

For each creature damaged by the spell, you can choose one other creature you can see within 30 feet of that creature, which can include yourself, to associate with that damaged creature. Each chosen creature regains hit points equal to half the necrotic damage taken by its associated damaged creature.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the damage increases by 1d6 for each slot above 6th.

Luminous Smite

2nd-Circle Divine and Wyrð (Evocation)

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 minute

You empower a weapon with damaging radiance that makes foes easier to hit.

You cast this spell on a weapon you are wielding. The first time you successfully hit a creature with a melee attack before the spell ends, the attack deals an extra 2d6 radiant damage to the target. In addition, the target becomes outlined in colorful light, shedding dim light in a 10-foot radius until the spell ends. Any attack roll against an affected creature has advantage if the attacker can see the light.

At Higher Circles. If cast using a spell slot of 3rd circle or higher, the extra damage dealt by the attack increases by 1d6 for each slot above 2nd.

M

Maddening Whispers

2nd-Circle Arcane and Wyrð (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Your whispers incapacitate a creature.

You whisper a string of Void Speech toward a creature within range that can hear you. The target must succeed on a CHA save or be incapacitated for the duration. While incapacitated by this spell, the target's speed is reduced to 0. You must use a bonus action while within 30 feet of the target on each of your subsequent turns to continue whispering; otherwise, the spell ends. The spell also ends if the target takes damage.

Magnetize

2nd-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pouch of iron filings)

Duration: 1 minute

You generate a field that allows you to push or pull metal objects.

You gain the ability to create a magnetic field that allows you to push or pull metal objects. When you cast the spell, and as your action each round for the duration, you can exert your will on one metal object that you can see within

range. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

You can try to move a metal object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it in a straight line up to 30 feet toward or away from you, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's STR check. If you succeed, you pull the object away from that creature and can move it in a straight line up to 30 feet toward or away from you, but not beyond the range of this spell. If the object is a worn object that can't easily be removed (such as armor), on a failed save, the targeted creature also moves with the metal object. If the combined weight of the object and the creature exceeds 1,000 pounds, the spell does not work.

Minor Maze

3rd-Circle Arcane and Wyrð (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You send one creature into a pocket maze dimension.

You can force one creature that you can see within range to succeed on an INT save or be banished into a miniature labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 12 INT check. If it succeeds, it escapes, and the spell ends. When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Misdirect

2nd-Circle Arcane and Primordial (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You disrupt a creature's spatial awareness, causing it to move erratically.

You disrupt a creature's ability to perceive space and distance. When you first cast this spell, choose a creature you can see within range. The target must succeed on a WIS save or immediately be affected by one of the random effects on the **Misdirect Effects** table.

On each of your subsequent turns while the spell remains active, you can expend a bonus action to force the same

target or a different creature within range to make a WIS save or become affected by one of the random effects from the **Misdirect Effects** table (if the same creature is targeted and fails the save, make a new roll to determine which effect occurs).

MISDIRECT EFFECTS

d4	Effect
1	The creature uses its reaction to move to a random unoccupied space within 10 feet. It won't move into a space that would harm it (like stepping off a cliff), but this movement does incur any possible opportunity attacks. If the creature has already used its reaction, the creature isn't affected by this.
2	The creature falls prone.
3	The creature's speed is reduced to 0 feet until the end of its next turn.
4	The creature must spend all its speed moving in a random direction at the start of its next turn—it can then take actions as normal. It can change direction if needed to avoid spaces that would harm it (like stepping off a cliff), but this movement does incur any possible opportunity attacks.

N

Nether Weapon

4th-Circle Arcane and Wyrd (Transmutation)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (ink, chalk, or some other writing medium)

Duration: Concentration, up to 1 hour

You imbue a weapon with the power of the Void.

You scrawl a Void rune on a weapon you touch. Until the spell ends, the weapon turns black, becomes a magic weapon if it wasn't before, and deals an extra 2d6 necrotic damage on a hit. A creature that takes necrotic damage from this weapon can't regain hit points until the end of its next turn.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, the extra damage dealt by the weapon increases by 1d6 for every two slots above 4th.

P

Pernicious Radiance

Divine and Wyrd Cantrip (Evocation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered crystal)

Duration: Concentration, up to 1 minute

You illuminate a foe with a glowing aura that makes them vulnerable to the next attack.

A target you can see within range is surrounded with a dim radiance if it fails a DEX save. The next attack made against the target has advantage. When a target is successfully struck by an attack, you can use a reaction to move the aura to a different creature of your choice within 30 feet of the original target. Otherwise, the spell ends.

The number of creatures you can illuminate with your pernicious radiance increases by 1 when you reach 5th level (2 targets), 11th level (3 targets), and 17th level (4 targets). You can only move one aura at a time with your reaction.

Personal Cannibal

4th-Circle Arcane (Transmutation)

Casting Time: 1 action

Range: Self

Components: V, S, M (a desiccated blackberry)

Duration: 1 minute

You empower your mental prowess at the expense of your body.

You empower your mental prowess at the expense of your body. For the duration, when you make an ability check, attack roll, or save that uses INT, WIS, or CHA, roll a d8 and add the number rolled to the check, attack, or save. In addition, when you make an ability check, attack roll, or save that uses STR, DEX, or CON, roll a d8 and subtract the number rolled from the check, attack, or save.

At Higher Circles. When you cast this spell using a spell slot of 6th circle, the die becomes a d10 instead of a d8. When you cast this spell using a spell slot of 8th circle, the die becomes a d12 instead of a d8.

Petrifying Chains

7th-Circle Arcane and Wyrd (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You petrify a creature with eldritch chains.

You wrap chains of eldritch energy around a creature that you can see within range. The target must make a CON save. On a failure, the target takes 10d10 necrotic damage and suffers the first stage of becoming petrified. On a success, the target takes half the damage, and it suffers no further effects of this spell.

For the duration, the target must repeat the save at the start of each of its turns. It has disadvantage on this save if it has taken necrotic damage from a source other than this spell since the start of its previous turn. The creature's petrification stage increases by 1 on a failure or reduces by 1 on a success:

- Stage 1: The target's speed is reduced to 0.
- Stage 2: The target becomes restrained in stone.
- Stage 3: The target comes petrified and stops repeating the save.

If a target is at stage 3 and you concentrate on this spell for the full duration, the petrification lasts until removed by the *greater restoration* spell or similar magic.

At Higher Circles. When you cast this spell using a spell slot of 8th circle or higher, you can target one additional creature for each slot above 7th. The creatures must be within 30 feet of each other when you target them.

Pocket Portal

3rd-Circle Arcane (Conjuration)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create an invisible doorway between points within eyesight.

As a bonus action, choose two unoccupied spaces you can see within 60 feet of you. An invisible and intangible pocket portal appears at each point. A Large or smaller creature who steps onto the space with the portal can choose to remain in the same space or use their movement to step onto any of the squares adjacent to the other portal. Stepping through a portal does not provoke attacks of opportunity.

Any creature who ends its turn in the same space as the portal is pushed to a random unoccupied space within 5 feet of it.

The portal remains open for 1 minute or until you choose to end the effect (no action required).

Prismatic Longbow

6th-Circle Arcane (Evocation)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a magical longbow that fires arrows with different harmful effects.

A magical bow formed of swirling rainbow hues appears in your hands. You must have both hands free when you summon the bow and must use both hands to fire it.

When the bow first appears, choose one of the seven arrow colors and make a ranged spell attack against a creature you can see within 150 feet of you. On a hit, the target takes 4d8 force damage and suffers an additional effect determined by the chosen color of the arrow.

Until the spell ends, you can use an action on each of your turns to choose a different arrow and make a ranged attack against a creature of your choice within 150 feet.

Red. The target takes an additional 4d8 fire damage.

Orange. The target takes an additional 4d8 acid damage.

Yellow. The target takes an additional 4d8 lightning damage.

Green. The target takes an additional 4d8 poison damage.

Blue. The target takes an additional 4d8 cold damage.

Indigo. The target must succeed on a CON save or begin to turn to stone and be restrained. The restrained creature must repeat the save at the end of its next turn, becoming petrified on a failure or ending the effect on itself on a success. The petrification lasts for 1 minute, or until the creature is freed by the *greater restoration* spell or similar magic.

Violet. The target must succeed on a CHA save or be banished to a harmless demiplane. While there, it is incapacitated. The target remains there for 1 minute, at which point it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Once you fire an arrow, that arrow's color disappears from the bow, and you can't select it again for the duration of the spell. The bow vanishes early if you use all seven colors, otherwise it remains for the duration of the spell.

Protection from the Void

2nd-Circle Arcane (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bar of silver worth 15 sp, which the spell consumes)

Duration: Concentration, up to 10 minutes

You ward your target against the dangers of the Void.

For the duration, one willing creature you touch has resistance to necrotic or psychic damage (your choice).

R

Ruminate

1st-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sand you sprinkle onto the ground)

Duration: Concentration, up to 1 minute

You distract a creature with its own daydreams.

A creature you can see within range must make an INT save or become distracted with daydreams of its greatest desire. Creatures engaged in combat or strenuous activity have advantage on the save. A distracted creature is unaware of its surroundings, of time passing, and that it has been affected by a spell. The target can repeat the save at the end of each of its turns, ending the spell on a success. The spell ends early if the target takes damage or another creature uses an action to rouse it.

S

Sapping Smite

1st-Circle Divine and Wyrd (Evocation)

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 minute

You empower a weapon with withering decay.

You cast this spell on a weapon you are wielding. The first time you successfully hit a creature with a melee attack before the spell ends, the attack deals an extra 1d6 necrotic damage to the target and infects the target with withering rot. Until the spell ends, an affected target must make a CON save at the start of each of its turns. On a failure, it takes 1d6 necrotic damage and its speed is halved until the beginning of its next turn. On a success, the spell ends.

At Higher Circles. If cast using a spell slot of 2nd circle or higher, the extra damage dealt by the attack increases by 1d6 for each circle above 1st.

Seed Bolt

1st-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a closed seed pod that is opened and the contents scattered)

Duration: Concentration, up to 1 minute

You cause a nearby plant to fire a thorn projectile.

Choose a plant within range. The plant grows a seed pod that ruptures, hurling a razor-sharp thorn at a target of your choice within 30 feet of the plant. Make a ranged spell attack against the target. On a hit, the target takes 2d6 piercing damage.

Each round on your turn, you can use an action to choose the same plant, or another within range, to grow a pod and launch a thorn.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the damage increases by 1d6 for each slot above 1st.

Spectral Wall

4th-Circle Arcane and Divine (Necromancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a fragment of bone from a Humanoid that froze to death)

Duration: Concentration, up to 1 minute

You create a wall of cold, frightening spirits.

You call forth the chilling, terrifying presence of tortured spirits from beyond the mortal world, forming them into a wall of freezing horror. You can make the wall in a line up to 60 feet long, 10 feet high, and 5 feet thick or in a circle up to 20 feet in diameter, 10 feet high, and 5 feet thick. The wall is translucent, providing half cover to creatures behind it, and lasts for the duration.

When the wall appears, each creature within its area must make a DEX save. On a failure, a creature takes 2d10 cold damage and 2d10 necrotic damage and is frightened of the wall until the end of its next turn. On a success, a creature takes half the damage and isn't frightened. A creature can move through the wall, and its space is difficult terrain. The first time a creature enters the wall on a turn or ends its turn there, the creature must make a DEX save. On a failure, it takes 2d10 cold damage and 2d10 necrotic damage and is frightened of the wall until the end of its next turn. On a success, it takes half the damage and isn't frightened.

Spore Surge

2nd-Circle Primordial (Conjuration)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a small mushroom that is eaten)

Duration: Instantaneous

You expel a cone of acidic and debilitating spores.

You conjure a streaming spray of magical fungi spores. Each creature in a 30-foot cone must make a DEX save. On a failure, a creature takes 2d6 poison damage and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and is not slowed.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, the damage increases by 1d6 for each slot above 2nd.

Snapping Snare

5th-Circle Primordial (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a seed and a dried octopus)

Duration: Concentration, up to 1 minute

You cause a vine to erupt from the ground and act as you direct.

A thick, bulbous, tentacle-like vine bursts from the ground at a point you can see within range. The vine lasts for the spell's duration, and it acts at your command.

The vine is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 HP, the spell ends. It has STR of 26, and a DEX of 10. The vine is a Large object that is 25 feet long.

When you cast the spell, and on your subsequent turns, you can cause one of the following effects with it.

Bash. As an action, the vine smashes a creature it is grappling back and forth into the ground. The grappled target must make a STR save. On a failure, the target takes 2d6 bludgeoning damage and must repeat the save. The target continues to take damage and repeat the save at the beginning of each of your turns until it successfully saves.

Ensnare. As an action, the vine attempts to grapple a Huge or smaller creature within 15 feet of it. You use the vine's STR score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the vine is grappling the target, you can use a bonus action to have the vine crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting modifier.

Fling. As an action, the vine flings a creature it is grappling through the air up to 30 feet in a direction of your choice. The target must succeed on a DEX save or take 8d8 bludgeoning damage and be knocked prone. On

a successful save, the target takes half as much damage and isn't knocked prone.

If the target is thrown at another creature, that creature must succeed on a DEX save or take the same damage and be knocked prone.

Reposition. As a bonus action, the vine burrows through the ground to an unoccupied space within 60 feet that you can see.

Smash. As an action, the vine lashes out at a target within 15 feet of it that you can see. Make a melee spell attack for the vine using your game statistics. On a hit, the target takes 6d10 bludgeoning damage.

Starbright

5th-Circle Arcane and Wyrld (Evocation)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You create a halo of tiny stars to shoot at your enemies.

You create seven motes of radiance that shine like tiny stars. The stars hover around your head for the duration of the spell, shedding bright light in a 30-foot radius and dim light out to an additional 30 feet.

As a bonus action, you can make a ranged spell attack to shoot one mote at a target you can see within 120 feet of you, after which that mote disappears. On a successful hit, the target takes 4d8 radiant damage.

The spell ends early if the last mote is expended.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, you create two additional motes for each circle above 5th.



Star's Radiance*3rd-Circle Arcane and Divine (Abjuration)***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute*You emit light that wards the minds of allies standing near you.*

The light of a dozen stars shines from you in a soft radiance, shedding dim light in a 10-foot radius. You and each friendly creature within 10 feet of you has advantage on WIS saves.

Stir Fury*3rd-Circle Primordial (Transmutation)***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Concentration, up to 1 minute*Your touch enhances a creature's martial abilities.*

You touch a willing creature. For the duration, any melee attack the target makes deals one additional die of damage.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, the chosen feature gains an additional die of damage for every two slots above 3rd.

Structured Mind*3rd-Circle Primordial (Abjuration)***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** 8 hours*You shield a target's mind from psychic harm and enhance its ability to resist or disbelieve mind-altering effects.*

You rebalance a creature's humors and energies to strengthen and fortify its mental faculties. Choose a willing creature within range that isn't a Construct or Undead. For the duration, the target has resistance to psychic damage and advantage on saves against becoming charmed, frightened, or stunned. In addition, targets affected by this spell have advantage on WIS (Insight) checks made to see through illusions or perceive the true form of a target disguised by magical means.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, you can target one additional creature for each slot circle above 3rd. The creatures must be within 30 feet of each other when you target them.

Swift Stash*Arcane and Wyrd Cantrip (Conjuration)***Casting Time:** 1 action**Range:** Self**Components:** S**Duration:** Concentration, up to 1 minute*You shuffle an object from your hand into a magical pocket.*

With a surreptitious twist of your palm, you transport an object held in your hand weighing up to 1 pound into an extradimensional pocket. You can use a bonus action to retrieve a stored object from your pocket. When the spell ends, or if you retrieve an object, it appears in the hand it vanished from, or at your feet if your hand is not empty.

The maximum weight of an object you can store in your swift stash increases by 2 pounds when you reach 5th level (3 lb.), 11th level (5 lb.), and 17th level (7 lb.).

T**Truth of the Void***1st-Circle Arcane, Divine, and Wyrd (Illusion)***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (an empty eggshell)**Duration:** 1 round*You project a frightening image of the Void, causing despair in a creature.*

You send a vision of the Void into the mind of one creature you can see within range, projecting feelings of hopelessness and despair onto it. The target must succeed on a WIS save or be frightened of you and drop whatever it's holding. On its turn, it must take the Dash action and move away from you by the safest available route, unless there is nowhere to move. Then the spell's effects end.

U**Unfathomable Emptiness***9th-Circle Arcane (Divination)***Casting Time:** 1 action**Range:** 30 feet**Components:** V, S, M (a bead from an abacus)**Duration:** Instantaneous*You overwhelm a creature with its insignificance within the grand scheme of the Labyrinth.*

You fill the minds of up to three creatures you can see within range with their utter insignificance within the grand

scheme of the thousands of worlds of the Labyrinth. Each target must make an INT save. On a failure, a target is stunned. On a success, a target is incapacitated until the end of its next turn. At the end of its next turn, a stunned target can repeat the save, ending the effect on itself on a success or becoming incapacitated for 1 minute on a failure. At the end of each of its turns, an incapacitated target can make another INT save, ending the spell on a success.

V

Venomous Smite

3rd-Circle Divine and Wyrd (Evocation)

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 minute

You empower a weapon with venom that harms and poisons foes.

You cast this spell on a weapon you are wielding. The first time you successfully hit a creature with a melee attack before the spell ends, the attack deals an extra 3d6 poison damage and the target is poisoned until the spell ends. The affected creature can make a CON save at the start of each of its turns, ending the poisoned effect on a success.

At Higher Circles. If cast using a spell slot of 4th circle or higher, the extra damage dealt by the attack increases by 1d6 for each slot above 2nd.

Vengeful Smite

2nd-Circle Divine and Wyrd (Evocation)

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 minute

You empower a weapon to damage the mind and frighten foes.

You cast this spell on a weapon you are wielding. The first time you successfully hit a creature with a melee attack before the spell ends, the attack deals an extra 2d6 psychic damage to the target. Additionally, the target becomes frightened of you until the spell ends. The affected creature can make a WIS save at the end of each of its turns, ending the frightened effect on a success.

At Higher Circles. If cast using a spell slot of 3rd circle or higher, the extra damage dealt by the attack increases by 1d6 for each slot above 2nd.

Virulent Nightmare

3rd-Circle Arcane, Primordial, and Wyrd (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a severed doll's head)

Duration: Instantaneous

You damage a target with a painful nightmare that leaps to near by creatures.

You spawn a flood of nightmarish images in the mind of a creature you can see within range. The target must succeed on a WIS save or take 4d6 psychic damage and the nightmare immediately leaps into the mind of a random hostile creature within 30 feet of the first target. At the start of the new target's next turn, it must make the same WIS save or take the same damage. The nightmare continues to leap into creatures (including back into previous targets) until there are no hostile creatures within range or a target succeeds on the save.

Void Rift

6th-Circle Arcane and Wyrd (Evocation)

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a black opal worth 500 gp, carved with a Void glyph)

Duration: Concentration, up to 1 minute

You tear a hole in reality, opening a rift to the Void.

You speak a hideous string of Void Speech that leaves your mouth bloodied, causing a rift into nothingness to tear open on a point you can see within range. The area within 30 feet of that point is difficult terrain. A creature that starts its turn in the spell's area must succeed on a STR save or be pulled up to 15 feet toward the rift. A creature that is pulled to within 5 feet of the rift or that starts its turn within 5 feet of the rift must make a CON save, taking 5d10 necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 HP by this damage is torn from reality and can be restored to life only by means of a *true resurrection* or a *wish* spell.

Objects in the area that aren't being worn or carried are pulled up to 15 feet toward the rift at the start of your turn. Nonmagical objects pulled into the rift are destroyed.

Void Strike*3rd-Circle Arcane and Wyrd (Evocation)***Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Concentration, up to 1 minute*You launch bolts of darkness from your hand.*

With a short phrase of Void Speech, you gather writhing darkness around your hand and send it toward a creature you can see within range. Make a ranged spell attack. If the target is in dim light or darkness, you have advantage on the attack roll. On a hit, the target takes 4d8 necrotic damage and is frightened of you until the end of its next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Circles. When you cast the spell using a spell slot of 4th circle or higher, the damage increases by 1d8 for each slot above 3rd.

W**Wield Soul***4th-Circle Arcane and Divine (Necromancy)***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous*You steal knowledge of a dying creature's power.*

You touch a creature that died within the last minute and steal some of its power. The target must succeed on a WIS save or you gain knowledge of the spells, actions, bonus actions, and reactions it knew. Choose one of these features. You can't choose a Legendary Action, Lair Action, or trait. Until you finish a long rest, you can use the appropriate action to activate that feature once, using the creature's save DC, attack bonus, or similar statistics necessary to use the feature.

Word of Misfortune*Arcane and Wyrd Cantrip (Enchantment)***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous*Your hiss causes harm and disrupts a creature's ability to succeed on saves.*

You hiss a word of Void Speech toward a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a WIS save or take 1d6 necrotic damage and have disadvantage on the next save it makes before the start of your next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Y**Yggdrasil Form***6th-Circle Primordial (Transmutation)***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a wooden doll that resembles you)**Duration:** Concentration, up to 1 minute*Your body takes on a new appearance, growing into a towering, sentient tree.*

This spell transforms you into the form of **treant**. Your game statistics, including INT, WIS, and CHA, are replaced by those of the treant. You also retain all of your skill and save proficiencies. When you make an ability check or save, you can choose to use your modifiers or the treant's (whichever is higher).

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

You retain the benefit of any features from your class, lineage, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense.

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

RITUAL SPELL DESCRIPTIONS

This section presents descriptions of ritual spells commonly used throughout the Labyrinth. The spells are listed in alphabetical order.

Ancestral Whispers

4th-Circle Primordial and Wyrd Ritual (Divination)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a treasured heirloom, a lotus blossom, and incense worth 150 gp)

Duration: 8 hours

You draw upon the collective dreams of your ancestors to temporarily gain a pair of proficiencies.

This spell sends your mind into a waking dream for the length of the casting time. During this period, you can't sense your normal surroundings in any way. Inside the waking dream, you drift through the experiences of your ancestors or patron spirits.

When the spell is cast, you can choose two proficiencies (from skills, weapon or armor, tools, vehicles, or languages), and gain proficiency in those choices for the duration. You can't choose more than one proficiency in any category, so you could choose a weapon proficiency and a language, but not two weapon proficiencies.

Once you cast this spell, you can't do so again until you complete a long rest

Cobblecraft

2nd-Circle Primordial Ritual (Transmutation)

Casting Time: 10 minutes

Range: 5 feet

Components: V, S, M (silver thread worth at least 25 gp, which the spell consumes)

Duration: 1 hour

You shape plants and stones to create simple tools or objects.

You convert nearby natural materials such as rocks and flora into a useful object. The cobbled item can be no larger than Medium (contained within a single 5-foot cube). Typical items created by this spell include tools, adventuring gear, simple weapons or light armor. You can only create one item with each casting of this spell, and a created item lasts for 1 hour before falling apart.

Items created by this spell are functional but very crudely made and without material value.

Creatures or magic items can't be created by this spell. You can't use it to create items the ordinarily require complex parts or a high degree of craftsmanship, such as clockwork items, alchemical substances, martial weapons, and medium or heavy armor.

Discern Portals and Gates

1st-Circle Divine and Primordial Ritual (Divination)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a holy symbol or yew wood stick, and 10 gp worth of herbs and incense)

Duration: Concentration, up to 10 minutes

You sense nearby magical portals.

For the duration, you sense the presence and location of enchanted gateways, portals, or entrances to similar planar shortcuts within 120 feet of you. This spell also grants you advantage on rolls made to analyze these types of magical portals or to identify objects used to open them.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Particularly powerful portals might be discernable through such impediments, as determined by your GM.

Dreamspan

1st-Circle Arcane, Divine, Primordial, and Wyrd Ritual (Evocation)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a sketch of a wooden bridge on parchment or in the dirt)

Duration: Concentration, up to 1 hour

You form a shimmering bridge or ladder from the ephemeral wisps of dreams.

You sketch a bridge to span a chasm, bypass difficult terrain, or slope up (or down) to a different height. When you complete the ritual, you bring forth a glowing bridge of semi-translucent energy that matches your sketch. This span can be up to 30 feet long, 10 feet wide, and can support 500 pounds of weight at a time. Creatures or objects exceeding this threshold fall through the bridge as if it didn't exist.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 2nd-circle spell slots, the length of the bridge increases by 20 feet for each slot you have access to above 1st.

Dream Step*3rd-Circle Arcane and Wyrđ Ritual (Illusion)***Casting Time:** 10 minutes**Range:** Self**Components:** V, S, M (a glass lens worth at least 15 gp, which the spell consumes)**Duration:** Concentration, up to 10 minutes*You become an invisible observer in another creature's dream.*

You reach out with your consciousness and step into the dreams of another creature to view a memory or gather information. The creature must be on the same plane of existence as you and have a minimum INT score of 7 (–2). If the target isn't asleep or in meditation (in the case of elves or similar races) when the spell is cast, the spell fails. This spell has no effect on Constructs or Undead.

When you cast the spell, you enter your target's dream, and you view the events as an invisible third party. The creature is unaware of your presence, and you can't interact with the dream in any way other than the method listed below.

As an action, you can reach out your consciousness and attempt to influence the course of the dream. For example, you may cause something new to appear or cause the tone of the dream to change to a nightmare (or vice versa) or influence a "character" in the dream other than the target to act a certain way. When you attempt to influence the dream, your target must succeed on a WIS save against your spell save DC. On a failed save, your attempt to alter the dream is successful. On a successful save, you are immediately ejected from the dream as the dreamer awakens.

For the duration of the spell, your body lies in repose in the location you cast the spell. You are blind and deaf to your body's surroundings, though you can feel and are aware if you take damage. If your body is moved, the spell ends. If your target is awakened, the spell ends.

Once this spell ends, you gain one level of exhaustion.

Dreamward*3rd-Circle Arcane and Wyrđ Ritual (Abjuration)***Casting Time:** 10 minutes**Range:** 60 feet**Components:** V, S, M (a line of salt)**Duration:** 8 hours*You craft a ward, shielding everyone within it from harmful magics targeting their dreams.*

As part of this ritual, you pour an unbroken line of salt around the edge of the area. When you cast this spell, you designate any number of creatures inside your salt circle. Until the spell ends, the targets are immune to any spells or magic effects that intrude, read, or otherwise affect their dreams. In addition, the targets don't have nightmares and

only dream of pleasant things, or don't dream at all.

The spell's area can't overlap with the area of another dreamward spell. If you cast dreamward every day for 30 days in the same location, the spell lasts until it is dispelled, and the line of salt becomes as hard as stone.

Once you cast this spell, you can't do so again until you complete a long rest.

Eutierrian Walk*1st-Circle Primordial Ritual (Enchantment)***Casting Time:** 1 hour**Range:** Self**Components:** V, S, M (a lit candle, a bowl of water, a feather, a handful of soil, and silver animal tooth worth at least 10 gp)**Duration:** 8 hours*Linking yourself to the surrounding terrain, you calm the attitudes of dangerous animals.*

You spread your mind and spirit into the land. For the duration, Beasts you encounter don't react to you with hostility, unless you do so first. This protection doesn't extend to your companions.

If a Beast attacks a companion within sight of you, it can succeed on a WIS save at the end of each of its turns. On a success, the Beast realizes you are in league with its target and may choose to attack you.

Once you cast this ritual, you can't do it again until you finish a long rest.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 5th-circle spell slots, Beasts that succeed on the WIS saving throw have disadvantage on attacks made against you. Once you have access to 9th-circle spell slots, Beasts never attack you unless you attack them first.

Grassland Stride*3rd-Circle Primordial Ritual (Transmutation)***Casting Time:** 1 hour**Range:** 30 feet**Components:** V, S, M (a twist of horsehair)**Duration:** 8 hours*You grant creatures the ability to move swiftly over land.*

This spell increases the travel pace of up to ten willing creatures you can see within range. A target's travel pace becomes 600 feet per minute, 6 miles per hour, and 42 miles per day. Targets moving in this way suffer a –8 penalty to WIS (Perception) checks.

If a creature under the effects of this spell engages in combat, stops, or slows down for more than 2 minutes, the spell ends for it.

Hidden Path

5th-Circle Arcane Ritual (Conjuration)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (an accurate map of the local area around your destination, and 25 gp worth of fine inks which the spell consumes)

Duration: 24 hours

You create an extradimensional path that links two locations you have visited.

As part of the casting of this spell, choose a solid surface within range like a wall, cliff face, or similar that you can see within range. You must also choose a location you have physically visited on the same plane of existence, within 100 miles of your current location.

At the end of the casting a nigh-invisible entryway appears on the targeted surface. A second entryway also appears at your chosen destination, on a surface as close to the location pictured in your mind. Both entryways open into an extradimensional path full of passageways, stairs, and similar features that lead to one another. Traveling along this pathway takes half the time that travel to your chosen destination would normally take and is free from hazards, monsters, or similar troubles one might encounter during standard travel.

Any creatures of Huge size or smaller can enter either entryway and travel along this pathway as long as it persists, but creatures who don't know an entryway's exact location must first succeed on a DC 20 INT (Investigation) check to find an entryway.

You can re-cast this ritual to maintain the path while you are still traveling inside it, provided you have the necessary material components to expend and the time to do so.

If the spell ends while a creature is still inside the extradimensional path, it takes 10d10 force damage and is immediately teleported to a random location in the general area it would be if it had traveled overland.

If you cast this ritual every 24 hours for 100 consecutive days, the path becomes permanent.

Sigil in Yellow

8th-Circle Arcane and Wyrld Ritual (Enchantment)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (ochre paint and powdered adamantine worth at least 500 gp)

Duration: Until dispelled or triggered

You paint a sigil that mesmerizes those who look upon it.

When you cast this spell, you paint a sigil, either upon a surface (such as a table or a section of wall) or within an object that can be closed (such as a book, a scroll, or a

treasure chest) to conceal the sigil. If you choose a surface, the sigil can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the sigil is broken, and the spell ends without being triggered. Regardless of where it's placed, the sigil must be a minimum of 6 inches in diameter.

A Humanoid that looks at the sigil must succeed on a WIS save or be forced to stare at it for 1 minute. If you are on the same plane of existence as the creature looking at the sigil, you are alerted when a creature fails this save, and you can use an action to do one of the following things:

- Perceive the target's surroundings using its senses.
- Read the target's surface thoughts and determine what was on its mind the moment before its attention was seized by the sigil. The target must then succeed on a WIS save or you gain insight into its emotional state and learn one idea that looms large in its mind.



- Take total and precise control of the target. On its turn, the target takes only the actions you choose and doesn't do anything you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it can make a WIS save, ending the spell on a success.

The target remains under the sigil's influence for 1 minute, and you can use an action on each of your turns to change which of these effects is active on the target for the duration.

Sun Cycle

9th-Circle Divine and Primordial Ritual (Transmutation)

Casting Time: 1 minute

Range: Self (300-foot sphere)

Components: V, S, M (an orrery worth at least 1,000 gp)

Duration: 1 minute (24 hours outside the range)

You speed up time in a small area, causing a full day to pass in the span of a minute.

You perform a ritual that speeds up time for everything within a 300-foot sphere centered on you. In the span of 1 minute, the sun appears to race through the sky and everything inside the sphere ages as if an entire day has passed. Nothing outside the sphere can affect anything inside the sphere while this acceleration occurs.

At the end of the spell, any abilities, magic items, or other mechanical features that have daily use limits recover expended charges as if a true day has passed (though this time isn't considered a long rest).

You can select any number of willing creatures inside the sphere when you begin casting the spell. All creatures you don't select within the sphere must make a CON save at the end of the duration, gaining three levels of exhaustion on a failure, or one level of exhaustion on a success.

Once you cast this spell, you can't do so again until 7 true days have passed.

Vision Voyage

7th-Circle Divine and Wyrd Ritual (Conjuration)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (an item from the destination world worth at least 500 gp which the spell consumes)

Duration: 8 hours

You transport creatures to another world seen in your dreams.

You and up to nine willing creatures within range fall unconscious for the duration of this spell. While unconscious, all targets experience vivid dreams of a world connected to the Labyrinth. If these visions are uninterrupted (the dreamer remains unconscious for the

full 8 hours), you are physically teleported to a location in the world that you saw in your visions.

To use this ritual, the world you wish to dream of must be a real place and you must have a suitable item from that world, as described in the material components.

Once you attempt to cast this ritual, you can't do so again until 10 days have passed.

War Vessel

7th-Level Arcane Ritual (Conjuration)

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a golden model of a warship worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You conjure a massive ship equipped for war.

A wooden warship rises from a square area of water of your choice that you can see within range. The area of water must be large enough to accommodate the boat, at least 100 feet long, 20 feet wide, 15 feet deep, and clear of any other boats or structures.

The warship is a gargantuan vehicle, 100 feet long and 20 feet wide. The ship has two ballistae and two cannons on deck.

Below deck is divided into two floors: a lower deck and a hold. Each level of the ship is connected by wooden stairs. Below deck is furnished and decorated however you like, and it contains sufficient food to serve a nine-course banquet for up to 60 people each day. Furnishing, food, and other objects created by this spell crumble to dust if removed from the ship.

A crew of forty invisible servants obeys any command given to them by creatures you designate when you cast the spell. Each servant functions as if created by the *unseen servant* ritual spell (see *Player's Guide*) but with a duration that lasts until the vessel is destroyed.

The ship has the stats of a galley (see *Player's Guide*). Substitute cannons for the mangonels. The *unseen servant* crew can't fire weapons but can take other ship actions and ensure the ship never falls below 40 crew.

The vessel lasts until it is destroyed. If you attempt to cast this spell while the first vessel still exists, the first vessel is instantly destroyed.

CHAPTER 6: PANTHEON

Those who walk through the Great Maze (or anywhere in the multiverse) need comfort, healing, and protection as well as guidance: benefits the gods provide their worshippers. However, gods are specific to places and people. Some are known primarily in the Labyrinth itself, while others are best known in specific worlds.

The known worlds of the Labyrinth include eleven core worlds and a hundred or so commonly visited worlds. Beyond these, the worlds grow ever stranger. The derro and the far traders travel to distant worlds barely capable of supporting human, dwarven, or elven settlements, and the gods of these bizarre lands are as dark and strange as their landscape. But even these distant worlds acknowledge one or more of the six gods of the Labyrinth Pantheon, usually one who oversees concerns important to the world's inhabitants.

There are many dead worlds, though Wayfarers and travelers don't often visit even the most prominent of these. These worlds contain hundreds of gods, weak and insubstantial, worshipped by none but ghosts and phantoms—but some are ambitious and seek to return to the Labyrinth and gain new followers.

PANTHEON OF THE LABYRINTH

The new domains of Crafting, Knowledge, and Trickery feature in the portfolios of some Labyrinthine deities, since navigating and thriving in the Labyrinth requires specific information and the ability to use keys and portals. See **Chapter 4** for the Crafting, Knowledge, and Trickery domains.



The domains of Life, Light, and War appear in the *Player's Guide*, and Death, Nature, and Tempest appear in the *Player's Guide 2*. Together, these nine domains constitute the core domains for much of the Labyrinth.

The following six gods constitute the Labyrinthine pantheon. They appear in the worlds of the Labyrinth as major divinities, lesser saints, or minor gods and are all worshipped in any settlement near the portals, oak roads, and passageways of the Labyrinth. Nine dark gods also figure prominently in worlds of the Labyrinth, as well as twenty lesser-known gods.

CARTOKK, THE DREAMING GOD

God of Dreams, Forest Lord, Summoner of Seeds, Lord of Eternal Life, King in the Buried Kingdom, Master of All Worlds, the Slumbering Titan

Domains: Knowledge, Life, Nature

Favored Weapon: Club

Cartokk is a god of mysteries and visions, a god of seekers and those who wish to understand the rhythms of the natural world and the mysteries of the stars and spheres. As a fertility god, he governs the realm of plants, crops, and harvests, as well as the mysteries of winter hibernation, spring rebirth, and summer feasting. Nonbelievers think the Dreaming God's followers waste their time chasing visions and getting drunk. The faithful place Cartokk at the heart of legends about the Labyrinth's creation and believe his dreams created the Ten Thousand Worlds.

Cartokk is depicted as a handsome, bearded man wearing a crown of holly or barley and dressed in a bearskin or lion's pelt, or sometimes only daubed in green and blue paint. Cartokk's eyes are closed on his statues and open on his holy symbol. In depictions he may have two or up to eight arms and wreaths of mist or smoke that hide his legs.

Worshippers

Cartokk's followers include rustic people of the land: shepherds, hedge witches, farmers, and druids as well as hermits, mystics, and strange savants. His devout followers

believe they receive secret knowledge from divine visions; less pious devotees chase beautiful dreams with the herbal potions and mushroom rites of the god.

Devoted and adventurous followers of Cartokk call themselves Dreamers, or the Servants of the Dreaming God. They travel the Labyrinth seeking to learn his mysteries and dream new worlds into being (or at least, so many believe). Whether clerics or druids, all are devoted to the divine wisdom found in sleep and visions.

Symbols and Books

Common symbols of the Dreaming God include the third eye and an open eye, wisps of purple smoke, or sparkling incense. Peacock feathers, eye-shaped amulets, and a specific shade of turquoise are also popular among his followers.



LABYRINTH GODS

God	Domains	Worshippers	Weapon
Cartokk	Knowledge, Life, Nature	Dreamers, mystics, seekers, druids, rustics	Club
Herak-Mavros	Life, Tempest, War	Elders, warriors, farmers, bandits	Greatclub, shortsword, spear
Nakresh	Knowledge, Trickery	Infernals, thieves, wizards, the poor	Shortsword, wand
Rava	Crafting, Knowledge, Trickery	Keepers, nomads, smiths, travelers, weavers	Dagger, staff
Sabateus	Knowledge, Light	Keepers, wizards, shepherds, lamias	Dagger, staff
Solana	Crafting, Life, Light	Concordans, healers, smiths, soldiers	Mace, warhammer

For sacred texts, the followers of Cartokk collectively possess thousands of books of personal prophecy and visions with varying degrees of worth and obscurity, but priests and followers all consult the religion's primary text, *The Holy Eye*, which contains a mélange of mystic ideas about the Ten Thousand Worlds, recipes for potions to induce visions, and sensible rules for treating others with compassion.

Shrines and Priests

Cartokk's greatest shrine is the Temple of the Golden Portal in Delinos on the island of Bamahi, built around a dead portal said to lead directly to the god's hidden sleeping chamber. There are many opinions as to where this chamber lies: somewhere in the clouds of Celestia, sealed in an obscure lesser Hell, or nestled in the near-infinite branches of the World Tree. Rituals designed to restore and activate the portal take place daily without success.

Villages welcome priests of the Dreaming God at planting and harvest time. Otherwise, Dreamers can be mistaken for alchemists, dazed mystics, mendicants, beggars, or simple drunks.

HERAK-MAVROS

God of War and Thunder, Lord of Battle and Rebirth, Patron of Warriors, Master of Strife, Swift Striding Commander, Husband to the White Goddess



Domains: Life, Tempest, War

Favored Weapons: Greatclub, shortsword, spear

Herak-Mavros is the swift god of war and thunder: the Master of Strife who savors destruction, strength, and war. His music is the sound of weapon on shield, and his ceremony, the tramp of boots as soldiers muster and march. His hymnal comprises war songs and battle chants. Herak-Mavros appears in the bright blades of youths undertaking their first cattle raid, and the notch-edged battle weapons of gray-bearded veterans. The desperate or wounded turn to him in times of anger. Service to Herak-Mavros is honorable, as long as followers don't violate the edicts laid forth in his holy texts.

The powers of Herak-Mavros include an aspect of healing and rebirth unusual for a war-god, since his mysteries involve resurrection and the cleansing of the soul along with death and glory.

Herak-Mavros is depicted with a beard and long hair, wearing his coat of storms. This tailored garment resembles a suit of heavy metal plates that gives off lightning, which strikes his enemies and heralds his terrible stride across the field.



Worshippers

The majority of Herak-Mavros's devoted worshippers are human, though orc communities also follow him, as well as giants, centaurs, and beastkin. Several prominent dwarven clans worship him as a paragon of swift courage and unerring strength.

Soldiers, guards, farmers, bandits, scouts, and shepherds beseech the God of War and Thunder for strength and guidance.

Symbols and Books

All weapons of war are symbols of Herak-Mavros, but his favorites include the spear, the shortsword, and the axe—and in times of great anger, an enormous war club. The heraldry of his worshippers often incorporates a lightning bolt, a red bull, or a red circle.

The holy writings of Herak-Mavros include *Twenty-Five Martial Books* and the mystical *Soldier's Journey*. *Edicts of Just War* isn't a holy book, but it provides his followers with the moral and legal requirements for correct behavior on the battlefield or for marching, laying siege, and taking prisoners.

Shrines and Priests

Herak-Mavros's priests also serve as military leaders; their fanaticism makes them embody both the best and worst types of officer. Most of his rites commence in spring, when the military campaign season begins. His priests can function as mercenary captains, and some lead famous bands of sellswords.

In his cavern-temples, priests of Herak-Mavros raise the greatest warriors to fight again with resurrection magic. Toward this end, he commands the spear-maidens, angelic female warriors who ferry souls to and from battle.

NAKRESH

The Many-Handed, Patron of Thieves and Tomb Robbers, Archmagus Among Wizards, King of Revelry and Japes, Protector of the Poor and Destitute, Bane of the Rich

Domains: Knowledge, Trickery

Favored Weapons: Shortsword, wand

Nakresh the Many-Handed works through deception, magic, and corruption. His greed is immense, and his influence is often underestimated. He enjoys stealing things considered perfectly secure, and he finds such challenges a good way to dispel boredom and to test his worshippers.

Nakresh is depicted as a mandrill or a human-mandrill hybrid with small black horns, blazing eyes, and six or eight arms. Two of his hands hold a wizard's wand and a footpad's dagger or sword. Other statues show his divine hands grasping a bag of coins, a fist-sized jewel, a bouquet of flowers, a wizard's scroll, or a string of pearls. One hand is always empty, symbolizing his eternal lust for wealth. Nakresh wears a wizard's robe or a mage's severed hand on a cord around his neck.

Worshippers

The followers of Nakresh include thieves, wizards, and diabolists; they include tomb robbers and the desperately poor, who call him Uncle Whispers, the Duke of Air and Steel, the Peach Collector, or a dozen other nicknames. His worship as a minor god is common in dark and shadowed worlds. His followers' desperation can drive them to extreme measures, and Nakresh's affinity for crime and wealth is attractive. His priests share Nakresh's rough humor and seek to emulate his skill as a trickster.



Symbols and Books

The sign of Nakresh is an open hand with a star in its palm. His followers acknowledge a single holy book, the *True Gospel of Prosperity and Wealth*, a collection of cheats, cantrips, cons, and swindles practiced by his followers against the gullible. His teachings are more commonly passed on in stories, drawings, and songs, since many followers are illiterate.

Shrines and Priests

In some worlds, the cult of Nakresh is led by rogues, thieves, and cutthroats as often as priests and initiates. Nakresh seems not to care about open displays of piety, so his temples are typically built underground or in hidden back rooms.

RAVA

The Fate Spinner, Goddess of Clockwork and Travelers, Patron of Weavers, Mistress of Birds, Luckbringer, Merchant Goddess, Mother of Golems

Domains: Crafting, Knowledge, Trickery

Favored Weapon: Dagger, staff

Rava is a wise goddess, a patron of industry with a trickster's streak and great willingness to travel and toil in pursuit of her ends. She grants visions to oracles and smooths the way for travelers and wizards, helping mortals gain knowledge both arcane and mundane. She wears three primary forms: a young maiden, a woman of middle years, and an aged crone. In all forms, she has white hair and six arms, she carries a staff, and she wears a robe woven and embellished with gears.



Worshippers

Followers of Rava include smiths, clockworkers, weavers, travelers and nomads, and gamblers—those who live by good fortune and frequent the crossroads. Her worshippers also include messengers, oracles, and wizards.

Symbols and Books

Rava's symbols include a toothed gear and a staff. Her sacred volumes remain in the weaving shrines and temples for the priests to consult, and her adherents receive her wisdom instead through popular compilations of parables, wit, and guidance.

Shrines and Priests

Priests of Rava make their way as oracles, gearworkers, bards, and tale-spinners. Rava is best known for her clockwork shrines in cities and her red-rock shrines, where sacred stones form the foundation of the permanent temple; but some priests live nomadically, and their shrines to Rava take the form of beautiful tents carried by faithful acolytes. Rava's priests also erect tent-temples in market squares, where followers turn wool into yarn and cloth. In the scribe temples, the priestesses copy out letters and messages for anyone (for a modest fee). These scribe temples are not necessarily wealthier than Rava's weaving temples, where fine cloth is woven, blessed, and sold to the faithful. All Rava's temples and priests practice some trade; a fair few even work as gear smiths with the Keepers.



SABATEUS

The Seven-Sided God, Lord of Stars and Planets, Maker of Magic, Patron of the Shadow Paths, King of the Moon, Master of the Desert Night

Domains: Knowledge, Light

Favored Weapons: Dagger, staff



Sabateus is an enigmatic figure, described as the Seven-Sided God. Images depict him in a black tabard or djellaba marked with white and yellow stars, masked or with a halo, and attended by circling stars and moons. His worship takes place exclusively at night, and yet he's never ranked among the dark gods, for he's never openly malevolent. He may be distant and rarely moved by entreaties, but Sabateus is a heavenly and imposing figure.

Worshippers

The worshippers of Sabateus seek wisdom and knowledge. They devote themselves to the stars, ancient mysteries, and knowledge from ages long gone. Their roles range from casting horoscopes and mastering magic to herding sheep



and listening to the song of the spheres in the desert nights. Lamias worship Sabateus as the Moon's Husband.

Symbols and Books

Hundreds of volumes of Sabatean lore exist. Many contain nothing more interesting than plodding poems dedicated to the stars and the sphinxes, but some include grisly tales of magical rituals and descriptions of how to master esoteric knowledge. The only Sabatean text with universal appeal is the *Gospel of Adimun*, written by the first prophet of Sabateus.

Shrines and Priests

Idols of Sabateus exist on desert plateaus, on mountain peaks, and along cliffs and the edges of tablelands. Temples are rare and built in secret spots, more noticeable by night, much as a lighthouse appears as a simple tower until after the sun sets. Rather than a beacon for ships, however, the temples of Sabateus glow with faint constellations by night, turning their dark outer walls into a glowing patch like the night sky, with inlaid constellations not visible in daylight. The interior is often dimly lit with an oculus to let in the starlight.

The priesthood of Sabateus is nomadic, and members are known for their humility and their restraint. The faithful gather with fellow adherents under the night sky during celestial events to declaim from works of verse or recite hymns.

SOLANA

Lady of Light, Goddess of the Sun, Marshal of Angels, Matron of Steel and Silver, Queen of Pure Radiance, Forge Mother

Domains: Crafting, Life, Light
Favored Weapon: Mace, warhammer



Appearing as an elf wreathed in golden light and crowned with rays or stars, Solana is the goddess of the heavens and the champion of those who fight the Void, providing healing, strength, and warding to her faithful. Civilizations of all kinds worship her as a goddess of creation, and servants of the Void abhor her name. In dwarven temples she appears in her aspect as Forge Mother, a golden-skinned dwarf smith with hammer and a crown of rays of light.



Worshippers

Healers, smiths, and soldiers worship Solana, as do the paladins of the Radiant Order and the marshals of the Concord of Stars. Some followers of Sabateus consider Solana the daytime face of their nocturnal god, and the two faiths are often friendly.

Symbols and Books

In addition to her radiant sun symbols, Solana is depicted with a crown of seven rays or a crown of many stars, and her brightly glowing orange anvil features in her statuary. Followers believe this orange anvil—called the *sun forge*—exists somewhere in the Labyrinth and is one of the great artifacts of the faith.

Solana's most important sacred texts are *Rules of Radiance* for her priests and paladins, and the *Word of Light* for her followers as a whole. Both describe laws and proscriptions for a righteous life of service against darkness, as well as charms and nostrums to heal the sick and care for the wounded.

Shrines and Priests

The Concord of Stars worships Solana at the First Forge Temple in the Smithy. Solana's shrines are common in worlds where elves dwell, especially in the Summerlands and (to a lesser degree) along the branches of the World Tree. Her priests organize into three chapters: the Forge priests are smiths, the Sun's Blessing priests are healers, and the Radiant Forge priests are zealous warriors against the Void.

DARK GODS

Just as people of the Ten Thousand Worlds fall prey to the promises of the Void and infernal evil, gods also turn to the power of demonic sacrifices, undead prayers, and blood magic. These gods are foul, yet grant their followers power and promises to restore their nation or tribe to greatness.

DARK GODS

God	Domains	Worshippers	Weapon
Addrikah	Death, Light*, Knowledge	Derro, Great Chantry, void angels	Battleaxe
Baal-Hotep	Crafting, Tempest	Dragonborn, dragons, drakes	Longsword
Black Goat	Life, War	Goblins, hobgoblins, kobolds	Dagger, whip
Marena	Death, Tempest	Vampires, ghouls, Last Cathedral	Spear, whip
Mot	Death, War	Undead	Greataxe
Nidhogg	Knowledge, War	Cultists, dragonborn, satarre	Longsword
Srenda Mara	Knowledge	Lost, weak, demons, blood mages	Mace, staff
Vardesain	Death, Life, Light*	Ghouls, giants, rippers	Handaxe
White Goddess	Death, Light*, War	Orcs, ogres, satakree	Greatclub, temple sword (see sidebar)

* These dark gods embrace the dark or reversed side of the Light domain.

ADDRIKAH

*Mother of Madness,
Lady of the White Bat,
Maker of the Black Road,
Voice of the Void, Patron of the Derro*



Domains: Death, Light, Knowledge

Favored Weapon: Battleaxe

Addrikah appears as a strange elderly derro who babbles constantly. Her voice is said to “spill wisdom,” but her hymns are nonsense and she never answers followers directly. Derro worship her as their deliverer, who saved them from oppression through the gift of madness. She is also an oracle and interpreter connecting the derro to alien gods. To other races she seems completely insane.

Despite her apparent age, Addrikah can crush skulls with her tiny hands, sucking out the juices within and then transforming the shriveled brain matter into gems and *Ioun stones*. Her legends and worship are disjointed even by derro standards.

Worshippers

Addrikah's primary worshippers include the derro, the duergar, and deranged dwarves and humans. Some death knights and void knights worship her, and certain liches seem to find her aggressive use of blood magic congenial.

Symbols and Books

Addrikah's symbol is a white bat. She has no holy texts.

Shrines and Priests

Addrikah has no formal shrines on most worlds, unless they are hidden underground. In the Labyrinth and elsewhere, her shrines exist wherever the derro have an outpost. They are usually covered in dried blood from sacrifices. The greater shrines are layered in bat guano, for they are home to enormous colonies of bats, either in



caverns or in specially constructed roosting towers peculiar to Addrikah's cult. The Mother of Madness has multiple shrines on Martyr Mountain in the Deep Void and in scattered locations in the Astral Sea.

BAAL-HOTEP

He Who Rides on the Clouds, Lord of the Heavens, Lord of Fire and Master of Noble Sacrifice, King of All Dragons, Lord of Fertile Fields, Master of Rain and Dew, Scarlet Protector of the Innocent, Fearsome Judge of the Unrighteous, Supreme Fire Dragon, Patron of All Dragonkin

Domains: Crafting, Tempest
Favored Weapon: Longsword

This dragon god is a figure of great power and opulent statuary, but he represents conquest and terror to the people of the Labyrinth. Nonetheless, he is revered in secret on human worlds. Baal-Hotep is a figure of fire and rulership everywhere, but to the Elder Ring, he is also the god of fertility, rain, and dew, a master of armies and elements, a source of harsh justice, and the dispenser of vital rain and soothing winds.



Baal-Hotep appears in two fearsome forms. One is a flame dragon of incredible size with blazing eyes, scales of red-rimmed black, and golden claws, eyes, horns, and spines. His black wings are streaked with green and gold. A second avatar, much more common outside dragon worlds, is a horned minotaur with bronze skin and a flame-filled mouth. Both are sometimes shown commanding the clouds and lightning. In either representation, the jaws of Baal-Hotep are huge, fanged, and filled with fire. And, as his scriptures intone—the fires must be fed.

Worshippers

Dragonborn and kobolds openly revere Baal-Hotep on many worlds. Among humans, jinnborn, and dwarves, his followers are numerous (especially in cities in warmer climates) but quieter. They include bakers, farmers, butchers, goatherds, and others dependent on the land and rainfall. Soldiers sometimes follow Baal-Hotep, as do nobles and judges dissatisfied with the chaos and strife in their holdings.



Symbols and Books

Baal-Hotep's emblems are a horned dragon head and a leaping flame. The colors red, gold, black, and orange are predominant in the vestments of his priests.

The teachings of the Lord of Fire are never written down. Instead, they are maintained in an oral history recited daily by the Baal-Shek, learned priests who have memorized the 444 sacred stories of Baal-Hotep. The final 44 of these are enigmas peculiar to the priesthood of Baal-Hotep, and only dragonborn raised from infancy by the dragon-lords learn to solve them.

Shrines and Priests

The temple of Baal in the Greater Hell of Tyver-Sarok and the Fire Shrines and Torch Shrines throughout the Labyrinth are beautifully ornate works, their walls and slim pillars covered in thin hammered gold leaf, their interiors lit by perpetual altar fires. In both enormous and tiny temples to Baal-Hotep, the materials and workmanship reflect wealth and might. Even the smallest Torch Shrines may be made of ebony wood with golden inlays and mother-of-pearl brought from distant worlds. Their flames send up a constant plume of smoke or at least a wisp of incense.

Priests of Baal-Hotep can be any gender, with guards and attendants that are elementalists, salamanders, and tophets (see *Tome of Beasts 1*) as well as humans, radiant dragonborn, or fireforge dwarves. Priests commonly wear copious gold rings and reddish garnets or rubies as symbols of office.

BLACK GOAT

Queen of Decadence, Whisperer in the Woods, the Wicked One, Patron of Goblins, the Mother Whose Loins Bring Forth Multitudes, Piper of the Midnight Sun, Father of Mayhem, Lord of the Wood, Goat of the Woods



Domains: Life, War

Favored Weapons: Dagger, whip

Bacchana was the deity of night, wealth, influence, fertility, and might—a female human form of the elven god of wine, wearing a transparent mask. Her priests gave her followers license to lust and every form of excess, and the people embraced the teachings enthusiastically. When the mages of those lands summoned servants from distant realms of the Void, Bacchana's church encouraged the endeavor and endorsed the subsequent wars. The ever-increasing expenditure of magic, wealth, and prayer pleased her as nothing had before, but the atrocities of those wars tainted the goddess. With a deep lust for destruction, she looked



to the realms beyond the stars, and her soul and body were broken. Following this devastation, she was born anew as the monstrous Black Goat.

The Goat of the Woods appears in two forms: as a hideous writhing, galloping crab covered with strange growths and tentacles, or (on occasions when she doesn't wish to drive her followers directly into madness) as a hermaphrodite satyr with large curving horns and black skin, clad in a wispy tunic of stars. Though referred to as “she,” this mad goddess is as much male as female and any form she takes blends the two genders.

Worshippers

The power-hungry, the broken, and the fearful worship the Black Goat. Many contemplating a risky or destructive venture look to her for a blessing. Goblins and giants turn to her in desperation. Isolated communities of outcasts, outlaws, and the Lost hear her voice speaking to them in the night.

Most magic users forbid worship of the Goat of the Woods. They struck her name from records and burned her groves. Wizards caught honoring her are exiled by their fellows and watched lest they mimic ancient obscenities. She is a major patron for witches and oracles, who may call her by her ancient, forbidden names.

Symbols and Books

The sign of the Goat is five stalks of golden wheat arranged in a pentagram. Worshipers' secret shrines use star-shaped objects such as starfish and star-shaped knives. A hand sign, the two middle fingers folded down over the thumb with the pinky and pointer fingers extended upward is a common identifier, and an easily hidden gesture between her followers.

Her long-lost holy teachings were once stamped on rings worn by her clergy; each ring contained a commandment, proscription, or exhortation especially important to that priest at their ordination and anointing. One banned book, the *Viridian Codex*, contains her litany, but only fragments are known to exist. (See *Demon Cults & Secret Societies* for details.) Most of the faithful listen for her whispers on the winds.

Shrines and Priests

The Black Goat was worshipped in groves of rowan and white oaks. During the purge of her faith, these woods were burned and only the most isolated and dangerous groves survive, though many cities retain a small hidden shrine. Her surviving temples are deep in shadowed worlds and dark forests, guarded by strange creatures.

The Goat's clergy are called Speakers, and they rave wherever they can find an ear to listen. Many Speakers challenge laws and taboos as a duty of her faith, and her priests are advocates for the downtrodden and the exiled. Most Speakers of the Goat are female goblins, though humans and some kobolds worship her as well.

MARENA

Goddess of Winter, Lust, Sickness, and Death, the Blood Maiden, the Winter Maiden, Patron of Vampires

Domains: Death, Tempest

Favored Weapon: Spear, whip

Marena is the dark face of human fears: all flesh fails, and unbridled lust and insidious plague can destroy any happy life. She is known and feared in many lands, and her followers flourish in secret, especially in small villages when times are hard. In the great cities, her followers meet in cellars and sanctuaries in the poorer districts.

Her face is both beautiful and chilling, and those who see her and survive are invariably marked with white hair, wine-colored birthmarks, or haunted silver eyes. Her followers believe that strict worship of Marena grants them power, and her orders include anchorites, flagellants, and orgiasts.



Worshippers

Marena is popular in shadowed worlds, as well as among Void cultists. She serves as the patron goddess of whores, vampires, ghouls, and the Brothers of the Last Cathedral. She is worshipped openly in the Dry Lands, and the vampires build new temples to her glory in any lands they control. Her aspect as the Winter Maiden generates less fervor, but hidden sects of her adherents exist throughout the Old Ring and even in the Smithy.

Some kobolds worship her from fear or awe, although most prefer the simpler faiths of the Black Goat or Baal-Hotep.

Symbols and Books

Marena's symbols include a red garment or vestment, and often her priests carry skulls stained with ochre or rust. Most places ban her books as treatises of corruption and illness. The most infamous volumes include the *Book of Holy Lust*, the *Song of Blood & Winter*, and the *Scarlet Commandments*.

Shrines and Priests

Worship of Marena is frequent and public; offerings are loud and messy. Villages may display a small, bloodstained altar stone, and her name is invoked at every birth, funeral,

and battle. The religion is one of the few ways for living men and women to rise in status in shadowed worlds or the Near Void, or in small clusters on dead worlds. Everywhere else, her worship is secret.

Marena's priesthood is the Red Sisterhood, responsible for justice, law, and punishment. The strict Red Sisters dole out punishments both harsh and public: floggings, quarterings, and brandings are all common, as are executions by beheading.

MOT

God of Eternal Death, Lord of the Undead, the Death of Fire, Black Emperor of the Silent Land of Mirey, Prince of Necromancers, High Potentate of Dragonslayers

Domains: Death, War

Favored Weapon: Greataxe

Mot is the god of endings, the champion of death and sterility; the overseer of the field that never grows and the noble house that dies out; and the destroyer of entire nations. He encompasses mass slaughter, necromancy, and obliteration on a grand scale.

Mot is always represented as a near-skeletal figure with jeweled eyes, wearing a crown that can vary in style. His arm is raised in a gesture of command, his greataxe at rest by his side. His green robes are marked with glyphs of fire and signs of warding; nothing can be seen beyond his garments, and anything Mot's robes cover is said to have been taken into the Shadow Realm.

Mot rules the underworld and the afterlife from a black throne in a land of mists near the River Styx. He maintains the undead demi-plane of Mirey as a place of filth, full of torments for the unworthy. Mot's treasury contains the riches of all the dead in his lands, and "rich as Mot's vault" is a common phrase used to describe extreme wealth.

Worshippers

Mot attracts all intelligent undead. Ghuls, darakhul, vampires, ghosts, mummies, and other undead praise Mot and call on him for intercession when clerics of light and life threaten them. Other, stranger creatures worship Mot as well: some say the far traders (see **Chapter 8**) pay him homage, as do the Black Sun Orcs and a wide range of devils and demons. Some tosculi (see *Tome of Beasts 1*) and trollkin seem fond of him as well.

The few followers and humans who worship him openly are found only in shadowed worlds. Nevertheless, the god of endings includes among his faithful forest tribesmen, members of the Doombringer cult and fire legions, and especially debauched and calculating nobles.



Symbols and Books

Mot has three major works of scripture. They are, in order of availability, *The Hand of Death*, a stoic primer on correct action in the face of eternal nothingness; *Revelations of Black Fire*, a set of prophecies said to have been given to the lich-priest Astremolech; and the *Fuligin Book of the Void*, a work of such mind-blasting malevolence that anyone reading it is instantly transformed into a darakhul, a vampire, or a ghost.

Shrines and Priests

Mot has a large number of shrines for a dark god, including many in the Southlands and more in the demiplane of the Dry Lands of Mirey and the dead world of Evermaw. Most of his shrines are small ones meant for the use of a small group of undead or a necromancer and his entourage. The priesthood of Mot is similarly spread thin, though the name of one priest is widely known: Jabir Al-Seki was both a high priest and a necromancer. He was open about his involvement in Mot's cult, and traveled the worlds after his transformation into a lich. His current whereabouts are unknown; some say he was so favored by Mot that he now dwells in Evermaw, the plane of the undead where Mot's power is greatest.



NIDHOGG

First Dragon and Chewer of the World Tree, Lord of the Corpse Shore, Eater of the Dead, Render of the Void, Friend to Fenris and Master of Steel, Great Wyrn of the True Eye, Patron of Void Dragons and the Dragonborn

Domains: Knowledge, War
Favored Weapon: Longsword

Nidhogg is the dark god that lives at the roots of Yggdrasil, dedicated to gnawing the World Tree into nothingness, destroying all worlds. The ur-dragon disputes all other dragons for primacy. Frenzied with prophecy and the knowledge of the Void, Nidhogg devours those who visit him and eats the dead that wash up on the Corpse Shores from the Astral Sea. Nidhogg wants nothing but supremacy, chaos, and apocalypse.

Nidhogg's golden eyes seem to draw the viewer into a well of grim despair. His body has green and midnight scales glittering with power and legs somewhat like a lizard. His breath slays and rots the living, and his swordlike claws ignore steel plates as though they were spring leaves. Some of his spawn and avatars resemble centipedes or similar crawlers. There are tales that the satarre are humans who have drunk Nidhogg's blood or were inhabited by his avatar, which changed them into an insectile form. Certainly, the satarre are among Nidhogg's most eager servitors, along with the satakree (see **Chapter 8**).

In addition to Nidhogg's fearsome aspect as a god of death and undeath, he's strangely popular with the ratatosk. By long tradition, the ratatosk send a scout each week to visit Nidhogg's home among the roots of the World Tree, to hear his utterances and to communicate news from the great eagle who lives at the top of the World Tree. It's said that on some days, Nidhogg holds back his fatal breath and sheathes his claws, listening to the chattering of the ratatosk when they bring news.

Worshippers

Most followers of the ur-dragon are quite mad; they include Void cultists, the satarre and the satakree, derro, and berserkers from the frozen worlds. Others include the dragon-god's strange

children, the spawn of Nidhogg and the void dragonborn. Some void dragons also worship Nidhogg as their ancestor or a revered grandfather. Few worshippers of Nidhogg are quiet or studious, the sole exception being the order of the Black Scribes of the Great Chantry (see **Chapter 3**).

Symbols and Books

Nidhogg's symbol is a withered dragon foot with very long talons, sometimes marked with the silver rune of rebirth.

The *Ending Saga* collects Nidhogg's utterances as recorded by the Black Scribes of the Great Chantry (see **Chapter 3**), and it contains both mundane references to particular worlds, as well as more figurative or unproven prophecies and references to Ragnarok or the Triumph of the Void, with a chronology of horrific events well-known to Nidhogg's followers. These include theological concepts of destruction, such as the Splintering of the Root, the Final Morsel, and the Burning Tree, as well as the more commonly known components of Ragnarok, including the role of Fenris and the Black Sun and the final battle of gods and giants.



The larger and less-public books related to the cult of Nidhogg are held by the Black Scribes of the Great Chantry. These *Black Scrolls of Nidhogg* are sometimes referred to blasphemously as the Paper Hoard or the Ink Spittle, as much of the material is ranting, demands for loyalty and sacrifices, or even hissing hatred of particular ratatosk or praise of a delicious spirit.

Shrines and Priests

Most shrines to Nidhogg are built by dragons or dragonborn, unremarkable except for their size. They consist of runes scratched by dragon-claw in a cliff face, an enchantment shedding pale violet light, or bones arranged by wyrmlings, dragonborn, satakree, or cultists. Rarely, followers raise a more extensive shrine or temple featuring ebony or silvery woods, glazed black or green tiles, and a wooden statue of the god, invariably marked with wormholes or the gnawing of rodents. Rippers or satakree guardians use these shrines as nesting grounds.

SRENDA MARA

Goddess of Portals and Forgotten Secrets, Mistress of the Great Maze, Voice of the Void, Sacred Guide to the Lost, Matron of Transformation and Renewal, Keeper of the True Path

Domains: Knowledge

Favored Weapon: Staff-mace

Srenda Mara is a dark goddess who comes disguised as a helpmeet to the weak, the lost, and the dying. She wears a swirling, pale blue cloak, and her pale skin and reddish hair are a striking image in dark places. She carries a staff topped with a blue crystal mace. Her followers include many she has rescued, including explorers dying of hunger or thirst in a dead-end passage of the Labyrinth or freezing to death on a dead world in the Near Void. From each of these followers, she exacts a price.

Srenda Mara is on good terms with Vardesain, Mot, and the arch-devil Parzelon, King of Secrets (see *Creature Codex*).

Worshippers

The worshipers of the Mistress of the Maze include cultish humans, blood mages, rogue portal mages, disgraced Keepers, fallen minotaurs, and cynical Dreamers. Many followers have been transformed by her dark bargains into the evil forms of derro, shades, ghosts, vampires, wights, will-o'-wisps, witchlights, wraiths, and minor demons and imps. These creatures find weak and vulnerable travelers and offer their own dark bargains to the desperate, bringing them in to her fold. Priests of Solana and Sabateus believe her undead and demonic followers are rewarded for every new follower they bring into her cult.



Symbols and Books

Srenda Mara's holy symbol is a lantern shining with green, cupric light.

Her only sacred book is *The True Path*, a collection of healing poultices, blood magic rituals, and soul-trapping spells used on sacrifices. Members of the Concord or the Old Ring burn copies when they find them, but a few remain in the archives of the Keepers or can be found abandoned in some Dreamer's shrine, with notes in the margins.

Shrines and Priests

Srenda Mara's shrines are relatively few and always hidden deep in the Labyrinth, behind a secret door or revolving staircase of some kind. They are lit by green tapers and lanterns, and their walls are decorated with both cryptic maps of the Labyrinth itself and endless green runes

conveying her mantras. Sometimes will-o'-wisp or wraiths maintain her shrines and temples, but more often a human or derro priest serves. The primary focus of Srenda Mara's temples is always a dusty sacrificial altar, where the living are transformed by soul fire and dark magic into undead servants or various dread horrors.

VARDESAIN

Ghoul-God of the Bottomless Maw, Lord of Unending Thirst, the Hunger God, the Unsated God, Devourer of Souls, Patron of the Darakhul

Domains: Death, Life, Light

Favored Weapon: Handaxe

All creatures hunger, and without food, life ends. Vardesain took this primal need and built a faith ranging from simple gluttony to cannibal feasting. Food is seen as a sacrament that builds life, health, and righteous strength in the faithful, and the followers of the Hunger God can be simultaneously great gourmets and the world's least picky eaters. Sacrifices to the god are invariably edible and sometimes still living.

The god's best-known forms are scavengers and predators: white wolves, ghouls, and darakhul, but also undead of abnormally large size. In any form, visions, depictions, and avatars of Vardesain are always feeding on something.

Worshippers

Vardesain's followers are the insatiable and the ambitious: power-hungry humans, monsters, and ghouls, vampires, darakhul, and the undead. They have no morals or standards, only instinct.

Symbols and Books

Vardesain's holy beast is the purple worm, which devours sacrifices to the god in his temples. When embroidered or painted on vestments, it's shown as a purple snake consuming its own tail or as a pair of open snake jaws. The priests of Vardesain keep bats, serpents, and oozes as living incarnations of hunger.

Their holiest text is *The Feast*, a series of cave paintings rendered in the Shrine of Vardesain in Darakhan, the White City of the Ghoul Imperium. The empire depends on the *Feeding Laws*, edicts written on scrolls of skin and carried by every priest of Vardesain. To disobey the *Feeding Laws* is to invite divine and legal punishment, though in practice they are frequently broken.



Shrines and Priests

The white marble, bloodstained shrines of Vardesain are usually belowground; their entryways are crypts or mausoleums to sunnier gods. Statues of Vardesain are relatively rare, but ancient monuments depicting Vardesain as the Lord of Unending Thirst stand at oases in desert lands; in this form he holds an empty cup or goblet upside down. Other statues of Vardesain are made of gnawed bones knotted together with twine and tendons.

His high priests are largely ghouls, gnolls, or wights, those who consider hunger a strength and a spur to greatness. Vardesain and his followers work tirelessly to topple the gods of light and healing wherever they find them. In some cases this is quite literal, as the priests command ghouls and zombies to dig at the foundations under the temples or cathedrals of sunnier gods.

WHITE GODDESS

Goddess of Bright Pain, the Sun's Queen, the Pale Matriarch of Blood and Strength, Matriarch of White Shadows, Patron Goddess of the Orcs and Ogres

Domains: Death, Light, war

Favored Weapons: Greatclub, temple sword

The White Goddess was born with pale skin and red eyes. When she emerged from her people's first home beneath the skin of the world, the sun god Khors challenged her with his radiance. She would not be intimidated and stared him down, chasing him as he fled, until he hid beyond the horizon. As she pursued, she crushed his subjects, the sun-kissed races, and tore out their bones to feast on the marrow and armor her flesh. Every time the sun sneaks back over the horizon she chases him away and each night, her faithful follow her ways, tearing the flesh of the sunlit races and offering up bones and screams in tribute.

The Goddess of Bright Pain is a battle goddess who embodies the harshness of life and the sun's cruel heat and blinding radiance. She represents the will to go on and the blessed repose that comes to those who earn their rest.



The White Goddess appears as a massive albino orc, with intricately carved tusks and red eyes glowing like embers. She wears crude bone armor and carries a massive club in one hand and an equally large sword in the other.

Worshippers

Her primary worshippers are the orcs, especially those allied with the Black Sun Ogres (see *Tome of Beasts* 3). Tales of their viciousness bring other savage peoples to the worship of their brutal goddess: goblins, derro, and ogres. Even kobolds and centaurs sometimes venerate her.

Symbols and Books

The White Goddess's best known symbol is a sun-like splatter of blood on a white field. Other symbols include a red skeleton, a skull with tusks, and a black sun.

The only text of her faith is a large black ball called the *Sun's Eye*, inscribed with ritual tortures for sun-blessed races. Her priests say it was torn from the sun or the sun god's skull. The faithful see the proof of this whenever the sun turns its empty socket toward the lands below in what others call a solar eclipse. On these holiest of days, the faithful rise to raid and kill their enemies in a sacred frenzy.

Shrines and Priests

Orcs and other worshippers build altars of bones to honor their goddess. Any creature a worshipper kills has its bones removed and piled on the site of its death. These are her only holy sites, though her priests tell of places called the Great Fanes of Skulls, Void-rich sites piled high with ten thousand sacrifices, within the Near Void or in the wastes of chaos and anarchy far from civilized lands. The Great Fanes are where her power is greatest.

The orc or ogre high priests of the White Goddess are war chiefs as well as members of the priesthood; their tendency to lead charges and rally their tribes to war means the priesthood remains in flux.

NEW WEAPON: TEMPLE SWORD

The temple sword—also called a sickle sword—is a specific kind of blade that ends in a crescent-shaped curve. A temple sword is a martial melee weapon that costs 35 gp, deals 1d6 slashing damage on a hit, weighs 2 lb., and has the Finesse and Light properties. Temple swords can be used to perform the Disarm and Hamstring weapon options described in the *Player's Guide*.



MINOR GODS

The minor gods presented here may be powerful deities on a specific world, but few have much presence in the Labyrinth. Some are particular to a place or a culture; others are old gods fading away or young gods not yet in their prime.

BASTET

The goddess of felines of every size, Bastet is a huntress and killer, and a patron goddess of gnolls and any catlike beastkin. Quick and lithe, she lives in palaces on a dozen worlds, and her worshippers leave offerings of small prey and sparkling jewels. She favors her best and most beloved worshippers with the secret of catslide alleys, city-street portals that connect worlds to the Labyrinth, and the Labyrinth to her city streets. Following a cat is said to be one way to navigate the labyrinth safely: Even if a cat doesn't take you where you wish to go, at least it will take you somewhere with food and water.

CHARUN

The river god of the Styx is the patron god of the Boatwrights and a benefactor of sailors and gravediggers. He carries the dead into the afterlife. He knows all the paths and tributaries of the Styx and Lethe and all other interdimensional waterways. He is invoked by necromancers, soldiers, mourners, and executioners—those who send the living down the river into death and darkness—but Charun isn't a dark god, merely a guide from life into death. He's widely seen as neutral in worldly disputes, and his followers are often emissaries or diplomats for just this reason.

DALCRIS

Ancient goddess of tomb robbers and gnolls, Dalcris wears bandoliers stuffed with potions and daggers, and she's usually portrayed carrying a shovel or crowbar for breaking into tombs and despoiling them. Popular among thieves and bandits, Dalcris is always a step ahead of the law, always smarter than the gate guard, always a friend to the hungry and generous to beggars, for she knows hardship. Her sacrifices are grave goods stolen from a tomb or coins stolen by sleight of hand. Her symbols are a shovel or the arch of a tomb, and her priests work as gravediggers, mourners, and embalmers—how better to know which tombs are worth robbing?

MINOR GODS

God	Domain	Worshippers	Weapon
Bastet	Nature, Trickery	Catfolk, farmers, gnolls	Temple sword (see sidebar)
Charun	Death, Nature	Boatwrights, sailors	Staff
Dalcris	Death, Trickery	Gnolls, tomb robbers	Spear
Fenris	War	Hunters, void cultists	Scimitar
Fortuna	Life, Trickery	Gamblers, travelers	Mace
Hecate	Knowledge, Light	Shadow fey, minotaurs, wizards	Dagger
Hune	Crafting, Knowledge	Travelers, builders, the Lost	Staff
Knodor	Knowledge, War	Minotaurs, soldiers	Mace
Lada	Life, Light	Healers, the ill	Scimitar, staff
Loki	Knowledge, Trickery	Thieves, fisherfolk	Sling
Mammon	Light, Trickery	Merchants, the greedy	Greataxe
Milikamar	Crafting, Nature	Bearfolk, dreamers	Warhammer
Ninkash	Life, Nature	Dwarves, brewers, innkeepers	Mace
Rinpash	Nature, Tempest	Ancients, sirens, ocean creatures	Mace
Sif	Nature, War	Soldiers, guards	Longbow, longsword
Tillitakka	Crafting, Knowledge	Kobolds, crafters	Shortsword
Ulvan	Crafting, Death	Shades, ghosts, spirits	Mace
Wotan	Knowledge, War	Kings, wizards, shamans	Spear
Yundar	Crafting, Light	Ancients, nagas, celestials	Spear
Zentharr	Light, Trickery	Comets, the heavens, astrologers	Dagger



FENRIS

A creature of the Void, the herald of Ragnarok, the wolf of the apocalypse—Fenris is a dangerous and hungry god, seen as a dark god still growing in power. Giants, ogres, orcs, and trolls consider Fenris a worthy companion: strong and fleet, clever at tracking, dangerous to foes, and loyal to friends. To them, Fenris is a guardian and the keeper of the promise of a far-off victory over the forces of valkyries, dwarves, or humans. Amulets of his wolfish profile are common tokens among goblins, trolls, and trollkin.

FORTUNA

Lady Luck is the goddess of gamblers, Fate, and the Astral Sea, and she brings good fortune or bad depending on her whims. Her symbols include a ship's rudder, a ball of string, and a cornucopia. She guides sailors home, helps the unfortunate, and is a goddess of last resort for many. She's shown as blindfolded and with her eyes closed—but in some depictions, she peeks out from under that



blindfold. Fortuna is intermittently popular among the Dreamers and travelers of the Labyrinth. Her power seems to wax and wane.

HECATE

As the goddess of night and magic, Hecate is said to be the goddess who created the Shadow Realm, and the first to spin a world from shadow. Her mastery of magic and the night are great, and she knows secrets whispered only in empty rooms. Sometimes described as the sister to Sabateus, the god of the night and stars, Hecate is widely followed by wizards, mystics, and scholars.

HUNE

This ancient god of portals was once husband to Srenda Mara before she turned to darkness and malice. Hune is the inventor of portals and bottled cities, a human god who showed the Keepers how to forge the first keys and how to open and close portals. His images show him as gray-cloaked and carrying a staff, and worshippers often believe they have met him or his avatar at roadside shrines deep in the Labyrinth, or in the dusty ruins of a desert world.

KNODOR

Over the years, Knodor's powers seem to have waned, but the ancient minotaur god of the hunt, raids, and explorers still has a small following in the Labyrinth and the Old Ring. These days, he's as often depicted as a drunkard or joyous spirit of revel as an intrepid scout or hardy soldier. Still, those who brave the Labyrinth know that Knodor's wisdom can save them. He's seen as a guide to the bewildered, or a new friend who visits a campfire.

LADA

The bright goddess of dawn and healing and the kindly younger sister of Solana, Lada is the goddess of morning, birth, and healing. Her worshippers are widespread; women in childbirth, men wounded in battle, and any suffering disease or injury may call on her. Lada is the sworn enemy of the dark goddess Marena. Fragrant rose petals cover her altars, and her followers help the poor, the weak, and the sick. The doors of Lada's temples are closed only in times of war and plunder.

LOKI

As god of tricksters and fishers, Loki is Wotan's son, and brother to a thunder god. He is the embodiment of tricksters, the father of Fenris, and a joyous companion until the moment of his betrayal. Wotan's followers believe Loki will usher in the end of all things, and Void cultists worship him as the herald of the End Times, the bringer of woe. Others believe his dark intent can be avoided, and indeed, that his greatest trick will be turning the age of the Void into a time of rebirth through some magical rune or clever incantation. Loki's trickery is legendary, and he helps mortals far more often than the purely dark gods do.

MAMMON

Beloved only in the Hells, but worshipped by the greedy and by merchants everywhere, Mammon is the infernal god of wealth and trade. His offerings are coin or gold, and he promises his followers success in treasure-finding, in markets and trade, and in the safe arrival of rich vessels into

port. He's also very popular among bandits, sydereans, and thieves of a less savory nature. He's portrayed as a horned god of greed with golden skin.

MILIKAMAR

A minor god among the bearfolk and the god of sleep, awakenings, and dreams. Followers of Cartokk know Milikamar as a friend and boon companion to the Dreaming God. Since that time, the Bear Brother is honored among the followers of the Dreaming God, a rough-furred creature that pulls dreamers back from eternal sleep and can be an antidote to engulfing sleep and dreams. Milikamar may be more popular among humans than among bearfolk, who pray to the Waking Brother only in the mornings after long and peaceful sleep.

NINKASH

This jovial goddess of beer and community is popular among dwarves, innkeepers, brewers, and those who drink for joy or forgetfulness. She strives to bring people together. Like Milikamar, she's beloved of Dreamers, a "handmaiden to Cartokk" who provides warnings, guidance, visions, and protection to her followers and her priesthood, called the vaer. Ninkash is associated with grain, life, and happiness, and her statues show her as a barefoot and smiling dwarf with a mug in hand.

RINPASH

The portal goddess of the Ancients was also their goddess of waters and oceans, and revered as the wellspring of life and health. Some minotaurs and a few giants still worship her, though her statues are uniformly found without a head; a scroll or mace is sometimes tucked into her belt. Her feet aren't hooved like those of minotaurs, but they find her congenial and call her the Ocean Mother or the Giver of Waters. Rinpash occasionally answers prayers, faintly and distantly. She has no priests of her own people, the Ancients, and her ancient temples are either destroyed or abandoned. Her husband or brother, Yundar, is often shown at her side.

SIF

Golden-haired Sif is the goddess of battle; mistress of valkyries, the battle maidens of the frozen worlds and the enemies of giants and trollkin. She excels at archery and brewing ale and is friendly with other small gods. She calls Ninkash her "ale-sister" and calls Knodor her "hunting brother." Female warriors, farmers, and dwarves are among her admirers.



TILLITAKKA

The kobold god of traps and mechanisms, the copper-scaled Tillitakka is also the patron of gearforged and (say the kobolds) their inventor and creator. Where other gods concern themselves with bold prophecies and miracles, Tillitakka encourages hard work, clever claws, and devout creation of new mechanisms, ever more devious traps, and ways to outwit large and brutish folk. His priests have skills as trapsmiths and a prodigious memory for facts, mechanisms, and solutions. Even dwarves have a grudging respect for the whirling, knife-encrusted altars in his shrines and offering-caves.

ULVAN

Ulvan is the god of the ghosts and spirits whose souls his brother Charun did not take into the afterlife. He's a crafter and maker, wise with the wisdom of all the souls he has tended, a friend to demons, angels, and undead. Ulvan knows when anyone tries to reach beyond the veil and speak with the dead. He is represented as a three-hole mask suspended above tattered linen or old cloth. His priests commune with the dead and are attended by phantoms of one kind or another; killing a priest of Ulvan leads to

terrible hauntings and ghostly, sometimes crippling pain. Ulvan's priests are known for sealing the doors to dead worlds in the Labyrinth after laying to rest the spirits of those who once lived there.

WOTAN

The All-Father and Rune Master is a god of runes and knowledge gained from being hung from the World Tree. His worship is seen in the Old Ring, but largely unknown elsewhere. As king of Asgard and lord of Valhalla, Wotan defeated the giants and slew Aurgelmir the First Giant, and in the time since, he has converted some into allies against the Void. Wotan is a dour and cynical god whose followers are limited to rulers, wizards, ravenfolk, and doomspeaking soothsayers. Some Void cults claim Wotan corrupted the silver rune of making with a touch of the Void, bringing darkness into the world to save the cosmos from destruction. Wotan's two ravens are named Thought and Memory.

YUNDAR

Enormous marble statues of this god and protector of the Ancients are found throughout the Labyrinth, much worn and always headless. In representations, his body is carved with heavy pectoral jewelry in a sun-like pattern of rays, and he holds an unusual spear, with a point like a sun's ray and a curled crossbar similar to a boar spear's. While the ancients who built the statues are long gone, Yundar has been adopted by the minotaurs as an emblem of long-ago greatness, and any minotaur is certain the missing head resembles their own. Few as they are, Yundar has enough followers to maintain his legends or inspire new ones, though no one has created a new statue of Yundar in thousands of years. For the minotaurs, it's enough that the creator of the Labyrinth be honored and remembered.

ZENTHAR

Lithe, red-haired, and of good cheer, Zentharr is unlike his older, more thoughtful brother Sabateus: quick of wit and quick to act, advising his followers through heavenly signs in the form of comets, flying birds, and the shapes of clouds. The ratatosk call him the "cloud messenger." Zentharr is known in the Dreaming Isles as a one who protects Dreamers and their friends from harm, or who clarifies the visions of other gods through thoughtful interpretations. Zentharr is a friend to Rava, the Clockwork Goddess, and Herak-Mavros, the god of war and strength—but his followers are so few that in lists of the gods, scribes often demote him to the status of a saint or prophet, rather than a god at all.



CHAPTER 7: RUNNING LABYRINTH CAMPAIGNS

This chapter contains mechanics to help GMs run adventures in the Labyrinth setting. Many of the sections here further clarify concepts presented in the other chapters of this book.

USING PORTALS

There are many ways to travel around the Labyrinth, but gates and portals are the most common. Every faction in the Labyrinth has some familiarity with portals, and their use is instrumental to survival in the space between worlds.

This section expands on the properties and descriptions of portal travel described in **Chapter 1**.

TYPES OF PORTALS

While no two portals are exactly the same, most can be categorized into one of the following types.

Gates

Gates are portals created by magic spells or spell-like effects that remain open only for a short time, the most famous example being the *gate* spell. These types of portal are typically safe and predictable to use, but they have their drawbacks. For one, few creatures ever attain the ability to cast such potent spells, and the ones who do are rarely interested in sharing their ability. In addition, the expense and short-term

nature of these spells make them impractical for daily use. Most of all, these portals are easily detected and warded against. Creatures with the required skill and knowledge can ward areas or entire worlds against these spells if they want to deter unwelcome visitors.

Casting spells like *plane shift* or *teleport* are examples of interactions with gate portals.

Physical Portals

Physical portals are crossing points that appear (or are created) at a fixed geographical location. These portals can usually be detected by one of the five senses and are often marked by physical signs—like the sigil inscriptions required to make a *teleportation circle*. Physical portals can appear on their own, popping into existence along the crossing points where worlds connect to the Great Maze, and they can last for days, decades, or centuries depending on the method of their creation. Powerful arcanists, mechanists, and similarly skilled individuals can also construct physical portals in fixed locations. However, such endeavors require expert knowledge, significant time, and costly resources. In the Labyrinth, few individuals possess the means to construct such structures. The notable exception to this is the master portal wrights of the Keepers of the Keys faction (see **Chapter 3**), who use their carefully guarded secrets to facilitate travel across the Labyrinth. The remains of physical portals are also frequently found among the ruins of the Ancients (see **Chapter 3**), but most are dormant, waiting for someone to discover the long-lost secrets of their activation and use.

Since physical portals remain fixed, they are easily guarded, manipulated, or trapped. While physical portals are often easy to use (many just require walking through them), they can be difficult to recognize for what they are and even harder to identify how exactly they can be used. Stories of travelers who unknowingly step into a faerie ring or pass through a portal and suddenly find themselves in an entirely different destination than they expected are common cautionary stories about the dangers of physical portals.

Spells like *teleportation circle* and *hidden path* (see **Chapter 5**) are examples of interactions with physical portals. Note that both examples need to be recast continually over long periods of time to become truly permanent—this kind of effort is typical in the creation of physical portals.

Portal Keys

Skilled individuals can create magic objects called *portal keys*. A *portal key* is always tied to a specific physical portal and allows a user to activate or deactivate the associated portal when it is in its proximity. A portal in a high-security area may have a single *portal key* kept by an important

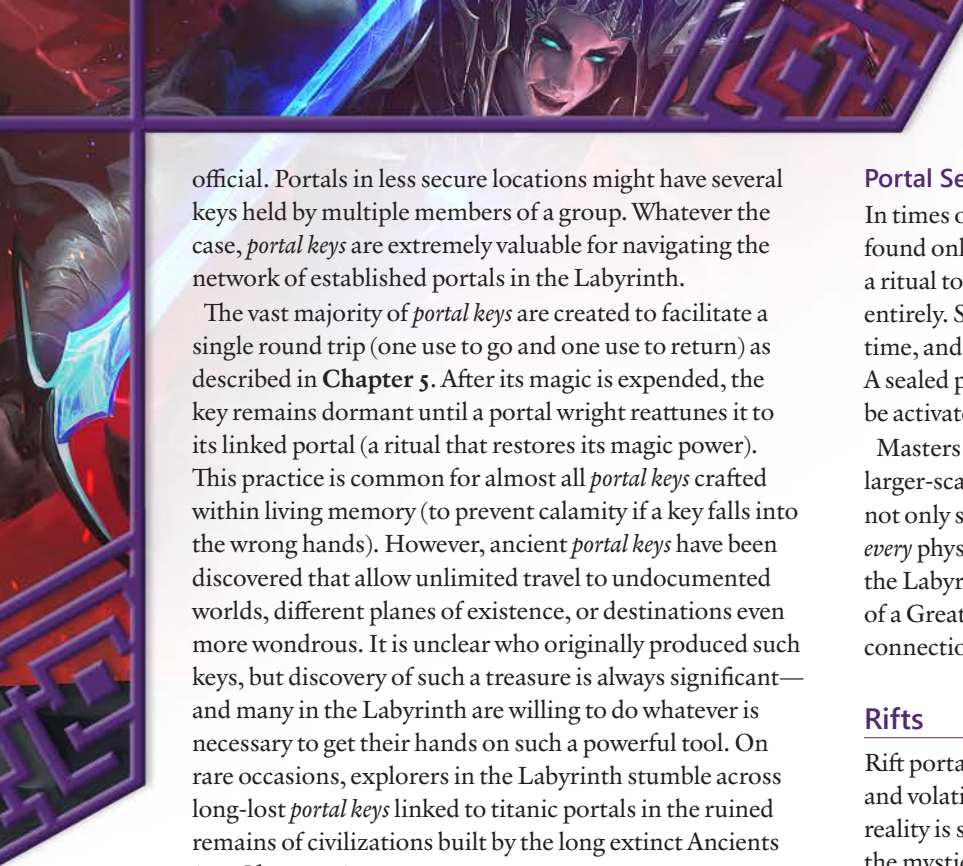


“WORLD” VS. “PLANE” IN THE LABYRINTH

Due to the unique structure of the Labyrinth, you may have questions about the rules language used in certain spells, magic items, or features that interact with different planes of existence.

Fictionally, the numerous worlds of the Labyrinth aren't described as different “planes” of existence. The vast majority of worlds connected to the Labyrinth—and the physical passageways of the Labyrinth—are all part of the Material Plane of existence. Transitory planes like the Astral Sea and the Ethereal Plane touch all worlds—just as the physical pathways of the Labyrinth do.

However, in this context, when using spells (or similar mechanics) that allow travel to different planes of existence, treat tables and text as though the words “world” and “plane” are interchangeable. For example, casting the spell *plane shift* can allow travel to a world within the celestial realms or travel to a plane of order populated solely by Celestials (should you choose to introduce such a plane in your Labyrinth campaign)



official. Portals in less secure locations might have several keys held by multiple members of a group. Whatever the case, *portal keys* are extremely valuable for navigating the network of established portals in the Labyrinth.

The vast majority of *portal keys* are created to facilitate a single round trip (one use to go and one use to return) as described in **Chapter 5**. After its magic is expended, the key remains dormant until a portal wright reattunes it to its linked portal (a ritual that restores its magic power). This practice is common for almost all *portal keys* crafted within living memory (to prevent calamity if a key falls into the wrong hands). However, ancient *portal keys* have been discovered that allow unlimited travel to undocumented worlds, different planes of existence, or destinations even more wondrous. It is unclear who originally produced such keys, but discovery of such a treasure is always significant—and many in the Labyrinth are willing to do whatever is necessary to get their hands on such a powerful tool. On rare occasions, explorers in the Labyrinth stumble across long-lost *portal keys* linked to titanic portals in the ruined remains of civilizations built by the long extinct Ancients (see **Chapter 3**).

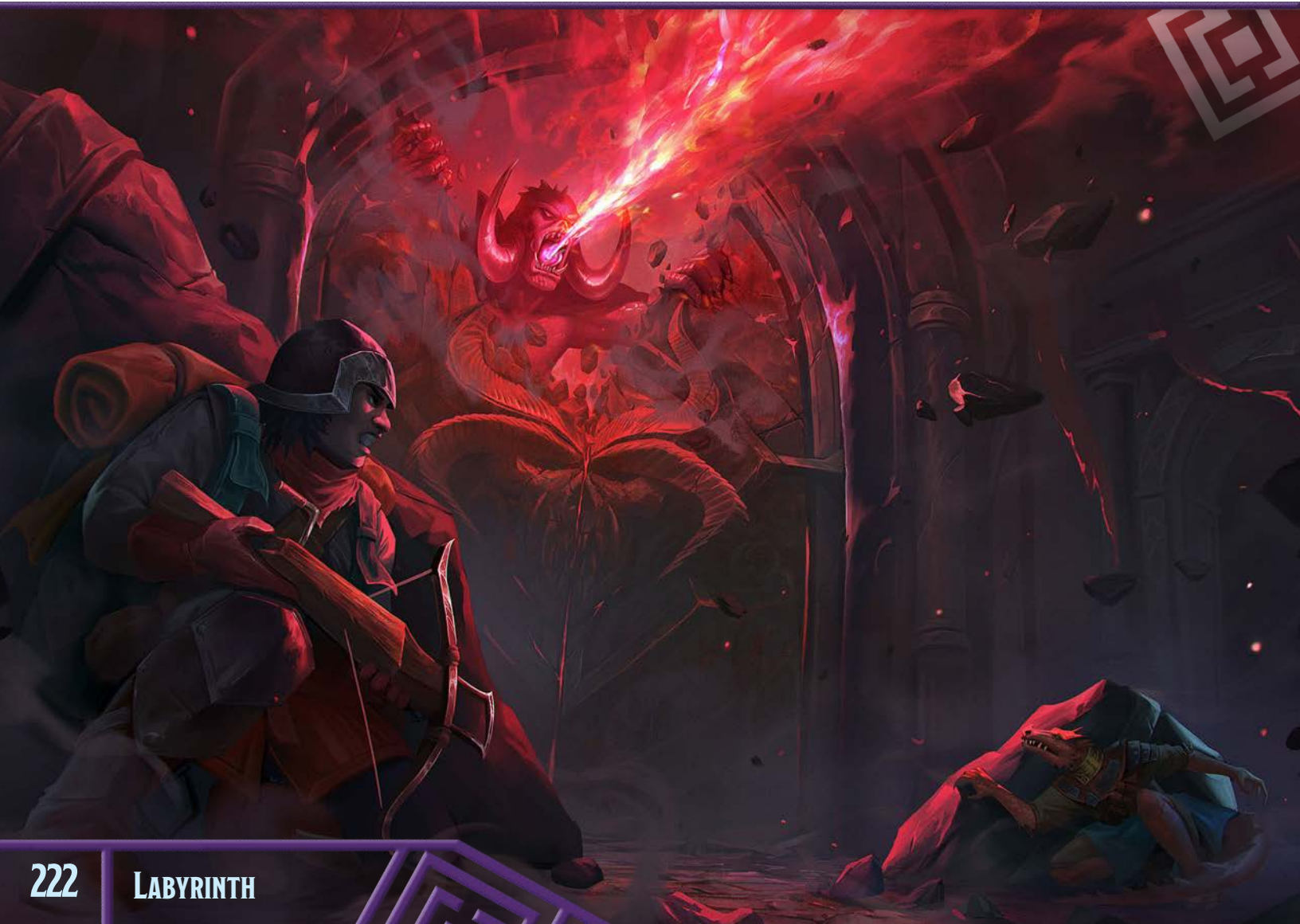
Portal Seals

In times of great need, master portal wrights (typically found only in the Keeper of the Keys faction) can perform a ritual to completely seal a portal, which prevents its use entirely. Sealing a portal requires a huge amount of magic, time, and costly materials, so it is only done as a last resort. A sealed portal can't be entered from either side and can't be activated via a *portal key* or any other means.

Masters within the Keepers faction can conduct an even larger-scale ritual that creates a Great Portal Seal, which not only seals a single portal, but once placed, deactivates *every* physical portal that connects the affected world to the Labyrinth and prevents any new portals. The presence of a Great Portal Seal effectively cuts a world off from all connections to the Labyrinth—for better or worse.

Rifts

Rift portals (sometimes called void rifts) are unstable and volatile temporary portals created when the fabric of reality is shredded in some way. Punching a hole through the mystical borders that separate one world from the



next often generates magical backlash that permanently damages nearby terrain and creatures. Rifts may also appear on their own when intense magical power or ritual casting shreds a patch of reality and allows one location to bleed into another. Spells of 5th circle or higher from the Wyrld magic source are the most common cause of this spontaneous kind of backlash.

Servants of the Void are among the few willing to intentionally create and utilize rifts. See Void Rifts in **Chapter 1** for more details.

FACTION STATUS

The following section provides guidelines for the use of the status system included in the *Game Master's Guide*. A summary of the system is included here for ease of use, but refer to the full text for more detailed information.

ELEMENTS OF STATUS

The status system allows you to track a party's relationships with important factions or groups of NPCs in your campaign. If their status with a particular faction is positive, the PCs gain access to new quests, favors, and influence with that group. If their status is negative, the PCs might instead find themselves inconvenienced, stonewalled, or even attacked by the offended faction.

Value Scores

This section summarizes each faction's three most important goals, with a broader value in parentheses. It then scores each in order of importance to the faction—with 1 as the least important value and 3 as the most important. These scores indicate how potential actions by the PCs could affect the party's status with that faction, both positively and negatively. For example, if the PCs do something that concretely supports a faction goal or value with a score of 2, you could increase the party's status with that faction by 2. If the PCs do something that clearly defies a goal or goes against a value with a score of 2, you could decrease the party's status with that faction by 2.

The values presented here are a distillation of the full faction summaries covered in **Chapter 3**. However, if you plan to heavily feature a particular faction in your Labyrinth campaign, feel free to add more values to these tables or adjust the values listed here to be more or less specific, as suits your needs.

Status Levels

The status level section includes a table describing how a faction is likely to behave at a given status level, including what benefits and penalties PCs might experience on rising or falling to that level.

To better tailor status levels to your campaign and your interpretation of the factions, you can also create additional status levels, expand or reduce the intervals between each level, and alter the benefits and penalties of each level.

FACTION VALUES AND STATUS

The following sections present value scores for identifying a party's status with the heroic factions described in **Chapter 3**. Each entry also contains suggested benefits and penalties PCs may experience at different status levels when dealing with that faction.

DESCRIBING PORTALS

As adventurers travel through the Labyrinth, they inevitably encounter many sorts of shortcuts leading to other worlds or areas within the Great Maze. Portals often manifest in unique ways that keep travelers guessing, but there are always four core questions you should be able to answer when a new portal appears:

- **Appearance** – How can creatures perceive the portal? Does it look, smell, sound, taste, or feel a certain way? Is it perceivable only by magic? Does it affect or influence the environment around it?
- **Activation** – How can creatures use the portal? Is using it a simple matter of stepping through? Does it only open during certain times? Must a ritual or certain action be performed to trigger it? Are there ways to adjust how the portal works before using it?
- **Stability** – How long does the portal remain functional? Does it disappear after a set amount of time? Is it destroyed after a certain number of creatures use it? Can anything be done to make the portal last for a shorter or longer period?
- **Destination** – Where does the portal lead? Does it always take travelers to the same place? Can it lead to multiple places or worlds? Is there any way to tell where it leads before it is used?

PLAYER ADVICE

Remember, the status system works best when you are straightforward with players about what a faction's status levels are and what consequences result from that. Players are much more likely to care about status if they actually know the potential rewards and risks!

Concord of Stars (Concordans)

Of all the Labyrinth factions, the Concord of Stars is the most forthright in its mission. As long-standing allies of the celestial realms, Concordans are united in their commitment to order, drawing clearly defined parameters around what is right and wrong. They maintain a well-organized network of military bases, training facilities, and supply structures that allow them to combat threats with swift and decisive military action. All these qualities add up to one quintessential fact: When dealing with the Concord, you are either with them or against them. There is no “in between.”

Value Scores

Above all else, Concordans respect decisive and direct action in service of the good. Their values are a straightforward reflection of their mission, leaving little room for interpretation. Aiding Concordan efforts to fight the agents of the Void is the swiftest way to earn respect with its members.

VALUE SCORES: CONCORD OF STARS

Score	Value
1	Stop the spread of void magic and seize/destroy anything that promotes its use. (Defense).
2	Secure weapons, magic, and resources to strengthen the Concord (Power).
3	Destroy servants of the Void (War).

Status Levels

To ensure the success of their regular missions, the Concord of Stars has established an impressive network of resources and allies throughout the Labyrinth. High status with the faction gives access to that network, making it easier to get equipment, secure transportation, and find combat-capable allies.

Keepers of the Keys (Keepers)

As the authority on portal creation and maintenance, the mission of the Keepers of the Keys faction is multifaceted and continually shifting in reaction to current events affecting the Labyrinth. When forces of the Void threaten the Labyrinth directly, it often falls to the Keepers to defend its pathways and peoples, while the other heroic factions prioritize the safety of their home worlds. As the villainous factions of the Labyrinth have become more aggressive, resources are dwindling and the Keepers’ hopes hang on innovating new solutions to turn the tides back in their favor. Anyone willing to help the Keepers discover solutions is a potential ally—often, with no questions asked.

Value Scores

As the most academically inclined heroic faction, Keepers value the acquisition of knowledge above all else. Consequently, other PC actions are likely to generate little interest from these faction members, if they notice at all.

STATUS LEVELS: CONCORD OF STARS

Status	Benefits and Penalties
5	Welcoming. PCs are on a first name basis with one or more of the faction’s highest ranking members, such as Alderic Skytouched, Phantarra, or Unther (see Chapter 3). This position of trust puts PCs in the best position to employ the highest magical resources available to the faction, including use of the forges of the First Forge Temple (used to craft sunfire armaments) or access to the incredible transportational powers of the Cloud Gate.
3	Friendly. PCs are recognized as allies by mid-tier members of the faction, free to come and go from all but the most private areas of Concord strongholds. They can easily secure discounted services from businesses and individuals in key Concordan locations, such as free rooms at the First Forge Temple or discounted passage aboard a sky ship flying out of Twisted Root Harbor.
1	Intrigued. PCs are recognized as allies by low-tier members of the faction. They may receive offers of employment from Concordans, getting a chance to perform minor tasks and quests in exchange for payment and goodwill with the faction.
0	Indifferent. PCs are free to come and go from public areas under Concordan influence without attracting attention. They, alongside the general public, aren’t allowed to enter military strongholds like the fortress of Hopefire or the Silver Commandery without direct invitation.
–1	Vexed. PCs elicit an annoyed or bewildered response from Concordan NPCs, who are unwilling to help without offer of payment or other inducements. Merchants and crafters sympathetic to the Concord are unwilling to sell weapons, armor, or similar armaments to the characters.
–3	Unfriendly. By default, NPCs associated with the faction have a hostile attitude (unwilling to help and generally want to see them fail) toward the PCs. Faction guards and military personal have descriptions of the characters, and keep them from entering all private faction facilities, employing violence if necessary.
–5	Hostile. PCs traveling without disguises or other means of concealment are likely to be arrested and detained for questioning or trial when entering public locations with a heavy Concordan presence.

VALUE SCORES: KEEPERS OF THE KEYS

Score	Value
1	Maintain the Smithy and other Keeper-controlled outposts, including Keeper-controlled portals.
2	Facilitate development of portal technology, spells, and other magical means that ease exploration and travel within the Labyrinth.
3	Uncover secret knowledge about the Labyrinth, its worlds, or its people.

Status Levels

As the only faction based directly inside the Labyrinth—rather than situated on a world connected to it—the Keepers are quite literally the best connected of all the heroic factions. Their knowledge of the Great Maze is second to none, and their mastery of portal technology plays a critical role in Labyrinth exploration. High status with the faction means access to vast stores of knowledge and ways to instantly travel anywhere within—or connected to—the Great Maze.

Old Ring (Elders)

Unlike the other heroic factions, the Old Ring focuses its attention on worlds connected to the Labyrinth, rarely involving itself in the troubles that plague the spaces and people between these worlds. As their nickname implies, the elders of the Old Ring have served as stewards of Labyrinthian worlds for long centuries and have developed deep-rooted beliefs in the process. By harnessing the

transportive powers of the World Tree, the elders can quickly travel between forested worlds, allowing them to keep a watchful eye on their development and quickly deal with any ills that threaten their growth.

Value Scores

Elders respond best to those who take the time to listen, reflect, and then act in a way that puts the needs of a community above those of the individual. Their values are rooted in long-standing traditions that foster growth and build foundations for the future. Only those who consider these traditions *before* they react to the troubles of the present can hope to earn respect of the Old Ring.

VALUE SCORES: OLD RING

Score	Value
1	Eliminate sources of Void magic that would corrupt, poison, or destroy a world's natural ecosystem. (Vigilance).
2	Plant seeds that sprout into new-born worlds and nurture budding worlds until they reach maturity (Compassion).
3	Defend the World Tree and the Old Ring worlds connected to it (Preservation).

Status Levels

The worlds of the Old Ring are rich in resources, magic, and allies. All are freely available to allies of the Elders but make life incredibly difficult for their enemies. While Elders are more difficult to reach and slower to trust than

STATUS LEVELS: KEEPERS OF THE KEYS

Status	Benefits and Penalties
5	Welcoming. PCs are on a first-name basis with one or more of the faction's highest ranking members, such as Alana the Archmage, Holdevar, or Kontak Tekar (see Chapter 3). This means PCs gain access to the inner tiers of the Invisible Archive (see Chapter 3) and may be trusted to carry <i>portal keys</i> that allow rapid travel to well-guarded areas.
3	Friendly. PCs are recognized as allies by mid-tier members of the faction. Their status is high enough to enter high-security Keeper facilities like the Invisible Archive and the Portal Armory. Keeper artisans and arcanists are willing to craft or enchant items for characters (when provided with the coin and materials to do so).
1	Intrigued. PCs are recognized as allies by low-tier members of the faction. They may be asked to perform quests or retrieve rare materials of behalf of Keepers based in the Smithy. They also gain access to specialized tinkers who can sell or repair magical devices and vehicles.
0	Indifferent. PCs are free to come and go from any settlements under the protection of the Keepers, including all public areas within the Smithy. They can partake of the goods and services Keepers offer to the general public, but don't have access to the rare items or specialized services of the faction's specialists.
-1	Vexed. PCs are quietly snubbed or ignored, but otherwise have a neutral starting attitude with Keeper faction members. Merchants sympathetic to the Keepers may inflate the cost of the goods or services they offer—or outright refuse to do business with the characters.
-3	Unfriendly. By default, NPCs associated with the faction have a hostile attitude (unwilling to help and generally wants to see them fail) toward the PCs. Constructs may be instructed to trail and watch the activity of the characters, particularly in well-populated Keeper settlements like the Smithy.
-5	Hostile. PCs traveling without disguises or other means of concealment are barred from entrance to the Smithy and denied use of any portals constructed by the Keepers (even those made for public use).

the other heroic factions, those who earn their friendship enjoy one of the safest ways to travel between worlds and the support of countless magical creatures—and they have the ear of the most powerful wardens of the Labyrinth.

Servants of the Dreaming God (Dreamers)

The Servants of the Dreaming God are more disorganized than the other heroic factions, comprised of many subgroups with individual goals that can shift on the whims of a dream. However, despite the apparent chaos, all Dreamers are deeply connected by their unfaltering belief in the power and mission glimpsed in the Great Dream sent by Cartokk the Dreaming God. Perhaps because of this mystic connection, Dreamers intuitively recognize those who have helped or harmed their people, regardless of whether they physically observed such acts. When dealing with this faction, there is nowhere to hide: Dreamers can always see the secret intentions that lie within.

Value Scores

While the immediate goals of faction members may appear to vary, the reason behind individual goals can always be traced back to the same set of values. Everything Dreamers do is in service to the Dreaming God's will, his master

plan communicated in fragmented glimpses shown to believers while they sleep. Any creatures willing to help bring the god's plan to fruition are sure to find support and friendship with this faction.

VALUE SCORES: SERVANTS OF THE DREAMING GOD

Score	Value
1	Bring joy and beauty to all the people of the Labyrinth (Freedom).
2	Seek uncharted paths, locations, and worlds glimpsed in dreams (Discovery).
3	Gain deeper connection to the Dreaming God and enact his will (Devotion).

Status Levels

The strength of the Servants of the Dreaming God primarily comes from the great diversity of its members. Due to their continued drive to seek and travel, Dreamers have spread to in every corner of the Labyrinth and possess an unparalleled ability to reach one another, regardless of distance or other physical barriers. Gaining high status with this faction grants access to a vast network of travelers with a bounty of information, resources, and friendship to offer.

STATUS LEVELS: OLD RING

Status	Benefits and Penalties
5	Welcoming. PCs are on a first name basis with one or more of the faction's highest ranking members, such as Oberic Thorn, Lady Hawthorne, or Mossbeard (see Chapter 3). They may be trusted with ancient mystical knowledge, given the location of a secret chamber within Yggdrasil, or allowed to witness sacred rites regarding the harvesting, planting, or nurturing of world seeds.
3	Friendly. PCs are recognized as allies by mid-tier members of the faction, free to use all but the most secret branches and pathways of the World Tree. They can easily secure aid from the Elders' many allies, including employing ratatosk to deliver messages or finding a capable guide among the tree striders. Characters can receive free healing and shelter from the druids found on any of the Old Ring worlds.
1	Intrigued. PCs are recognized as allies by low-tier members of the faction. They may be trusted with scouting missions, message deliveries, or retrieving supplies on behalf of the Elders. At this status level, faction members are willing to provide healing, hallowing, or similar services in exchange for resources or favors.
0	Indifferent. PCs are free to come and go from worlds of the ring and travel along well established oak roads without attracting attention. They—alongside the general public—aren't allowed to enter sacred sites like Mossbeard's Throne without direct invitation.
-1	Vexed. By default, NPCs associated with the faction keep a neutral starting attitude (unwilling to help without convincing) toward the PCs. Druids, rangers, and tree striders aligned with the Old Ring may inflate the cost of the goods or services they offer—or outright refuse to do business with the characters.
-3	Unfriendly. By default, NPCs associated with the faction have a hostile attitude (unwilling to help and generally wants to see them fail) toward the PCs. Elders may command ratatosk to spy on characters from afar to keep their movements under observation. Druids are unlikely to intercede on the party's behalf if they invoke the ire of dragons, monstrosities, or hostile wildlife while visiting worlds of the Old Ring.
-5	Hostile. PCs traveling along the oak roads without disguises or other means of concealment are likely to be barred from entering the Old Ring worlds. On such worlds, they may be hunted by giants, minotaurs, or similar creatures allied with the Elders.

Status	Benefits and Penalties
5	Welcoming. PCs are on a first name basis with one or more of the faction's highest ranking members, such as Diogelar, Leshay, or Tondrel (see Chapter 3). High priests and leaders are easily convinced to aid the characters with spells and rituals to teleport them to distant locales, divine information, or protect them with the divinity of Cartokk.
3	Friendly. PCs are recognized as allies by mid-tier members of the faction, free to participate in all but the most private rites and rituals performed by Dreamer communities. Characters may be invited to Dreamer festivals and gatherings as guests of honor.
1	Intrigued. PCs are recognized as allies by low-tier members of the faction. They may receive offers of employment from dreamers, chances to perform minor tasks and quests in exchange for payment and goodwill with the faction.
0	Indifferent. PCs are free to visit Dreamer shrines and communities without attracting attention. They can expect the kindness and aid the faction typically provides to strangers but are excluded from Dreamer-specific events and rituals.
-1	Vexed. By default, NPCs associated with the faction keep a neutral starting attitude (unwilling to help without convincing) toward the PCs. Creatures aligned with the Dreamers are more hesitant to offer characters shelter, food, or assistance. Dreamers are unwilling to share the details of visions or prophecies with inquiring characters.
-3	Unfriendly. By default, NPCs associated with the faction have a hostile attitude (unwilling to help and generally wants to see them fail) toward the PCs. PCs are turned away from Dreamer communities and events. Allies of the faction are unwilling to sell them any goods or services.
-5	Hostile. Dreamers routinely divine the actions of the characters, warning more militant factions or communities against their coming. If possible, Dreamers abandon campsites or shrines to avoid interacting with the PCs.

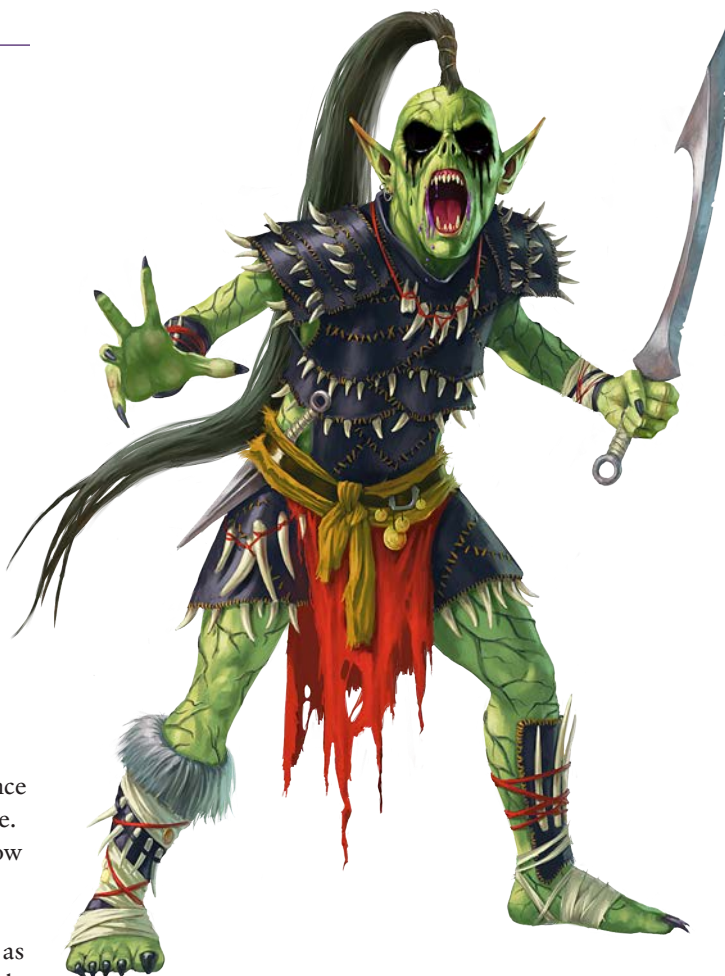
VOID RULES AND EFFECTS

The Void exists outside the realm of sanity and form. Creatures spawned by unknown powers and processes thrive there, but constantly seek entry into the living, physical world. More than that, the Void itself seems under constant pressure to spread and expand—to consume. Creatures that taste its power expose themselves to its touch, and that touch is corruptive. It bears a taint that seeps into one's physical, spiritual, and mental being.

Void magic is powerful and often destructive, its spells reinforced with the hideous intonations of Void Speech, and for many mortals, particularly adventurers, void magic is their first brush with the Void's taint. Lore and knowledge gathered from tainted sources—or the mind-bending unreality of the Void itself—seep into a creature's mind and soul. Even locations can become spiritually polluted if the barrier to the Void wears thin or breaks.

VOID TAINT

Whenever a creature is exposed to the corrupting influence of the Void, it risks losing a piece of itself to that influence. This corruption is called void taint and is a measure of how much the Void's influence has seeped into and corrupted a creature's essence. Void taint is measured in levels. An effect can give a creature one or more levels of void taint, as specified in the effect's description. If a creature with levels



of void taint suffers another effect that causes void taint, its current level of void taint increases by the specified amount. Suffering multiple levels void taint can cause dread or even physical debilitation.

Creatures native to the Void plane are immune to the effects of void taint, as are those who are already willingly (or unwillingly) suffused with Void's influence. For more information on the various tags, templates, and traits that determine whether a creature meets these conditions, see **Chapter 8**.

Accruing Void Taint

A creature can safely accumulate a number of levels of void taint equal to its proficiency bonus + its CHA modifier (minimum of two levels), before it suffers any penalties (unless a triggering effect states otherwise). This number is the creature's threshold. When a creature suffers an effect that raises its void taint at least one level above its threshold, it immediately gains an Indefinite Dread effect and the creature's levels of void taint resets to 0. To determine which dread symptom emerges, roll on the

Indefinite Dread table later in this section. The afflicted character immediately gains the roleplaying flaw rolled, which lasts until cured.

Instead of gaining a dread effect, a creature can choose to undergo a physical change called a flesh warp which lasts until cured. The Void can produce an infinite variety of effects ranging from subtle to terrifying, the **Flesh Warp** table in this section offers ten possibilities. A creature with a flesh warp gains the effects of their specific flesh warp and has disadvantage on CHA checks to influence creatures without the Void tag.

When using either the **Indefinite Dread** table or the **Flesh Warp** table, a die roll dictates the outcome unless the GM decides otherwise.

Curing Void Taint and Taint Effects

There are various ways to remove levels of void taint and its effects.

A tainted creature that spends 1 week per current level of void taint outside the Void plane (see **Chapter 2**) reduces its level of void taint by one. If the creature must attempt a save due to any of the triggers listed on the Void Exposure table (regardless of success or failure) during this time, the recovery time starts over.

A *greater restoration* spell (or similarly potent magic of 5th circle or higher) automatically reduces a target's void taint levels by one. Additionally, if such magic is used on a creature with an indefinite dread effect caused by void taint, the target may attempt a CHA save (DC equal to 10 + its current level of void taint after reduction by the triggering spell). On a success, one indefinite dread effect caused by void taint immediately ends for the target (creature chooses which if it has multiple).

A flesh warp caused by void taint can only be removed by the *regenerate* ritual spell (or similarly potent magic of 7th circle or higher). Only a willing creature can be healed of a flesh warp in this manner.

NOT USING VOID TAINT?

Multiple spells, magic items, creatures, and similar elements of this book include features that inflict levels of void taint. If you don't want to use the void taint rules in your campaign, you can still use the options that spread void taint. Simply replace levels of void taint with levels of exhaustion (condition described in the *Player's Guide*). If you are concerned an element would be too punishing with this change, just change any effects that would cause multiple levels of void taint to inflict a single level of exhaustion.

Indefinite Dread

d10 Flaw (Lasts Until Cured)

- | | |
|----|--|
| 1 | I see secret messages and warnings in seemingly random objects, such as shards of smashed glass. |
| 2 | All my memories of a specific event or person in my life are suddenly gone. I don't know what took them, but I know someone stole them from me for some terrible reason. |
| 3 | I hear alien voices whispering in a language I can't understand. The whispers are loudest near corners of rooms. |
| 4 | I constantly scrawl strange glyphs without realizing it, sometimes going so far as to cut them into my skin. |
| 5 | When I'm excited or upset, some of my words come out in a different language that I don't even understand. |
| 6 | The trappings and symbol of a certain deity cause me great pain to look upon or touch. |
| 7 | Ordered collections of objects are fascinating, and I have to study and count them. |
| 8 | I collect strange or disgusting trinkets, such as teeth of creatures I kill or scrapings of dirt from everywhere I sleep. |
| 9 | The music is always with me, and I must let it out. It doesn't matter that no one else finds the song beautiful. |
| 10 | I hear scratching just on the other side of interior walls. |

FLESH WARP

d10 Warp (Lasts Until Cured)

- 1 **Barbed Hide.** Spiny barbs protrude from your skin. Each time a creature hits you with a melee weapon attack, it takes 2d4 piercing damage. Additionally, while you are grappled by a creature, that creature takes 2d4 piercing damage at the start of each turn it maintains the grapple. The barbs make restrictive clothing and armor uncomfortable to wear. You have disadvantage on all DEX-based ability checks and DEX saves while wearing medium or heavy armor.
- 2 **Eyeless.** Your eyes rot away, vanish (leaving behind smooth flesh), or otherwise become useless (you choose which). You can no longer see and you automatically fail any checks that require sight. Your other senses are enhanced by the Void, granting you keensense to a range of 20 feet (you are considered blinded beyond this radius).
- 3 **Gleaming Skin.** Your skin takes on a waxy, unnatural sheen. It might be pale, translucent, or even crystalline in appearance (you choose which). The gleam grants other creatures advantage on WIS (Perception) checks made to locate you via sight. When a creature within 5 feet of you attempts to hit you with a melee attack while you are in an area of bright light, you can use your reaction to impose disadvantage on the attack.
- 4 **Pliant Bones.** Your skeleton becomes cartilaginous and pliable. You can move through a space as narrow as 6 inches wide without squeezing, but you have disadvantage on all STR based ability checks and STR saves.
- 5 **Prehensile Tail.** You grow a 3-foot-long prehensile tail. As a bonus action, you can use the tail make a single unarmed strike that deals 1d4 + your STR modifier bludgeoning damage. You have disadvantage on DEX (Acrobatics) checks.
- 6 **Proboscis.** Your mouth mutates into a long, tubular organ like the maw of a mosquito, moth, or worm. You lose the ability to speak. You can use the proboscis to make a blood-draining melee weapon attack. The attack roll can be made using STR or DEX (you choose which); a hit deals 1d4 + your STR modifier piercing damage and the target is grappled. While grappling a creature in this way, you can't attack but you automatically deal 1d4 + your STR modifier piercing damage to the target at the start of each turn it remains grappled. You can automatically detach from the target by spending 5 feet of movement. The grappled target or one of its allies within 5 feet of it can free the creature from your proboscis automatically by expending an action.
- 7 **Sentient Tumors.** Large cystic tumors sprout from your shoulder, arm, or back. These growths are sentient and emit a weak psychic field. While you have the tumors, your mind can't be read telepathically and you are treated as if under the effects of a permanent *nondetection* spell. Every time you take an instance of psychic damage; you must make a WIS save or suffer the effects of a *confusion* spell for 1 minute (if affected you don't get to repeat the save to end early). The DC for this save is equal to half the psychic damage you take, rounded up (minimum DC 10).
- 8 **Stench.** You exude the stink of rotting flesh, acrid chemicals, sickly sweet perfume, or some other odious aroma. A creature (other than you) that starts its turn within 5 feet of you must succeed on a DC 12 CON save or be poisoned until the start of its next turn. This stink clings to any objects that remain in your possession for at least 24 hours. Attempting to sell any such object might be impossible or yields only half the normal price at best. Food in your possession spoils after 24 hours.
- 9 **Tentacles.** One of your hands twists into a nest of writhing tentacles. Any check or save you make to initiate a grapple, maintain a grapple, or maintain a grip on an item is made with advantage. Any DEX based ability check or save you make involving fine motor control has disadvantage.
- 10 **Tusks.** Your incisors grow into enormous, curved tusks like those of a boar or a warthog. You have difficulty speaking and must make a successful DC 12 DEX check to cast a spell that has a verbal component.

BODY HORROR IN YOUR CAMPAIGN

Before using void taint rules in your campaign, make sure to check in with your players about incorporating themes like body horror—particularly in regard to the possibility of flesh warps. Ideally, body horror topics are discussed in a campaign's session zero, but they can

also be discussed at any point in an ongoing game. If players in your group are uncomfortable with flesh warps, exclude that component from the void taint mechanics and stick exclusively to dread effects.

VOID EXPOSURE

A creature risks accumulating void taint when exposed to the presence of the Void and sources infused with its power. The **Void Exposure** table presents the most common sources of void taint beyond those described elsewhere in this book.

When a creature is exposed to a source of void taint, it must make a CHA save against a DC based on the severity of the exposure. Recommended DC thresholds are included for each source in the Void Exposure table. On a failed save, a creature gains one level of void taint and may suffer other consequences as described in the **Void Taint** section of this chapter.

To best understand how to use this section, make sure to review the description of the Void plane in **Chapter 2**.

VOID HAZARDS

This section features hazards commonly found on the dead worlds, sites, and strongholds within the Void Plane or other locations that have been infused with its corruption. Use these entries as presented, modify them to the appropriate challenge for your party (see the **Adjusting Hazards** sidebar), or use them as inspiration to craft your own. These hazards don't include exact sizes, as many of them can cover a wide range of areas. For example, the duskthorn vines hazard can grow along the back of a noble's garden or fill a forest's floor. Similarly, purple mire can be localized to a particular swamp or fill an entire geographical region.

Many hazards are obvious, but some might not be as evident. For the less-obvious hazards that can nevertheless be detected before creatures stumble into them, information about detecting or recognizing the hazard in its details.

VOID EXPOSURE

Creature....	CHA Save DC
Finishes a short or long rest on a dead world or similar area within the Near Void regions of the Void plane (without magical protection).	DC 10
Witnesses a void cult ritual, reads a tome penned by cultists, or otherwise learns void-tainted lore.	DC 12
Attunes to a Void-tainted magic item. GM has final say what qualifies, but this includes many of the magic items in Chapter 5 .	DC 15
Uses a <i>spell scroll</i> to cast a spell from the void magic style spell list in Chapter 5 .	DC 10+ spell circle
Is targeted by a magic spell of 6th circle or higher from the void magic style spell list (see Chapter 5).	Caster's spell save DC
Is exposed to one of the hazards in the Void Hazards section.	Hazard's save DC
Encounters a creature with the Void tag or a creature with the Void Dweller trait for the first time (don't repeat save upon meeting a different creature of the same previously encountered type).	10 + creature's CHA modifier
Spends one hour exposed to the atmosphere of the Deep Void regions of the Void Plane.	20
Finishes a long rest in area within the Deep Void regions of the Void plane (without magical protection).	25

PLAYER ADVICE

At the GM's discretion, certain spells or magic items in this book may render a character immune to specific sources of exposure. For example, creatures that spend the duration of a rest in an extradimensional space like one created by the *tiny hut* spell may be protected from the void exposure that would affect creatures resting in the open on a dead world.

ADJUSTING HAZARDS

Hazard descriptions contain recommended DCs and damage amounts to make them easier to use, but keep in mind that you can adjust any hazard to make it better suited to the needs of your game. For example, you may need to scale up the DCs and damage of a hazard to make it a suitable challenge for higher PCs, or scale these elements down if you want to feature a particular hazard in a low-level adventure.

When altering a hazard, use the **Effects Save DCs** and **Attack Bonuses by Severity** and the **Effects Damage Severity by PC Level Tier** tables to help gauge the adjustments best suited for your needs.

EFFECTS SAVE DCS AND ATTACK BONUSES BY SEVERITY

Effect Danger	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

EFFECTS DAMAGE SEVERITY BY PC LEVEL TIER

PC Level	Setback	Dangerous	Deadly
Tier 1 (1–4)	5 (1d10)	11 (2d10)	22 (4d10)
Tier 2 (5–10)	11 (2d10)	22 (4d10)	55 (10d10)
Tier 3 (11–16)	22 (4d10)	55 (10d10)	99 (18d10)
Tier 4 (17–20)	55 (10d10)	99 (18d10)	132 (24d10)

Blackthorn Creeper

Hazard

These unassuming plants are burr-covered weeds that rapidly spread through areas lush with nonmagical vegetation. If left unchecked, a handful of creeper sprouts can expand to cover a 1-mile radius in a matter of weeks, decimating native ground-cover plants in the process. When disturbed, blackthorn creepers release many hooked burs that cling to clothing, flesh, and fur.

Trigger: When a creature enters a patch of blackthorn creepers, it suffers the effects of the hazard. A patch of blackthorn creepers can be recognized with a successful DC 15 INT (Arcana) or WIS (Survival) check.

Effects: Blackthorn creepers deposit hooked burrs on the clothing, flesh, and fur of creatures that move through them, coating the creatures. A creature coated in burrs is vulnerable to necrotic damage and has disadvantage on checks to resist gaining levels of exhaustion.

Resolution: After 8 hours the burrs lose their magic potency and no longer make a creature vulnerable to necrotic damage or impose disadvantage on checks. However, even impotent burrs remain attached until they are removed, causing continual pain and discomfort to affected flesh. A creature can rid a target of all burrs over the course of one hour. If the target is a creature, the remover must succeed on a DC 15 WIS (Medicine) check at the end of this hour. On a failure, the target takes 2d10 piercing damage as part of the removal process.

Duskthorn Vine

Hazard

Duskthorn vines are magical plants corrupted by void energy. Once corrupted, these plants rapidly spread, coating all surfaces with thick black vines that impede movement, swallow light, and infuse shadows with necrotic energy.

Trigger: When a creature enters an area infested by duskthorn vines, it suffers the effects of the hazard.

Effects: An area covered in duskthorn vines is difficult terrain. By default, an area infested with vines is cast in perpetual darkness regardless of time of day or position of the sun. Mundane or magical light sources brought into or created inside an area infested with the vines are automatically reduced by one level of brightness—sunlight becomes bright light, bright light becomes dim light, and dim light becomes darkness. For every 5 feet a creature moves in duskthorn vines while in dim light or darkness, it takes 11 (2d10) necrotic damage. A creature that moves more than 5 feet within duskthorn vines while in darkness must succeed on a DC 13 CON save or suffer one level of exhaustion. Once a creature succeeds on this save, it doesn't have to repeat the save again until 1 hour has passed (repeat the save only if the creature remains in an area infested by the vines).

Resolution: Each 10-foot cube patch of duskthorn vines has 25 hit points and AC 13, and it is vulnerable to radiant damage and immune to poison, psychic, and necrotic damage. If a patch of duskthorn vines takes at least 5 radiant damage, each creature that moves through that path has advantage on the CON save. If a patch of duskthorn vines is reduced to 0 HP, it is destroyed and no longer affects that area. Spells and features that affect nonmagical plants have no effect on duskthorn vines.

Gravity Well

Hazard

Gravity wells are the deadly magical cousin of quicksand, sinkholes, and similar phenomena. A well can appear anywhere natural terrain has been destabilized by exposure to extraplanar magic—particularly magical energy drawn from the Wyrd source. A gravity well is an invisible cylinder of magical force that affects an area above and below ground.

When creating a gravity well, first determine the radius of the area of solid ground the well encompasses. Then decide the total height of the cylinder, placing the ground as the midpoint. This determines how far the well extends above the ground and below it. By default, the total height of the cylindrical area covered by the well is assumed to be 60 feet high (covering an area that extends 30 feet in the air and 30 feet below ground), with a circular diameter of 20 feet.

Trigger: When a Large or smaller creature enters a gravity well's area for the first time on a turn or starts its turn there, it suffers the effects of the hazard. A gravity well can be recognized with a successful DC 15 (Arcana) or WIS (Survival) check.

Effects: Each round, the creature is restrained and pulled 10 feet closer to the bottom of the well from the point it entered. If this movement pulls the creature into the underground portion of the well or pulls it deeper into the underground portion, it also takes 1d6 force damage as it is pulled. If the creature starts its turn at the bottom of the well, it is instantly teleported to the top of the well (the top of the aboveground portion); it then falls to the ground, taking falling damage as normal. If the creature is still restrained in the well's area at the start of its next turn, the cycle starts again as the target is pulled 10 feet closer to the bottom of the well. If the force damage from this effect reduces a creature below 0 HP, its body is disintegrated as gravitational forces rip it apart.

Resolution: An affected creature must leave the area. If a creature restrained by the gravity well isn't underground, a creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 15 STR (Athletics) check.

Purple Mire

Hazard

When a void folding (see **Chapter 1**) collapses, the spew of void and chaos energies can transform broad reaches of land, and any solid earth within 5 miles of the point of origin can be permanently transformed into an area of purple mire. Land affected by purple mire appears exactly as normal terrain, but its soil and plant life takes on a night-imperceptible purplish hue. However, creatures that spend too long in place quickly find themselves ensnared.

Trigger: Creatures who remain in place in an area of purple mire for longer than 10 minutes begin to suffer its effects. Creatures are still affected even if they make minor movement in place—such as the normal motions one would make when taking a rest, conducting a magical ritual, or similar. Creatures traveling (see *Player's Guide*) through an area of purple mire aren't affected by it—regardless of whether they are moving at a slow, normal, or fast pace. Creatures actively looking for dangers can attempt a DC 17 WIS (Survival) check to spot the subtle signs that allow them to recognize an area of purple mire.

Effects: After 10 minutes spent in an area of purple mire, a creature must make a DC 15 WIS save. Creatures that are sleeping, meditating, unconscious, paralyzed, or otherwise immobile automatically fail this save. Creatures immune to the charmed condition aren't affected by this hazard. On a failure, a creature's movement speed is reduced by 10 feet (the GM should note this effect privately until someone succeeds on an Investigation check). On a success, a creature's speed isn't reduced, but it experiences a suspicious feeling of sluggishness. Creatures with sufficient cause for suspicion can attempt a DC 15 INT (Investigation) or WIS (Medicine) to notice the ongoing speed reduction affecting itself and nearby allies.

Creatures who remain in place another 10 minutes must repeat the save, but all relevant DCs to resist and notice the mire's effects increase by 1 (so the second save is a DC 16 WIS save and requires a DC 16 check to successfully notice, the third round is DC 17, and so on).



If a creature's speed is reduced to 0 feet, it becomes paralyzed, left to the mercy of starvation, dehydration, or opportunistic wildlife.

Resolution: A creature paralyzed by purple mire can be cured of the condition by a spell or effect like *restoration*, though this doesn't restore any loss of movement speed. The paralyzed condition also ends if an affected creature is removed from the area of the hazard for 1 hour. Any movement reduction suffered in purple mire ends as soon as an affected finishes a short or long rest in an area unaffected by the hazard.

Ravenous Phantoms

Hazard

Locations that bear witness to atrocious acts of mass bloodshed can be psychically stained by the spirits of the slain. The sheer number of these souls causes them to fuse into a mindless swarm of faceless phantoms, motivated only by unending rage and hatred for the living they left behind.

Trigger: When a creature enters an area haunted by ravenous phantoms, it suffers the effects of the hazard.

Effects: Creatures in an area affected by ravenous phantoms have disadvantage on saves against becoming frightened. Every minute a creature is in the area of ravenous phantoms, it must succeed on a DC 15 WIS save or take 11 (2d10) necrotic damage. A frightened creature has disadvantage on this save.

Resolution: Each time a creature suffers an instance of necrotic damage, take note. Once the phantoms have dealt a total of 50 necrotic damage, the spirits are sated and this hazard becomes inactive for 1 hour. Alternatively, if the phantoms are active for 1 hour without dealing any damage, the total amount of damage dealt resets to 0. Sprinkling a single vial of holy water suppresses this effect in a 5-foot radius area for 10 minutes. An affected area can be permanently freed from this hazard by consecrating the area with a *hallow* ritual spell.

Void Crystals

Hazard

Violet-black void crystals, which are prevalent in dead worlds, exude unnatural purple light that sickens living creatures. Clusters of crystals form on solid surfaces, typically on natural rock formations. A 5-foot-cube cluster of crystals shed violet-hued dim light out to a range of 10 feet. A single small crystal (one small enough to be placed into a lantern or brazier) sheds dim light out to a range of only 5 feet (enough to fill the area of a single 5-foot-cube). This dim light shines even in areas of magical darkness and is unaffected by any other forms of illumination imposed by Void effects or terrain, making these crystals a valuable light source even on the bleakest dead world.



Trigger: If a creature spends 1 minute in an area of void crystal light, it must make a DC 14 CON save. On a success, the creature is immune to the effects of this hazard for 1 hour, after which it must reattempt the save if it remains in an affected area. On a failure, the creature suffers the effects of the hazard. Creatures suffering from one or more levels of void taint automatically succeed on this save, as do Undead, Constructs, and creatures with the Void tag. Void crystals can be recognized as such with a successful DC 15 INT (Arcana) check.

Effect: A creature affected by void crystals becomes poisoned. A creature that fails the save by 5 or more also suffers one level of exhaustion in addition to gaining the poisoned condition.

PLAYER ADVICE

To create a truly dastardly location, consider overlapping an area of Ravenous Phantoms with an area affected by the Desecrated Ground hazard described in the *Game Master's Guide*.

Resolution: If a poisoned creature spends 1 hour in an area unaffected by this hazard, the poisoned condition ends. Each 5-foot-cube cluster of crystals has 18 HP and AC 13, and it's immune to necrotic, poison, and psychic damage. If a cluster of crystals is reduced to 0 HP, it's destroyed as it unleashes a wave of harmful void energy. All creatures within 5 feet of the crystals must succeed on a DC 13 CON save or take 11 (2d10) necrotic damage. A 5-foot-cube of void crystals is automatically destroyed (and doesn't release void energy) if doused with a flask of *sunfire pitch* (see Chapter 5).

Void Dust

Hazard

When a void folding (see Chapter 1) collapses, the spew of void and chaos energies can vaporize swaths of land into void dust which can spread out to half a mile radius from the point of origin and persist for up to 1d10 days. This dust is invisible to the eye and deadly if inhaled by living creatures.

Trigger: When a creature enters the area of void dust, it suffers the effects of the hazard. An area of void dust can be recognized as such with a successful DC 17 INT (Arcana) check. Necrotic energy emitted by the dust also makes it visible to creatures under the effects of the *detect magic* spell or similar magical effects.

Effects: Every minute a creature remains in an area of void dust, it must make a DC 16 CON save. A creature takes 22 (4d10) necrotic damage on a failure or half as much on a success. After 10 minutes spent in an area of void dust, an unprotected creature automatically takes one level of exhaustion as its respiratory system begins to rot. Creatures wearing protective face coverings have advantage on saves against void dust and are considered protected for the purposes of gaining exhaustion. Constructs, Undead, and other creatures that don't need to breathe are immune to all effects of this hazard.

Resolution: An affected creature must leave the area. Alternatively, a strong wind such as one created by the *gust of wind* suppresses the effects of void dust in the area affected by the wind for 1 minute.

Void Vermin

Hazard

This hazard appears to be a mundane nest, hive, mound, burrow, or similar structure that houses insects, rats, or other variety of swarming vermin. While the structure appears mundane, the creatures within are corrupted by dark magic, making them hyperaggressive carriers of void taint.

Trigger: When a creature touches the nest or moves to a space within 5 feet of it, the creature suffers the effects of the hazard. The nest can be recognized as a hazard with a successful DC 15 INT (Arcana) or WIS (Survival) check, provided the creature can hear or see the nest.

Effects: When triggered, an alarming number of vermin surge out of the nest, biting, stinging, or launching a similar form of attack against every nearby creature for up to 1 hour. On initiative count 20 (losing initiative ties) of each round, each creature within 30 feet of the nest must make a DC 15 CON save. On a failed save, a creature takes 11 (2d10) poison damage and suffers one level of void taint. On a successful save, a creature takes damage and doesn't suffer void taint.

Resolution: If no creature (other than the vermin themselves) is within 30 feet of the nest on initiative count 20, the vermin returns to the nest, ending the effects of this hazard until triggered again. Alternatively, the nest can be attacked and destroyed (AC 14; 40 HP; vulnerability to radiant damage; immunity to necrotic, poison, and psychic damage), which cause the vermin to permanently disperse.

Void Webs

Trap (Magical)

This hazard begins as a single dark mote in the air, but when creatures move close to it, black webs explode and entangle everything within their reach.

Trigger: When a creature moves within 5 feet of the dark mote, it suffers the effects of the hazard. A creature within 30 feet of the mote can recognize it as such with a successful DC 16 WIS (Perception) check.

Effects: Necrotic, sticky webs burst out from the dark mote in a 5-foot-radius sphere. The area filled with webs is difficult terrain. When a creature enters the webs for the first time on a turn or starts its turn there, it must succeed on a DC 17 DEX save or be restrained. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 15 STR check. If an unrestrained creature fails its check by 5 or more, the webs extend to restrain that creature, too. A restrained creature takes 11 (2d10) necrotic damage at the start of each of its turns.

Resolution: If the mote is subjected to a *continual flame* or *daylight* spell, it is deactivated for 1 hour. If a 5-foot-cube patch of void webs takes 10 radiant damage, it is destroyed and no longer affects that area. Otherwise, the creature must leave the area.

CHAPTER 8: MONSTERS OF THE LABYRINTH

This chapter includes an assortment of new monsters to incorporate in your adventures. In addition to stat blocks, you'll find a variety of templates and tools for modifying existing monsters to better suit the themes of the Labyrinth setting.

CREATURE TAGS EXPANDED

Creature tags are ways of specifying aspects common among creatures that go deeper than the creature's type. If a creature has a tag, it is listed in the creature's stat block in parentheses after size and type. Tags indicate creatures that can be targeted by specific spells, magic items, and other features available to PCs. For more information on creature tags, see *Monster Vault*.

This book introduces a new tag: Void. This tag is specific to the Labyrinth setting. If you aren't using the Labyrinth setting in your game, you can replace the Void tag on any creature with the Outsider tag.

Void. A creature native to the Void or otherwise severely altered by prolonged contact with it. A creature with this tag is immune to (and often thrives within) the hazards of void terrain (see **Chapter 7**) and can't suffer the effects of void taint (see **Chapter 7**).



MONSTER TEMPLATES

Creature templates are one of the more hands-on tools you can use to modify a wide variety of existing creature stat blocks. Applying a template to a creature can reinforce its role, or it can be used to create a whole new version of the creature. For more information on how and when to use templates, see the *Game Master's Guide*.

This chapter features five new templates related to the Labyrinth, the Void, and cults, along with example stat blocks that show the template applied to monsters from *Monster Vault* for easy reference. You can use these templates to help familiar creatures feel not-quite-familiar for PCs just entering and exploring the Labyrinth or to show the Void's touch as it spreads across a world.

DEMON CALLER

Demon callers are creatures that have bound themselves to demons in profane rituals that involve absorbing demonic essences. Upon the ritual's completion, the demon caller is permanently changed, gaining demonic powers at the cost of its immortal soul. Demon callers can summon demons to serve at their whim and can be found leading or serving in a variety of fiendish cults.

This template can be applied to any Aberration, Dragon, Fey, Giant, Humanoid, or Monstrosity that has an INT of -2 or higher and that has a CR of 1 or higher. When a creature becomes a demon caller, it retains its statistics, except as described here. If this template is applied to a creature with the Outsider tag or one of Outsider's associated subtags, that creature becomes native to the Lower Planes, treating one of them as its home plane, and returns to that plane when it dies rather than the plane normal for the creature.

Common Characteristics. Demon callers have many physical characteristics in common with demons, such as horns, claw-like fingers, spikes, forked tongue, glowing

eyes, pointed teeth, slimy skin, or a sulfurous stench. The characteristics an individual demon caller has often depend upon which demonic features manifested in it when it completed its profane ritual.

Statistics

Make the following adjustments to the creature's statistics.

Hit Points. The creature's hit points are reduced by 26 percent (rounded up).

Senses. The demon caller has darkvision out to 60 feet, if the creature doesn't already have darkvision.

Languages. The demon caller knows Abyssal, but it can't speak the language unless the creature can normally speak.

Traits

The creature gains the Demonic Resilience and Turning Defiance traits and chooses two Demonic Manifestation traits.

Demonic Manifestation. The demon caller gains two of the following traits from completing its profane ritual, chosen when applying this template to the creature, and can't be changed:

- **Amphibious.** The demon caller can breathe air and water.
- **Frightening Aura.** The demon caller magically emits an aura of fear. Each creature that isn't an Aberration, Celestial, or Fiend that starts its turn within 10 feet of the demon caller must succeed on a DC # [10 + the creature's CON modifier or matches the save DC of the creature's other features, whichever is higher] WIS save or be frightened until the start of its next turn.
- **Poisonous Weapons.** The demon caller's weapons are infused with poison. When the demon caller successfully hits with any weapon, the target is poisoned until the end of its next turn.
- **Spider Climb.** The demon caller can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Stench.** A creature that starts its turn within 10 feet of the demon caller must succeed on a DC # [10 + the creature's CON modifier or matches the save DC of the creature's other features, whichever is higher] CON save or be poisoned until the start of its next turn.

Demonic Resilience. The demon caller is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Turning Defiance. Any demons within 30 feet of the demon caller have advantage on saves against effects that turn Fiends.

OPTIONAL RULE: SPREADING VOID TAINT

If you are using void taint (see **Chapter 7**) in your game, void creatures can spread void taint. If a creature with the Void tag deals necrotic damage to a creature, the target must succeed on a CON save or suffer a level of void taint. The save DC is the same as the creature's standard save DC or the lowest DC in the standard save DC range for that creature's CR, as detailed in **Chapter 8** of *Game Master's Guide*.

Actions

The creature gains the following action.

Call Demon. The demon caller magically calls 1d4 Fiends with the Demon tag. The called creatures arrive in 1d4 rounds, acting as allies of the demon caller and obeying its spoken (or mental if the creature can't speak) commands. The Fiends remain for 1 hour, until the demon caller dies, or until the demon caller dismisses them as a bonus action. The demon caller can have any number of Fiends under its control at one time, provided the combined total CR of the Fiends is no higher than a third of the demon caller's CR (rounded down), minimum of CR 1/4. Fiends with a CR of 0 are treated as having a CR of 1/8 for the purpose of this calculation.

Reactions

The creature gains the following reaction.

Sacrifice Demon (Recharge 6). When reduced to below half its HP maximum, the demon caller can sacrifice one friendly demon it can see within 30 feet of it that has a CR no higher than half of the demon caller's CR. That demon immediately dies, and the demon caller regains HP equal to 5 times that demon's CR.

Example Monster: Minotaur Demon Caller

The minotaur demon caller below shows how the template is used.

Minotaur Demon Caller

CR 3

Large Monstrosity

Armor Class 14 (natural armor)

Hit Points 59

Speed 40 ft.

Perception 17

Stealth 10

Resistant Demonic Resilience, Monstrosity Resilience

Immune Demonic Resilience

Senses darkvision 60 ft.

Languages Abyssal

STR	DEX	CON	INT	WIS	CHA
+6	+0	+3	-2	+3	-1

Charge. If the minotaur demon caller moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 STR save or be pushed up to 10 feet away from the minotaur and knocked prone.

Demonic Resilience. The minotaur demon caller is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.



Frightening Aura. The minotaur demon caller magically emits an aura of fear. Each creature that isn't an Aberration, Celestial, or Fiend that starts its turn within 10 feet of the minotaur must succeed on a DC 14 WIS save or be frightened until the start of its next turn.

Labyrinthine Recall. The minotaur demon caller can perfectly recall any path it has traveled.

Monstrosity Resilience. The minotaur demon caller is resistant to exhaustion and to the frightened condition.

Reckless. At the start of its turn, the minotaur demon caller can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Siege Monster. The minotaur demon caller deals double damage to objects and structures.

Spider Climb. The minotaur demon caller can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Turning Defiance. Any demons within 30 feet of the minotaur demon caller have advantage on saves against effects that turn Fiends.

ACTIONS

Multiattack. The minotaur demon caller makes one Gore attack and one Greataxe attack.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Call Demon. The minotaur demon caller magically calls 1d4 Fiends with the Demon tag. The called creatures arrive in 1d4 rounds, acting as allies of the minotaur and obeying its spoken commands. The Fiends remain for 1 hour, until the minotaur dies, or until the minotaur dismisses them as a bonus action. The minotaur can have any number of Fiends under its control at one time, provided the combined total CR of the Fiends is no higher than 1. Fiends with a CR of 0 are treated as having a CR of 1/8 for the purpose of this calculation.

BONUS ACTIONS

Bleeding Frenzy (44 HP or Fewer). The minotaur demon caller enters a frenzy until the start of its next turn. Until the frenzy ends, the minotaur deals an extra 3 (1d6) damage of the weapon's type each time it hits with a melee weapon attack, and the minotaur takes an extra 3 (1d6) damage of the weapon's type the first time it is hit with a melee weapon attack before the frenzy ends.

REACTIONS

Sacrifice Demon (Recharge 6). When reduced to below 29 HP, the minotaur demon caller can sacrifice one friendly demon it can see within 30 feet of it that has a CR no higher than 1. That demon immediately dies, and the minotaur regains HP equal to 5 times that demon's CR.

NIGHTBOUND

When a creature gives itself fully to Alquam, Demon Lord of Night, willingly handing over its immortal soul, the demon lord might bless the creature with some of his power. These blessed creatures are the nightbound and operate as leaders in cults dedicated to Alquam's faith, spreading his holy darkness across the land.

This template can be applied to any Beast, Celestial, Dragon, Fey, Fiend, Giant, Humanoid, or Monstrosity that has an INT of -2 or higher, that has a physical body, and that worships Alquam or other deity, demon lord, or arch-devil of night. This template can't be applied to a creature with the Shadow template (see *Game Master's Guide*). When a creature becomes nightbound, it retains its statistics, except as described here. The creature loses all traits and actions that allow it to shed light, such as Illumination, and radiant damage it deals with any of its features is replaced with cold damage.

Common Characteristics. Owls are sacred to Alquam, and he typically bestows avian features on his nightbound, such as pointed or hooked noses, enlarged eyes, or feathery hair or fur. Almost all nightbound are blessed with the spontaneous growth of stiff flight feathers along their arms or other primary limbs, allowing even flightless nightbound some mobility in the air.

Statistics

Make the following adjustments to the creature's statistics.

Hit Points. The creature's hit points are reduced by 5 percent (rounded up).

Speed. If the creature has a flying speed, that speed increases by 15 feet.

Stealth. The creature's Stealth value increases by an amount equal to its PB, even if the creature already adds its PB to its Stealth value.

Resistant. The creature is resistant to cold damage.

Senses. The nightbound has darkvision out to 120 feet, if the creature doesn't already have darkvision.

Traits

The creature gains the following traits. A creature with a flying speed doesn't gain the Glide trait.

Alquam's Sight. Magical darkness doesn't impede the nightbound's darkvision.

Glide. The nightbound has long, sturdy feathers along its forelimbs and sides that expand while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The nightbound can't gain height with its gliding feathers. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Heightened Hearing and Sight. The nightbound's Perception is # [base + 5] when perceiving by sight or hearing.

Sunlight Sensitivity. While in sunlight, the nightbound has disadvantage on attack rolls, and its Perception is # [base - 5] when perceiving by sight.

Bonus Actions

The creature gains the following bonus action.

Dampen Light. The nightbound dims the light around it. The radius of each light source within 60 feet of it is halved until the start of its next turn. The nightbound can't use this bonus action while in sunlight.

Example Monster: Nightbound Satyr

The nightbound satyr below shows how the template is used.

Nightbound Satyr

CR 1/2

Medium Fey

Armor Class 13

Hit Points 21

Speed 40 ft.

Perception 12

Stealth 17

Resistant cold | Fey Resilience

Senses darkvision 120 ft.

Languages Common, Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	+1	+0	+5

Alquam's Sight. Magical darkness doesn't impede the nightbound satyr's darkvision.

Fey Resilience. The nightbound satyr is resistant to the charmed and unconscious conditions.

Glide. The nightbound satyr has long, sturdy feathers along its forelimbs and sides that expand while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The nightbound satyr can't gain height with its gliding feathers. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Heightened Hearing and Sight. The nightbound satyr's Perception is 17 when perceiving by sight or hearing.

Magic Resistance. The nightbound satyr has advantage on saves against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the nightbound satyr has disadvantage on attack rolls, and its Perception is 7 when perceiving by sight.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Intoxicating Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (1d8 + 3) poison damage, and the target must succeed on a DC 13 CON save or be incapacitated until the end of its next turn.

BONUS ACTIONS

Dampen Light. The nightbound satyr dims the light around it. The radius of each light source within 60 feet of it is halved until the start of its next turn. The nightbound satyr can't use this bonus action while in sunlight.

Revelries. The nightbound satyr dances and plays a tune on its pipes, affecting one creature it can see within 30 feet of it in one of the following ways. The target must succeed on a DC 13 CHA save or gain the listed effect. A willing creature can choose to fail the save.

- **Celebrate.** The target feels invigorated by the music, dancing along with it. Until the start of the satyr's next turn, the target has advantage on DEX saves and on the next attack roll it makes.
- **Overindulge.** The satyr's song is laced with magical enchantments, and the target is forced to dance along with the music. Until the start of the satyr's next turn, the target is charmed, and its speed is reduced by 10 feet, as it dances uncontrollably.
- **Unnerve.** The satyr's song and dance turn frightful with heavy stomps, shrill notes, and a rapid, staccato melody. The target is frightened until the end of its next turn.

LOST

The lost are the remnants of creatures that remain after a world has fallen to the Void. While the Void destroys most life on the worlds it consumes, some creatures survive this massive influx of void energies, becoming permanently changed by them. Lost creatures are almost exclusively found on dead worlds consumed by the Void, but any creature that has survived sudden exposure to a massive amount of void energy can become one of the lost.

This template can be applied to any Aberration, Beast, Dragon, Giant, Humanoid, or Monstrosity with a physical

LOST PLANTS

While Plants can't become lost, plants and Plant creatures exposed to a massive amount of void energy might still be significantly altered. Mundane plants that survive become colorless; green fields turn white, trees become ashen with flaking bark, and sea plants wither and pale. Plant creatures experience this same bleaching and become bloodthirsty, drinking what life they can from whatever they can catch. On dead worlds, this often means the trees are deadlier to travelers than many of the lost, who typically wander aimlessly.

When a Plant becomes lost, it can no longer gain sustenance from sunlight if it could previously, and it has advantage on the first attack roll it makes on each of its turns if it is in an area of void terrain. Like creatures with the Void tag, a lost Plant is immune to the effects of void terrain and can't suffer the effects of void taint, but unlike those creatures, lost Plants don't have any special interactions with other creatures of the Void. These Plants are just as likely to attack and eat creatures of the Void as those not of the Void.

form. When a creature becomes a lost, it retains its statistics, except as described here. The creature loses all traits and actions that assume it has a living body, such as Amphibious, or assumes it possesses complex knowledge, such as Spellcasting. The creature loses any lair actions it had in life, and a creature that could change its shape loses that capability when it becomes a lost.

Common Characteristics. As the husks of the creatures they once were, lost often appear gaunt, pale, and emaciated, skin clinging to bones, fur growing only in patches, and scales and feathers flaking away. Lost typically have mouths with blackened, decayed skin that exposes part of their skulls and teeth, blackened or missing tongues, and white eyes with black and purple veins pulsing along the skin surrounding the eyes. Purple droplets of void energy occasionally drip off the lost, like water after a swim or like sweat on a hot day, only to vanish in a puff after falling off the lost.

Statistics

Make the following adjustments to the creature's statistics.

Type. The creature's type changes to Undead, and it gains the Void tag (see **Monster Tags Expanded** earlier in this chapter). Spells and abilities that affect Undead or that affect creatures with the Void tag now affect the creature.

Vulnerable. The lost is vulnerable to radiant damage.

Resistant. The lost is resistant to necrotic damage.

Senses. The lost has darkvision to a range of 60 feet, if the creature doesn't already have darkvision.

Languages. The lost understands all languages it knew in life but can't speak.

Abilities. Replace the creature's existing INT, WIS, and CHA modifiers with the following modifiers: INT to -3, WIS to +0, and CHA to -3. If the creature's existing INT, WIS, or CHA modifier was already lower than INT -3, WIS +0, and CHA -3, don't replace the modifier—use it as is.

Traits

The creature gains the following traits.

Dripping with Void ([55 percent of HP maximum] HP or Fewer). The remnants of void energy that permeate the lost's body begin to seep out of it. The first creature to hit the lost on each round must succeed on a DC # [10 + the creature's CON modifier or matches the save DC of the creature's other features, whichever is higher] CON save or suffer one level of void taint (or exhaustion if substituting). A creature can't suffer more than three levels of void taint (or exhaustion) from this trait.

Undead Nature. The lost doesn't require air, food, drink, or sleep.

Undead Resilience. The lost is immune to poison damage, exhaustion, and the poisoned condition.

Example Monster: Lost Berserker

The lost berserker below shows how the template is used.

Lost Berserker

CR 2

Medium Undead (Void)

Armor Class 13 (hide armor)

Hit Points 60

Speed 30 ft.

Perception 10

Stealth 11

Vulnerable radiant

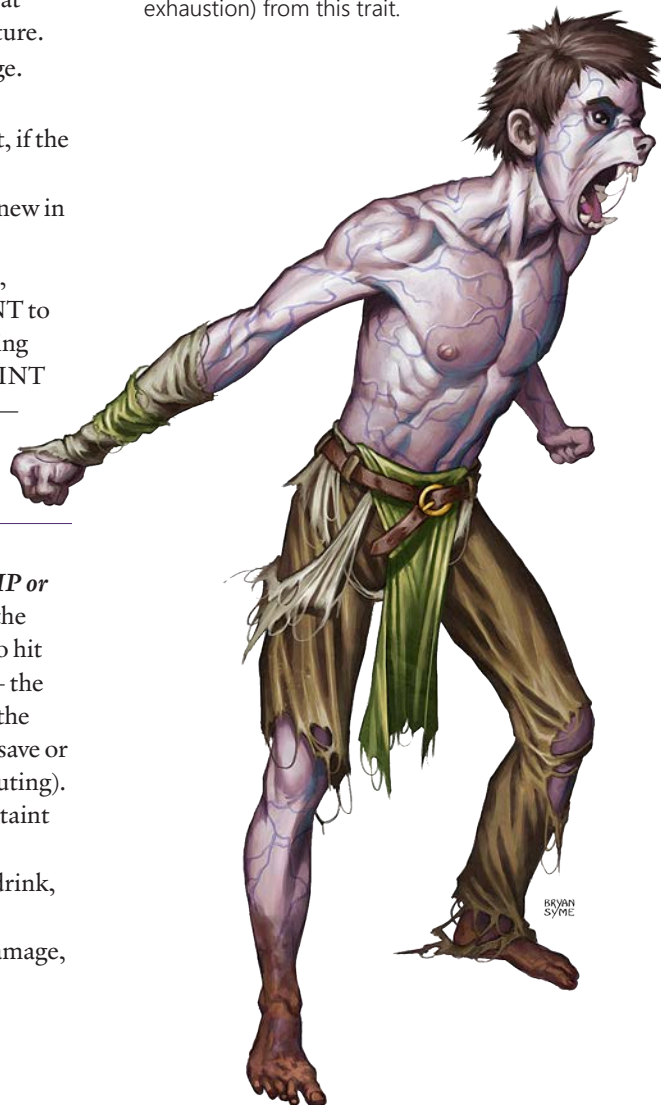
Resistant necrotic

Senses darkvision 60 ft.

Languages understands Common but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-3	+0	-3

Dripping with Void (33 HP or Fewer). The remnants of void energy that permeate the lost berserker's body begin to seep out of it. The first creature to hit the lost berserker on each round must succeed on a DC 13 CON save or suffer one level of void taint (or exhaustion if substituting). A creature can't suffer more than three levels of void taint (or exhaustion) from this trait.



Reckless. At the start of its turn, the lost berserker can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Stalwart. If the lost berserker starts its turn afflicted by an ongoing effect that allows for a repeated save to end the effect, such as the *hold* spell or the poison from an ettercap's Bite, the lost berserker can make the save at the start of the turn instead of the end and has advantage on the save.

Undead Nature. The lost berserker doesn't require air, food, drink, or sleep.

Undead Resilience. The lost berserker is immune to poison damage, exhaustion, and the poisoned condition.

ACTIONS

Multiattack. The lost berserker makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

VOID

A void creature is a creature that is permanently changed by the power of the Void. This almost always applies only to creatures born in the Void or born of creatures greatly altered or tainted by the Void, but it can apply to creatures that have stubbornly survived over half their lives on the plane, inadvertently changing them or their offspring by the lifelong exposure to the Void's energies.

This template can be applied to any creature, except for a creature already native to the Void, typically defined as such in its lore or via traits like Void Traveler. When a creature becomes a void creature, it retains its statistics, except as described here. If this template is applied to a creature with the Outsider tag or one of Outsider's associated subtags, that creature becomes native to the Void, treating the plane as its home plane, and returns to that plane when it dies rather than the plane normal for the creature.

This template is best when used to create a creature native to the Void, such as a griffon hatched there, and it shouldn't be used to create a people or culture of creatures native to the plane. For example, it can work well to make a goblin born in the Void, but it doesn't work well for creating void goblins as a people, who might have developed their own separate biological and cultural adaptations for life on the plane.

Common Characteristics. The Void is characterized by an all-consuming nothingness, and creatures native to it similarly appear to be hollow shells of their mortal-realm counterparts. Their eyes tend to be pools of darkness, and their limbs, fur, and feathers appear to be fraying at the edges, as if slowly being torn from reality. Some void creatures have scales, fur, or flesh speckled with barely perceptible motes of starlight, and many void creatures display oversaturated or painfully vibrant versions of the colors common in their mortal-realm counterparts.

Statistics

Make the following adjustments to the creature's statistics.

Type. The creature's type remains the same, but it gains the Void tag (see **Monster Tags Expanded** earlier in this chapter). Spells and abilities that affect creatures with the Void tag now affect the creature. This tag is in addition to any tags the creature might already have.

Hit Points. The creature's hit points are reduced by 10 percent (rounded up).

Resistant. The void creature is resistant to necrotic damage, and it is resistant to the charmed and frightened conditions.

Senses. The void creature has darkvision out to a range of 60 feet, if the creature doesn't already have darkvision.

Languages. The void creature knows Void Speech, but it can't speak the language unless the creature can normally speak.

Abilities. Replace the creature's existing INT modifier with -3. If the creature's existing INT modifier is higher than -3, don't replace the modifier—use it as is.

WHICH VOID TEMPLATE?

This section contains three templates related to giving a creature a theme and powers related to the Void. When deciding which template to use for your creature, think about the circumstances that would have caused it to be transformed by the Void or infused with the Void's power. If the creature was born in the Void or born of a creature greatly altered or tainted by the Void, then the Void template is the most appropriate. If the creature is rapidly changed by a sudden exposure to massive Void energies, such as when a world falls to the Void, then the Lost template is the most appropriate. If the creature worships the Void or otherwise willingly brings Void energies into its body—whether or not the creature has been directly exposed to the Void itself or a world touched by the Void—the Void-Blessed template is the most appropriate.

The key difference between the Void-Blessed template and the other templates is a willing exposure to and drawing in of Void energies. The key difference between the Lost template and the other templates is a (typically unwilling) exposure to a large amount of Void energy in a short time. The key difference between the Void template and the other templates is a lifelong or in-born exposure to Void energies.

Traits

The creature gains the following traits.

Magic Resistance. The void creature has advantage on saves against spells and other magical effects.

Void Dweller. The void creature doesn't require air or sleep, and it can fly or swim through the Void as if through air or water, provided it has a flying or swimming speed.

Actions

When the void creature deals damage with an action, bonus action, or attack, it can choose for any amount of that damage to be necrotic instead.

Bonus Actions

The creature gains the following bonus action.

Endless Void. The void creature sends the dizzying, consuming endlessness of the Void toward one creature it can see within 30 feet. The target must succeed on a DC # [10 + the creature's CON modifier or matches the save DC of the creature's other features, whichever is higher] CHA save or be incapacitated until the end of its next turn.

Example Monster: Void Griffon

The void griffon below shows how the template is used.

Void Griffon

CR 2

Large Monstrosity (Animal, Void)

Armor Class 12

Hit Points 56

Speed 30 ft., fly 80 ft.

Perception 13 **Stealth** 12

Resistant necrotic | charmed, frightened | Monstrosity Resilience

Senses darkvision 60 ft.

Languages understands Void Speech but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	-3	+1	-1

Heightened Sight. The void griffon's Perception is 18 when perceiving by sight.

Magic Resistance. The void griffon has advantage on saves against spells and other magical effects.

Monstrosity Resilience. The void griffon is resistant to exhaustion and to the frightened condition.

Pack Tactics. The void griffon has advantage on attack rolls against a creature if at least one of the griffon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the void griffon moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the griffon can make one Beak attack against it as a bonus action.

Void Dweller. The void griffon doesn't require air or sleep, and it can fly through the Void as if through air.

ACTIONS

Multiattack. The griffon makes one Beak attack and one Claws attack.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) necrotic or piercing damage (the griffon's choice).

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic or slashing damage (the griffon's choice).

BONUS ACTIONS

Endless Void. The void griffon sends the dizzying, consuming endlessness of the Void toward one creature it can see within 30 feet. The target must succeed on a DC 14 CHA save or be incapacitated until the end of its next turn.



VOID-BLESSED

A void-blessed is a creature whose extensive worship of the Void has exposed it to the Void in small enough doses that the Void has permanently marked the creature without killing it. Void-blessed dedicate their lives to the Void, expanding its presence and hastening its consumption of worlds, in exchange for power. Many cultists of the Void eventually become void-blessed, often after surviving a trip to the Void or exposure to its warped creatures.

This template can be applied to any creature that has an INT of -2 or higher and that worships the Void. This template can't be applied to a creature native to the Void or a creature with the Void template. When a creature becomes void-blessed, it retains its statistics, except as described here.

Common Characteristics. Void-blessed are imbued with the power of the Void, but its all-consuming nothingness eats at the creature's physical form. Black and purple veins snake across their bodies, and their eyes become empty wells into the Void, with barely perceptible purple pupils. They often have tongues and fingertips blackened and partially decayed from using void magic or speaking Void Speech. Void-blessed creatures with fur, scales, or feathers typically have this same blackened and decayed look on the tips of their fur or feathers or the edges of their scales. Void-blessed Plants typically have blackened or decayed-looking bark, bare branches, and the same black and purple veins snaking across their bodies.

Statistics

Make the following adjustments to the creature's statistics.

Hit Points. The creature's hit points are reduced by 5 percent (rounded up).

Resistant. The void-blessed is resistant to necrotic damage, and to the charmed and frightened conditions.

Senses. The void-blessed has darkvision out to 60 feet, if the creature doesn't already have darkvision.

Languages. The void-blessed knows Void Speech, but it can't speak the language unless the creature can normally speak.

Traits

The creature gains the following traits.

Void Affinity. No creatures native to the Void or that have the Void tag can willingly attack the void-blessed. They can be forced to do so through magical means. In addition, the void-blessed can communicate with creatures native to the Void or that have the Void tag as if they shared a language.

Void Touched. The void-blessed has advantage on checks and saves against void taint and the hazards of void terrain. If the void-blessed stays in an area of void terrain for at least 24 hours, it is immune to these effects for 24 hours instead.

Actions

When the void-blessed deals damage with an action, bonus action, or attack, it can choose for any amount of that damage to be necrotic instead, as the power granted to it by the Void infuses the void-blessed and its weapons.

Spellcasting. If the creature can cast spells, it can replace any spell it can cast with a spell of the same circle from the void magic style list (see **Chapter 5**).

Bonus Actions

The creature gains the following bonus action.

Frightening Glimpse. The void-blessed turns its corrupted gaze or face toward one creature it can see within 30 feet. The target must succeed on a DC $\# [10 + \text{the cultist's CON modifier or matches the save DC of the cultist's other features, whichever is higher}]$ CHA save or be frightened until the end of its next turn, as it catches a glimpse of the Void reflected in the void-blessed.

Example Monster: Void-Blessed Mage

The void-blessed mage below shows how the template is used.

Void-Blessed Mage

CR 6

Medium Humanoid (Any Lineage)

Armor Class 10 (13 with *mage armor*)

Hit Points 66

Speed 30 ft.

Perception 11

Stealth 12

Resistant necrotic | charmed, frightened

Senses darkvision 60 ft.

Languages Void Speech, plus any four languages

STR	DEX	CON	INT	WIS	CHA
-1	+0	+0	+6	+1	+0

Arcane Weapons. The void-blessed mage's weapon attacks are magical. When the mage hits with any weapon, the weapon deals an extra 3d8 force or necrotic damage (included in the attack), the mage's choice.

Magic Resistance. The void-blessed mage has advantage on saves against spells and other magical effects.

Void Affinity. No creatures native to the Void or that have the Void tag can willingly attack the void-blessed mage. They can be forced to do so through magical means. In addition, the void-blessed mage can communicate with creatures native to the Void or that have the Void tag as if they shared a language.

Void Touched. The void-blessed mage has advantage on checks and saves against void taint and the hazards of void terrain. If the void-blessed mage stays in an area of void terrain for at least 24 hours, it is immune to these effects for 24 hours instead.

ACTIONS

Multiattack. The void-blessed mage makes three Dagger or Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) necrotic or piercing damage (the mage's choice) plus 13 (3d8) force or necrotic damage (the mage's choice).

Arcane Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) force or necrotic damage (the mage's choice).

Spellcasting. The mage casts one of the following spells, using INT as the spellcasting ability (spell save DC 14).

At will: *detect magic, mage hand, prestidigitation, word of misfortune**

3/day each: *destructive resonance*, fly, mage armor*

2/day each: *fireball, slow, void strike**

1/day each: *cone of cold, greater invisibility*

*indicates a spell in **Chapter 5**

BONUS ACTIONS

Frightening Glimpse. The void-blessed mage turns its corrupted gaze toward one creature it can see within 30 feet. The target must succeed on a DC 14 CHA save or be frightened until the end of its next turn, as it catches a glimpse of the Void reflected in the mage's eyes.

MONSTER STAT BLOCKS

This section describes new monsters found within the Labyrinth.

AHU-NIXTA

Hidden deep within its clockwork armor, the creature is a shapeless horror from beyond the stars.

Clockwork Armor. Weak and easy prey in their natural state, the ahu-nixta long ago mastered the art of clockwork design, building armor that could bolster their physical abilities and carry them through the spaces between stars.

Always Murmuring Praise. The ahu-nixta constantly murmur praise of dark gods, though this sound is somewhat muffled by their armored shell. In large groups, their voices always offer the same praise, like a dark chorus.

Ahu-Nixta

CR 3

Large Aberration (Outsider)

Armor Class 14 (Clockwork Armor)

Hit Points 72

Speed 30 ft., fly 30 ft. (hover), swim 30 ft.

Perception 13

Stealth 12

Resistant psychic | exhaustion | Aberrant Resilience

Immune prone

Senses darkvision 60 ft.

Languages Deep Speech, Void Speech

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	+6	+1	+0

Aberrant Resilience. The ahu-nixta is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Clockwork Armor. The creature within the machine is a somewhat shapeless mass, both protected and given concrete manipulators by its armor. The clockwork armor has a variety of manipulators that the ahu-nixta can use to attack or to interact with objects outside of the armor. When the ahu-nixta is reduced to 18 HP or lower, its clockwork armor breaks, and the ahu-nixta is ejected into the armor's space.

Without its clockwork armor, the ahu-nixta's AC is reduced by 2, its STR becomes +0, and all its modes of travel are reduced by 15 feet. In addition, its only attack option is Psychic Burst. Outside its armor, the ahu-nixta's pulpy mass can form eyes, mouths, and grabbing appendages. These appendages can't be used for combat, but they can pick up objects and manipulate them. The ahu-nixta can open and close glass-covered viewing ports in the clockwork armor, requiring no action, to interact with objects outside the armor. The ahu-nixta can exit or enter its clockwork armor as a bonus action.



Telekinetic Manipulation. The ahu-nixta can psychically move or manipulate objects that aren't being worn or carried, that are within 30 feet of it, and that weigh up to 150 pounds, moving an object no farther than 30 feet as part of an action. This trait otherwise works like the *telekinesis* spell with an endless duration, using the ahu-nixta's INT as its spellcasting ability.

ACTIONS

Multiattack. The ahu-nixta makes three melee attacks or three Psychic Burst attacks.

Whirring Blades. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Pronged Scepter. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Bashing Rod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Psychic Burst. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 8 (1d8 + 4) psychic damage.

BONUS ACTIONS

Frightening Murmurs. The ahu-nixta murmurs incomprehensible words of broken worlds and shattered realities in the mind of one creature the ahu-nixta can see within 30 feet of it. The target must succeed on a DC 14 CHA save or be frightened until the end of its next turn.

ANGEL, DESTROYING

Clad in a breastplate of corroded bronze, this ashen-skinned humanoid swoops down on ragged black wings, brandishing a mighty warhammer in both hands. A halo of pale blue light glows around its head.

Warriors of Kel Belleth. Destroying angels are loyal followers of the archangel Kel Belleth, recruited to the Void's cause from disaffected soldiers among the ranks of

Celestia's angelic legions. Some of these malcontents had become corrupted through constant exposure to the Void's influence. Others had forgotten why they were fighting and had begun to revel in destruction and slaughter. Lured by the insidious whispers of void angels, they traveled to the demiplane of Sun Hollow, where they swore allegiance at the feet of Kel Belleth.

Devotees of Ruin. Heavily armored angels of war and destruction, destroying angels are found throughout the Labyrinth, fighting in the armies of the Void alongside mortal cultists, demons, and others. Sent by Kel Belleth to join the campaigns of the Great Chantry of the Voidmother and other void cults to obliterate entire worlds, destroying angels are typically employed as shock troops or are charged with wrecking enemy siege equipment and reducing enemy fortifications to rubble.

Destroying Angel

CR 4

Medium Celestial (Angel)

Armor Class 15 (breastplate)

Hit Points 82

Speed 30 ft, fly 90 ft.

Perception 14

Stealth 11

Resistant necrotic | Angelic Resilience

Immune Angelic Resilience

Senses darkvision 120 ft.

Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	+1	+4	+4

Angelic Resilience. The destroying angel is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and the charmed and frightened conditions.

MONSTERS BY CHALLENGE RATING

Creature	CR	Creature	CR	Creature	CR
Void Mite	0	Devil, Gear	3	Portal Eater	7
Demon, Widross	1/2	Tollinvarado	3	Pyrol	7
Drake, Light	1/2	Angel, Destroying	4	Angel, Void	8
Dragonborn	1/2	Radiant Dragonborn Lightcaller	4	Dymaxion	8
Devil, Lantern	1	Ratatosk	4	Ripper	10
Forge Servitor	1	Spawn of Nidhogg	4	Swarm of Void Mites	10
Mucosette	1	Bone Ghoul	5	Tunnel Sphinx	10
Devil, Maze Imp	2	Celebrun	5	Demon, Realm Singer	11
Far Trader	2	Frost Knight	5	Giant, Void	11
Satakree	2	Devil, Risolan	6	Angel, Archangel, Kel Belleth	15
Trail Snail	2	Giant of the Falling Mountain	6	Avatar of Nidhogg	18
Ahu-Nixta	3	Qoradan Tomb Guardian	6		
Bone Knight	3	Hag, Astral	7		

Angelic Senses. The destroying angel can pinpoint the location of Aberrations, Celestials, Fiends, and Undead within 30 feet of it and knows if a place or object it can sense is consecrated or desecrated.

Immortal Nature. The destroying angel doesn't require food, drink, or sleep.

Magic Resistance. The destroying angel has advantage on saves against spells and other magical effects.

Void Weapons. The destroying angel's weapon attacks are magical. When the destroying angel hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The destroying angel makes two Warhammer attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands, plus 9 (2d8) necrotic damage.

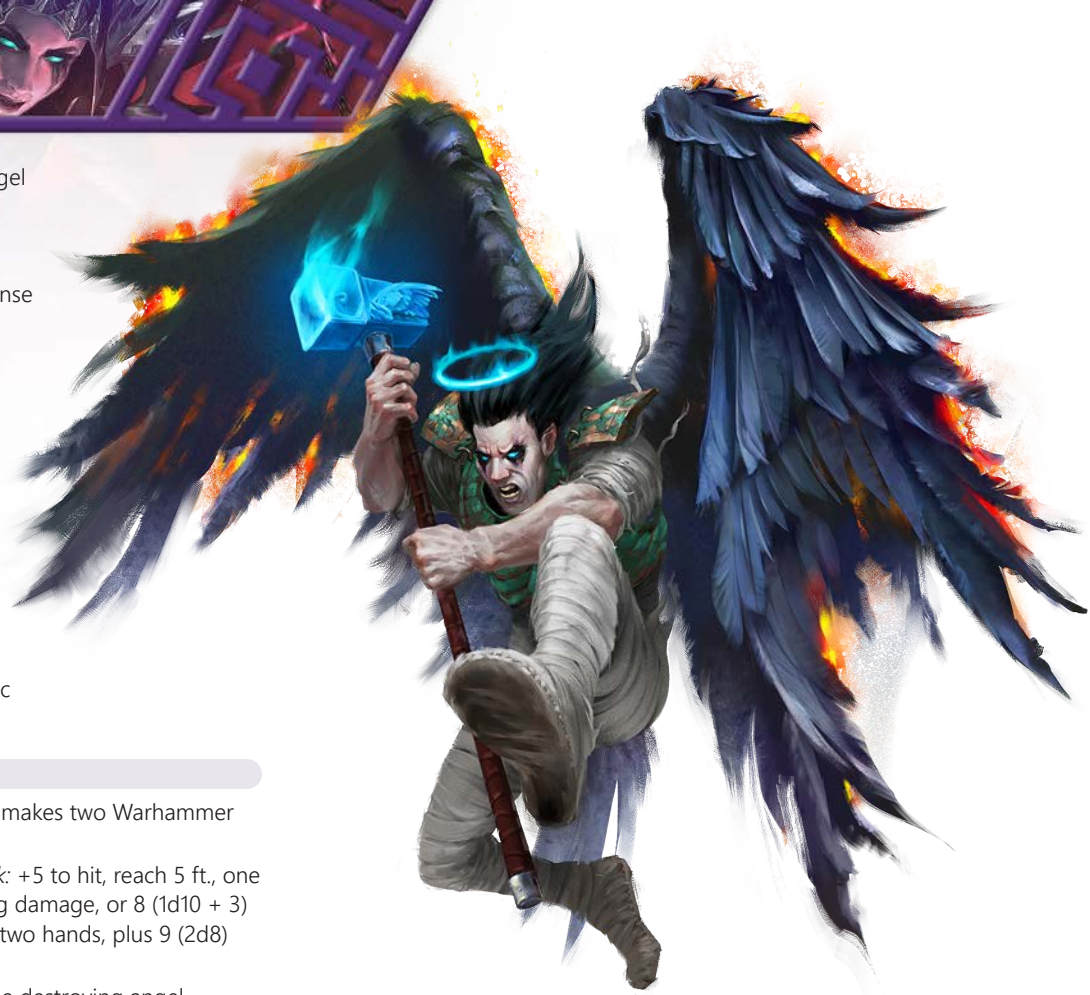
Ruinous Burst (Recharge 5–6). The destroying angel unleashes a devastating burst of Void energy centered on itself. Each creature that isn't an angel within 20 feet of it must make a DC 14 CON save. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save. On a failure, a creature takes 18 (4d8) necrotic damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. Structures and nonmagical objects in the area that aren't being worn or carried take double damage.

BONUS ACTIONS

Dazing Bolt. The destroying angel sends a bolt of void energy toward one creature it can see within 30 feet. The target must succeed on a DC 14 CON save or have disadvantage on the next attack roll it makes before the start of the angel's next turn.

REACTIONS

Word of Decay. When a creature the destroying angel can see hits the angel with a melee attack, the angel can utter a dark word of Void Speech. If the attacker is wielding a nonmagical weapon, it must succeed on a DC 14 CON save or the weapon partially decays after dealing its damage. Until a creature spends a short rest to repair the decay, any attack with the weapon is made with disadvantage. The destroying angel must be able to speak to use this reaction.



ANGEL, VOID

A withered and colorless humanoid form hovers on contorted, broken angelic wings with tattered feathers. Pale, dwindling light shines from the deep hollows of its eyeless sockets.

Fallen Heralds. The first void angels were righteous warriors of the celestial realms, charged with seizing and deciphering the eldritch texts to better understand how to turn the tides against the Void and its spreading influence. While their mission was successful, their noble purpose was doomed, as the horrors contained within these sources tainted their minds and forms. When the angels tried to return home, they were barred from entering the Celestial Realms—lest their newfound knowledge spread corruption to others. The newly named void angels were forced to remain in endless exile, until the second passing of reality when they might forget everything and be reborn.

Corrupted Devas. The vast majority of void angels were once devas [MV], particularly those who spent long periods living alongside mortal charges they were sworn to defend. Heavens scholars speculate that extensive contact with humanoids somehow make these angels more vulnerable to the ever-encroaching influence of the Void and its servants. Whatever the case, it is clear that void angels vastly prefer the company of mortals to others of their kind, and they often become obsessed with specific individuals whose ambitions lead them to the lull of forbidden magic.

Void Angel

CR 8

Medium Celestial (Angel)

Armor Class 16 (natural armor)

Hit Points 143

Speed 30 ft., fly 90 ft.

Perception 17

Stealth 14

Resistant necrotic | Angelic Resilience

Immune Angelic Resilience

Senses darkvision 120 ft.

Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	+2	+7	+7

Angelic Resilience. The void angel is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and the charmed and frightened conditions.

Angelic Senses. The void angel can pinpoint the location of Aberrations, Celestials, Fiends, and Undead within 30 feet of it and knows if a place or object it can sense is consecrated or desecrated.

Immortal Nature. The void angel doesn't require food, drink, or sleep.

Magic Resistance. The void angel has advantage on saves against spells and other magical effects.

Void Weapons. The void angel's weapon attacks are magical. When the void angel hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The void angel makes two Greatsword attacks. It can replace one of these attacks with a Chain attack.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 18 (4d8) necrotic damage.

Chain. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 18 (4d8) necrotic damage, and the target is grappled (escape DC 15). Until the grapple ends, the creature is restrained. The void angel has two chains, each of which can grapple only one target.

Soul Siphon (Recharge 6). The void angel drains the life force of up to two creatures it can see within 10 feet of it. Each target must make a DC 15 CON save. A creature restrained by the void angel's Chain attack has disadvantage on this save. On a failure, a target takes 31 (7d8) necrotic damage and suffers one level of void taint (or one level of exhaustion if not using void taint). On a success, a target takes half the damage and doesn't suffer void taint. The void angel then regains HP equal to half the total amount of necrotic damage dealt.

BONUS ACTIONS

Change Shape. The void angel magically transforms into a Large or smaller Beast or Humanoid that has a challenge rating (CR) no higher than its own, or back into its true form, which is Celestial. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the void angel's choice). It reverts to its true form if it dies. In a new form, the void angel retains its Angelic Resilience, Angelic Senses, and Immortal Nature traits and its HP, HD, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

REACTIONS

Blasphemous Word. When a creature the void angel can see hits it with an attack, the angel can utter a dark word of Void Speech. If the attacker can hear the void angel, the attacker takes 4 (1d8) necrotic damage. The void angel must be able to speak to use this reaction.



ANGEL, ARCHANGEL, KEL BELLETH

An imposing figure rises, her gaze full of a malicious intent blazing bright as the swirling vortex within her chest.

Mother of Void Angels. Kel Belleth was once a renowned archangel of the celestial realms tasked with uncovering evil secrets to turn against the Void and its servants. When the archangel and her comrades became consumed by the very knowledge they dutifully uncovered, they were cast out by their peers and doomed to wander the Labyrinth without purpose. Left with few options, Kel Belleth chose to embrace the vile magic her people had mastered. Armed with the reality-shattering secrets of the Void, she carved a new demiplane realm where her dutiful followers could continue to grow their power.

Void Champion. Since her expulsion from the celestial realms, Kel Belleth has become one of the Void's most dutiful servants. Her void angels are spread throughout the Labyrinth, always watching for opportunities to recruit those dissatisfied with the unforgiving justice of heaven. The archangel is quick to lend her aid to any mortals that crave dark power and is an eager ally to the most prolific Void cults currently operating within the Labyrinth.

Kel Belleth's Lair

Kel Belleth dwells in Sun Hollow, a demiplane of her own creation. Sun Hollow appears as a twisted version of the celestial realms once home to the archangel—an unending maze of shadowed chapels, black cathedrals, and colorless city squares devoid of life. When encountered in her lair, Kel Belleth has a challenge rating of 16.

Lair Actions

On initiative count 20 (losing initiative ties), Kel Belleth can take a lair action to cause one of the following effects; Kel Belleth can't use the same effect two rounds in a row:

- **Clawing Shadows.** The shadows within Sun Hollow writhe with sentience and malice. Until initiative count 20 on the next round, any hostile creature that starts its turn in an area of dim light or darkness within 120 feet of Kel Belleth must succeed on a DC 18 DEX save or take 7 (2d6) necrotic damage and have its speed halved until the start of its next turn.
- **Vile Chorus.** A chorus of disembodied voices sing nightmarish hymns in Void Speech centered on a point Kel Belleth can see 120 feet of her. Each hostile creature within 30 feet of that point must succeed on a DC 18 CON save or take 7 (2d6) psychic damage. Creatures that fail this save are vulnerable to necrotic damage until initiative count 20 on the next round.



- **Weeping Stone.** All surfaces within 300 feet of Kel Belleth ooze, becoming a semi solid tar-like texture. The ground and all other solid surfaces in the area count as difficult terrain until initiative count 20 on the next round.

Regional Effects

The region containing Kel Belleth's lair is a reflection of her will, which creates one or more of the following effects:

- **Gnawing Emptiness.** Food and drink consumed in Sun Hollow turn to ash on the tongue and do nothing to sate hunger or quench thirst. Food and water consumed within the demiplane don't count toward daily amounts needed to avoid starvation or dehydration (see *Player's Guide*).
- **Heavenly Hostility.** Sun Hollow is infused with Kel Belleth's hatred of creatures from the celestial worlds and all they claim to stand for. Any Celestial (other than Kel Belleth or a void angel) that spends an hour in the area must succeed on a DC 18 CHA save or suffer one level of exhaustion. The creature must repeat this save every hour it remains in the area. Exhaustion suffered in this way ignores the immunity to exhaustion granted by Angelic Resilience.

- **Oppressive Gray.** Light within the demiplane is suppressed by a never-changing pall of grey. Spells or effects that normally create sunlight instead create bright light. Spells or effects that normally create bright light instead create dim light.

If Kel Belleth dies, these effects fade in 1d10 days.

Kel Belleth

CR 15

Huge Celestial (Angel)

Armor Class 18 (natural armor)

Hit Points 231

Speed 30 ft., fly 90 ft.

Perception 20

Stealth 14

Resistant Angelic Resilience

Immune necrotic | Angelic Resilience

Senses truesight 120 ft.,

Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+4	+11	+4	+10	+10

Angelic Resilience. Kel Belleth is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, she is immune to exhaustion and the charmed and frightened conditions.

Angelic Senses. Kel Belleth can pinpoint the location of Aberrations, Celestials, Fiends, and Undead within 30 feet of her and knows if a place or object she can sense is consecrated or desecrated.

Divine Awareness. Kel Belleth knows if she hears a lie.

Divine Protection. Aberrations, Celestials, Fiends, and Undead have disadvantage on attack rolls against Kel Belleth.

Immortal Nature. Kel Belleth doesn't require food, drink, or sleep.

Legendary Resistance (3/Day). If Kel Belleth fails a save, she can choose to succeed instead.

Magic Resistance. Kel Belleth has advantage on saves against spells and other magical effects.

Void Weapons. Kel Belleth's weapon attacks are magical. When Kel Belleth hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. Kel Belleth makes two Greatsword attacks or four Void Bolt attacks. She can replace one of these attacks with Chain.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage plus 18 (4d8) necrotic damage.

Chain. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 18 (4d8) necrotic damage, and the target is grappled (escape DC 18). Until the grapple ends, the creature is restrained. Kel Belleth has three chains, each of which can grapple only one target.

Void Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 23 (4d8 + 5) necrotic damage.

Soul Siphon (Recharge 6). Kel Belleth drains the life force of up to three creatures she can see within 10 feet of her. Each target must make a DC 18 CON save. A creature restrained by Kel Belleth's Chain attack has disadvantage on this save. On a failure, the target takes 49 (11d8) necrotic damage and suffers one level of void taint (or one level of exhaustion if not using void taint). On a success, the target takes half the damage and doesn't suffer void taint. Kel Belleth then regains HP equal to half the total amount of necrotic damage dealt.

REACTIONS

Blasphemous Word. When a creature Kel Belleth can see hits her with an attack, she can utter a dark word of Void Speech. If the attacker can hear Kel Belleth, the attacker takes 9 (2d8) necrotic damage. Kel Belleth must be able to speak to use this reaction.

LEGENDARY ACTIONS

Kel Belleth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Kel Belleth regains spent legendary actions at the start of her turn.

Teleport. Kel Belleth magically teleports, along with any equipment she is wearing or carrying, up to 90 feet to an unoccupied space she can see.

Dark Litany (Costs 2 Actions). Kel Belleth howls a blasphemous litany in Void Speech at up to two creatures she can see within 60 feet of her. Each target that can hear her must make a DC 18 WIS save. A creature with at least one level of void taint (or exhaustion if substituting) has disadvantage on this save. On a failure, a target falls prone and is incapacitated until the end of its next turn as it weeps tears of blood. On a success, a target falls prone but isn't incapacitated.

Ravenous Heart (Costs 2 Actions). Kel Belleth uses Soul Siphon, if available.

AVATAR OF NIDHOGG

A wingless wyrm sculpted from root-ridden clay slithers forward. Noxious clouds of gas pour from its gaping maw.

Divine Vessel. The great wyrm Nidhogg has slumbered at the base of the World Tree since the beginning of all things, growing too large and too entwined to physically walk the mortal realm. On the rare occasion the god needs to physically enforce its will, Nidhogg instead sends its avatar—a vessel of roots and clay sculpted in the likeness of its great dragon form, animated by a small fragment of the god's power.

Cult Herald. On rare occasions, Nidhogg sends his avatar to aid high-ranking cultists that have earned his favor. Such power is never given lightly, but Labyrinthian history has witnessed the fearsome avatar lay waste to enemies of the void cults on multiple occasions.

Avatar of Nidhogg

CR 18

Gargantuan Dragon (Void)

Armor Class 21 (natural armor)

Hit Points 280

Speed 50 ft., burrow 30 ft., climb 30 ft.

Perception 23 **Stealth** 18

Immune necrotic

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic, Void Speech

STR	DEX	CON	INT	WIS	CHA
+13	+2	+11	+5	+13	+10

Aura of Hopelessness. A hostile creature that starts its turn within 15 feet of the avatar of Nidhogg must succeed on a DC 19 WIS save or be overwhelmed with hopelessness until the start of its next turn. A creature overwhelmed with hopelessness has disadvantage on attack rolls and receives only half the benefit from spells and other effects that restore its HP. The avatar can choose to exclude a creature from this aura (no action required).

Legendary Resistance (3/Day). If the avatar fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The avatar of Nidhogg makes three Bite attacks. It can replace any number of Bite attacks with Tail attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 18 (4d8) necrotic damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 18 (4d8) necrotic damage, and the target is grappled (escape DC 19) if it is a Large or smaller creature. Until this grapple ends, the creature is restrained. The avatar can grapple up to four Medium or smaller creatures or up to two Large creatures in this way.

Decaying Breath (Recharge 5–6). The avatar exhales foul black mist in a 30-foot cone. Each creature in the area must make a DC 19 CON save, taking 54 (12d8) necrotic damage on a failed save, or half as much on a successful one. Plant creatures and magical plants make the save with disadvantage and take maximum damage. Nonmagical plants simply wither and die.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of its turn.

Detect. The avatar automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Move. The avatar can move up to half its speed without provoking opportunity attacks.

Void Wave (Costs 2 Actions). Each creature within 15 feet of the avatar must succeed on a DC 19 CON save or take 18 (4d8) necrotic damage and be knocked prone as the avatar sends out a wave of purple void energy. A creature with void



taint has disadvantage on this save. If a creature with void taint fails this save, it takes an extra 4 (1d8) necrotic damage for each level of void taint it suffers, and the avatar regains HP equal to that amount. The creature is then cured of all levels of void taint.

BONE KNIGHT

The body of a bone knight is identical to that of a heavily armored human soldier, but the head is completely removed and replaced with an intricate head carved from bone.

Born of Bone. Bone knights are created when the soul of a disgraced soldier is bound into a head-like vessel made from bone. These vessels are carved to resemble helmeted heads, death masks, or similar shapes that the soul recognizes, which ease the binding of the soul to the vessel. These specially created vessels are mounted atop suits of armor to serve as the creature's head—so no two bone knights ever share the exact same face.

Lesser Knights. Bone knights are almost always found in the service of more powerful undead, especially those capable of manipulating souls. Death knights [MV] are primarily responsible for the creation of bone knights, often due to an innate compulsion to re-enlist the departed souls of the lesser knights, foot soldiers, and vassals who served them in life.

Bone Knight

CR 3

Medium Undead

Armor Class 18 (plate)

Hit Points 57

Speed 30 ft.

Perception 13

Stealth 8 (13 without armor)

Immune necrotic | frightened | Undead Resilience

Senses darkvision 60 ft.

Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+0	+1	+2

Disgraced Rejuvenation. Unless redeemed, a destroyed bone knight returns in 1d4 days, regaining all its HP and becoming active again within 10 feet of where it died.

Necrotic Weapons. When the bone knight hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Undead Nature. The bone knight doesn't require air, food, drink, or sleep.

Undead Resilience. The bone knight is immune to poison damage, to exhaustion, and to the poisoned condition.



ACTIONS

Multiattack. The bone knight makes two Longsword or Bone Spur attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 7 (2d6) necrotic damage.

Bone Spur. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 7 (2d6) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 13 CON save or have its speed halved until the end of its next turn.

BONUS ACTIONS

Guard. The bone knight assumes a defensive stance until the start of its next turn or until it dies or becomes incapacitated. Until this stance ends, each friendly creature within 5 feet of the bone knight gains a +2 bonus to its AC.

CELEBRUN

Held aloft by invisible winds, the cloaked figure's owl-like eyes peer unblinking beneath the brim of a tall conical hat.

Impartial Interlopers. Though often found in the service of angels, celebrun are one of the few celestial creatures who adhere to a code of strict neutrality. Any creature who has suffered an injustice at the hands of another, regardless if the injured party is dedicated to the cosmic forces of good or evil, can approach a celebrun with a bounty request. Once petitioned, the celebrun weighs the nature of the request against the damage to the injured party and accepts the contract if it deems the requested punishment is of fair equivalence to the injury committed.

Tireless Seekers. Once a celebrun has accepted a contract, nothing but its complete and total destruction can keep it from pursuing its quarry. These scouts are defined by their single-minded focus. There are few magical spells, prisons, or barriers a celebrun can't outwait with its immortal patience.



Celebrun

CR 5

Medium Celestial (Outsider)

Armor Class 16 (studded leather)

Hit Points 92

Speed 30 ft., fly 40 ft. (hover)

Perception 16

Stealth 17

Resistant Celestial Resilience

Immune blinded

Senses darkvision 60 ft.

Languages Celestial, Common, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+7	+2	+1	+6	+3

Celestial Resilience. The celestial is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Flyby. The celebrun doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The celestial has advantage on saves against spells and other magical effects.

Magic Weapons. The celestial's weapon attacks are magical.

Seekers Sign. When the celebrun hits a creature with its Golden Helm or Talons, it can choose to leave a mystical mark on that creature. While marked, the celebrun can always pinpoint the exact location of the creature, provided they are on the same plane of existence. The mark remains until the creature dies, the celebrun dies, or the celebrun marks a different creature.

ACTIONS

Multiattack. The celebrun makes two Greatsword attacks and one Talons attack, or it makes two Golden Helm attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 14 DEX save or be blinded until the end of its next turn.

Golden Helm. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 9 (2d8) radiant damage.

Whirling Wheel (Recharge 5–6). The celebrun glows with radiant light and spins in place with its sword extended. Each creature within 10 feet of it must make a DC 14 DEX save, taking 14 (4d6) slashing damage and 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Horn of Heaven. The celebrun blows its mystical horn, which emits a chorus of heavenly music. One non-Celestial creature the celebrun can see within 60 feet of it that can hear the horn must succeed on a DC 14 CHA save or be outlined in golden light for 1 minute. A creature illuminated in this way can't benefit from the invisible condition, and attacks against it are made with advantage. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

CHOL, PYROL

The grinning fiend gives off waves of stifling heat and flickering yellow and red flames burn inside its translucent orange body.

Fiery Mercenaries. Chols that spend long periods of time fighting as mercenaries in fiery Hells such as Urgennos, Luminous Hell of Fire and Sulfur, sometimes absorb the infernal flames of these realms into their gelatinous bodies and are transformed into pyrols. Ranked somewhere between czols and uulgols in the chol hierarchy, pyrols fight alongside their comrades in chol mercenary armies, where they are often employed as artillery by their trillipol commanders, bombarding the enemy with clinging fire or tasked with setting enemy forces and camps ablaze—much to their delight.

Proper Payments. Like all chols, pyrols insist on being well paid for their services, demanding payment in magical sources of light and fire, including rods, staffs, wands, and even *spell scrolls* of fire spells. A pyrol that has earned and absorbed enough magic items can ascend into the form of an uulgol.



Pyrol

CR 7

Medium Fiend (Outsider)

Armor Class 16 (natural armor)

Hit Points 105

Speed 30 ft

Perception 14

Stealth 16

Resistant cold, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | grappled, poisoned, restrained

Immune acid, fire | charmed

Senses darkvision 60 ft.

Languages Abyssal, Common, Infernal, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+6	+3	+1	+1	+6

Acidic Weapons. The pyrol's weapon attacks are magical.

When the pyrol hits with any weapon, the weapon deals an extra 2d8 acid damage (included in the attack).

Magic Resistance. The pyrol has advantage on saves against spells and other magical effects.

Stifling Heat. The pyrol exudes an aura of extreme heat. Each creature that isn't a Fiend that starts its turn within 10 feet of the pyrol fiend must succeed on a DC 14 CON save or be weakened until the start of its next turn. A weakened creature has disadvantage on attack rolls, and it deals only half damage with weapon attacks that use STR. A creature that fails this save by 5 or more suffers one level of exhaustion. A creature that has suffered a level of exhaustion from this pyrol's Stifling Heat can't suffer another level from this pyrol's Stifling Heat for 24 hours.

ACTIONS

Multiattack. The pyrol makes two Claw or Clinging Flame attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage plus 9 (2d8) acid damage.

Clinging Flame. *Ranged Spell Attack:* +6 to hit, range 90 ft., one target. *Hit:* 21 (4d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fiery Acid Burst (Recharge 5–6). The pyrol emits a burst of flaming acid. Each creature within 20 feet of the pyrol must make a DC 14 DEX save, taking 13 (3d8) acid damage and 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more takes 4 (1d8) acid damage and 4 (1d8) fire damage at the start of its next turn as the flaming acid continues to burn it.

BONUS ACTIONS

Burning Dash. The pyrol can move up to half its speed, leaving a trail of fire in its wake. Each space it moved through burns with a puddle of flaming acid until the start of its next turn. The first creature to enter a burning space before it burns out takes 2 (1d4) fire damage, then the puddle burns out.

Stolen Voices. Realm singers can steal the voices of mortals and use those voices to sing otherworldly songs. Realm singers that work for the forces of the Void can use stolen voices to sing in Void Speech and slowly tear a world apart. These horrific songs assault the minds of those nearby, filling their heads with visions of the destructive power of the Void.

Realm Singer Demon

CR 11

Medium Fiend (Demon)

Armor Class 16 (natural armor)

Hit Points 197

Speed 40 ft.

Perception 18

Stealth 15

Vulnerable charmed, deafened, unconscious

Resistant thunder | Demonic Resilience

Immune Demonic Resilience

Senses truesight 120 ft.

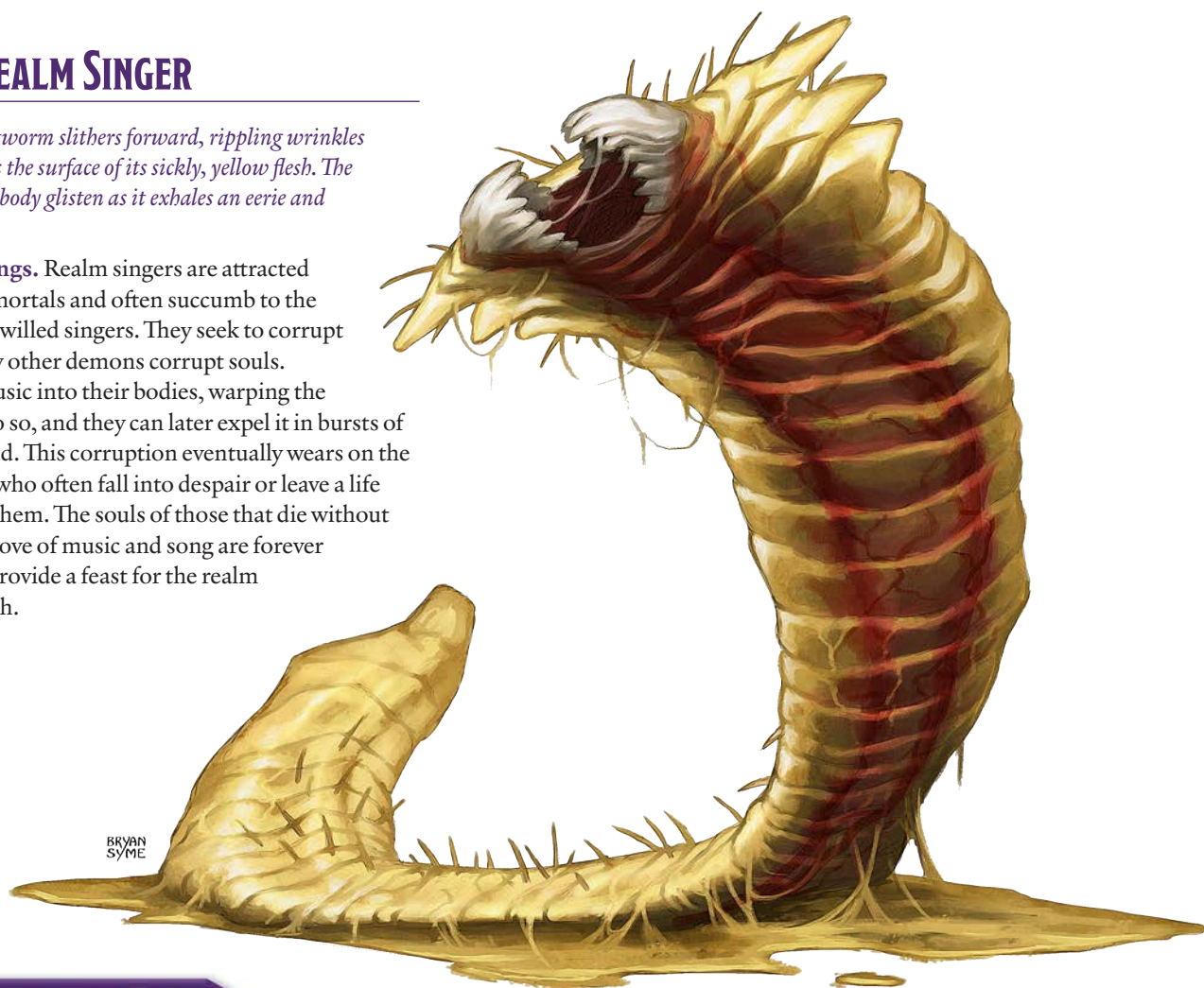
Languages Abyssal, Void Speech, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+1	+3	+1	+8	+4

DEMON, REALM SINGER

A tremendous flatworm slithers forward, rippling wrinkles undulating across the surface of its sickly, yellow flesh. The coils of its slender body glisten as it exhales an eerie and unearthly drone.

Corrupted Songs. Realm singers are attracted to the songs of mortals and often succumb to the songs of strong-willed singers. They seek to corrupt music in the way other demons corrupt souls. They pull the music into their bodies, warping the sound as they do so, and they can later expel it in bursts of discordant sound. This corruption eventually wears on the mortal singers, who often fall into despair or leave a life of song behind them. The souls of those that die without regaining their love of music and song are forever corrupted and provide a feast for the realm singer after death.



Demonic Resilience. The demon is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Demon Song. While the realm singer has a stolen voice, it can blend its voice with the stolen voice and sing a song of the Void. Each hostile creature that starts its turn within 15 feet of the singer and that can hear its song must succeed on a DC 16 CHA save or be incapacitated until the start of its next turn, as visions of the horrors of the Void assail its mind.

Magic Resistance. The realm singer has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The realm singer makes three Beak or Discordant Blast attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 3) piercing damage plus 9 (2d8) thunder damage.

Discordant Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) thunder damage plus 7 (2d6) psychic damage.

Shrieking Song (Recharge 5–6). The realm singer shrieks an otherworldly song that reverberates through the air and into the minds of creatures in a 60-foot cone. Each creature in the area must make a DC 16 CON save, taking 18 (4d8) thunder damage and 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The singer can use this action only if it has a stolen voice.

BONUS ACTIONS

Steal Voice. The realm singer steals the voice of one creature that can speak and that it can see within 30 feet of it. The target must succeed on a DC 16 CHA save or be unable to speak or cast spells with verbal components for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. While it has at least one stolen voice, the singer can activate its Demon Song trait and use the Shrieking Song action.

REACTIONS

Interrupting Theft. When a creature the realm singer can see casts a spell with a verbal component while within 30 feet of the singer, the singer can immediately use Steal Voice against that creature, interrupting the spell if it successfully steals the creature's voice.

WIDROSS FAMILIARS

Some widross are willing to serve spellcasters, especially those that enjoy causing mayhem. Such widross have the following trait.

Familiar. The widross can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the

DEMON, WIDROSS

A grating shriek rings from the beak of a minuscule creature whose body is an amalgamation of carrion bird, rodent, and reptilian features. Unearthly intelligence radiates from its hateful little eyes.

Demonic Messengers. Widross are low-ranking demons primarily used as spies and messengers on the material plane. These diminutive demons can assume the form of beasts and mimic sounds they hear, ideal qualities for delivering discrete communications between cultists or fiends operating in secret.

Pet Hater. Though widross demons resemble beasts, they possess an innate hatred of all animals—especially those kept as companions by doting owners. A widross often goes out of its way to bully or attack cats, rabbits, and similarly common house pets.



companion can sense what the widross senses as long as they are within 1 mile of each other. While the widross is within 10 feet of its companion, the company shares the widross's Magic Resistance trait. At any time and for any reason, the widross can end its service as a familiar, ending the telepathic bond.

Widross

CR 1/2

*Tiny Fiend (Demon)***Armor Class** 12**Hit Points** 19**Speed** 30 ft.**Perception** 13**Stealth** 12**Resistant** Demonic Resilience**Immune** Demonic Resilience**Senses** darkvision 120 ft.**Languages** Abyssal, Common, Void Speech

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	+0	+1	+3

Demonic Resilience. The widross is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The widross has advantage on saves against spells and other magical effects.

Mimicry. The widross can flawlessly mimic simple sounds it has heard, such as a chord of a flute melody, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 13 WIS (Insight) check.

Mimic Message. The widross can memorize speech in any language it hears and can repeat the words mimicking the voices it heard, using its Mimicry trait. It can only memorize speech heard over the course of 1 minute or a message of 25 words or less (whichever comes first) in this way. A widross forgets any speech it previously memorized when it uses this feature to memorize something new.

ACTIONS

Bite (True Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must make a DC 13 CON save, taking 7 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Slam (Beast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

BONUS ACTIONS

Change Shape. The widross magically transforms into a Tiny CR 0 Beast or back into its true form, which is a Fiend. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

DEVIL, GEAR

Lidless yellow eyes glare from the face of this four-armed creature. As it moves, discordant whirring and grinding sounds issue from the sharpened gears and metallic panels set into its shredded flesh.

Lesser Automata. Gear devils are the foot soldiers and minions of the fearsome automata devils (see *Tome of Beasts* 1) that run the most notorious prisons and factories across the Eleven Hells. Teams of gear devils scour the planes of existence for raw materials to construct and feed the infernal machines employed by their masters.

Sadistic Salvagers. Gear devils indiscriminately pillage raw materials to meet the insatiable demand for fiendish fuel sources, but they prize the acquisition of magical metals above all else. If the opportunity presents itself, a gear devil will fixate on the hunt, slaughter, and harvesting of Construct corpses. The most valuable prizes are the magical gears used to build the bodies of clockwork creatures and gearforged.



Gear Devil

CR 3

Medium Fiend (Devil)

Armor Class 15 (natural armor)

Hit Points 69

Speed 30 ft.

Perception 14

Stealth 11

Vulnerable acid

Resistant Devilish Resilience

Immune Devilish Resilience

Senses darkvision 60 ft.

Languages Common, Infernal

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	+0	+2	+2

Devil's Sight. Magical darkness doesn't impede the gear devil's darkvision.

Devilish Resilience. The gear devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The gear devil has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The gear devil makes four Claw attacks. It can replace two Claw attacks with a Tail Stab attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Tail Stab. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a prone creature, the target is restrained. This condition ends if the devil dies, if it makes a Tail Stab attack, if it uses the Tail Whip bonus action, or if it moves to a space more than 15 feet away from the target. Alternatively, a creature, including the target, can take its action to free the target by succeeding on a DC 13 STR check.

BONUS ACTIONS

Tail Whip. The gear devil whips its tail at one creature it can see within 15 feet of it. The target must succeed on a DC 13 STR save or be knocked prone.

REACTIONS

Gear Screech. When a creature the gear devil can see within 15 feet of it attacks it, the gear devil can cause the gears within its body to release an ear-shattering screech. If the attacker can hear the gears, it has disadvantage on the attack roll.



DEVIL, LANTERN

An eerie green light heralds the approach of this red-scaled demonic humanoid. A pair of stumps on its back, still weeping drops of black ichor, show where its wings once proudly spread. It leers wickedly, sharp lizard-like teeth glinting in the radiance from the glowing lantern embedded in its chest.

Glowing Commanders. Lantern devils can typically be encountered commanding squads of lemures or imps, leading their underlings through darkened caverns or on daring nighttime raids. They use their lanterns, the sign of their infernal punishment, as weapons, projecting its light to blind or injure.

Light of Failure. Climbing the ladder of infernal hierarchy is complex and dangerous. When overly ambitious devils fail in their attempt to advance, their superiors punish them by embedding a lantern in their chests and transforming them into lantern devils. The light in a lantern devil's chest shines for all as a sign of its failure. The constant reminder of their failure leads many lantern devils to be angry and bitter, taking out their rage on those around them.

Lantern Devil

CR 1

Medium Fiend (Devil)

Armor Class 13

Hit Points 31

Speed 30 ft.

Perception 12

Stealth 15

Resistant blinded | Devilish Resilience

Immune Devilish Resilience

Senses darkvision 120 ft.

Languages Common, Infernal

STR	DEX	CON	INT	WIS	CHA
+0	+3	+1	−1	+2	+3

Chest Lantern. The devil has a magic lantern embedded in its chest. This lantern can't be extinguished while the devil lives, and it crumbles to dust when the devil dies. The devil sheds bright light in a 5- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The devil can alter the radius as a bonus action.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The lantern devil makes two Onyx Club or Lantern Bolt attacks. If both Lantern Bolt attacks hit one creature, the target must succeed on a DC 13 CON save or be blinded until the end of its next turn.

Onyx Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) piercing damage. If the creature is marked by the devil, its speed is reduced by 20 ft. until the end of its next turn.

Lantern Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (1d4 + 3) fire damage plus 4 (1d8) radiant damage. For 1 minute after taking damage from this attack, the target can't benefit from being invisible.

BONUS ACTIONS

Stoke the Heart (Recharge 5–6). The devil stokes the flame in its lantern, gaining 5 (2d4) temporary HP. This bonus action automatically recharges if the devil starts its turn with 17 HP or fewer.



DEVIL, MAZE IMP

This small midnight blue devil has a long, pointy nose, a skinny build, and a barbed tail ending in a stinger. It swoops through the air on bat-like wings, leading its infernal masters unerringly toward their goal.

Infernal Scouts. Mazeimps are lesser servants of the infernals and act as scouts for the powerful devils of the Hells. They are commonly encountered traveling through the Labyrinth on reconnaissance missions for their diabolical masters, charged with discovering new portals and pathways, or finding the fastest route for the infernal legions to get where they need to go. A maze imp can spot magically hidden portals, and its superior tracking abilities make it perfect for hunting down criminals who have absconded from the Hells before facing infernal justice—or finding sanctimonious Concordans and other troublesome mortals that its master would like to have a few choice words with.

Cautious Spies. Although mazeimps can defend themselves with their claws and poisonous stingers, they prefer to use stealth and invisibility to avoid combat by remaining undetected. If they do find themselves in a fight, mazeimps usually withdraw as fast as they can, returning soon afterward with a group of infernal allies.

Heavenly Foes. The mazeimps' nemeses are the celebruns, the scouts of the Celestial Realms, who play a similar role for celestial armies. Whenever a maze imp sees a celebrun, it returns to its master only if it is certain that it won't be followed. Otherwise, the imp does its best to lead the celebrun on a merry chase through the Labyrinth or through a portal to somewhere dangerous.

Maze Imp

CR 2

Small Fiend (Devil)

Armor Class 13

Hit Points 41

Speed 20 ft, fly 50 ft.

Perception 14

Stealth 15

Resistant Devilish Resilience

Immune Devilish Resilience

Senses truesight 60 ft., darkvision 120 ft.

Languages Common, Infernal

STR	DEX	CON	INT	WIS	CHA
-2	+3	+1	+1	+4	+2

Devilish Resilience. The maze imp is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Labyrinth Tracker. At the end of each long rest, the maze imp can choose a creature it knows or has seen to be its quarry. The maze imp always knows the direction and distance to its quarry, provided both are in the Labyrinth. If the quarry leaves the Labyrinth through a portal, the maze imp knows the direction and distance to this portal.

Magic Resistance. The maze imp has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The maze imp makes one Claws attack and one Sting attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 3) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 13 CON save, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The maze imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the maze imp wears or carries is invisible with it.

BONUS ACTIONS

Escape to Report. The maze imp takes the Dash or Disengage action.

REACTIONS

Brimstone Poof (Recharge 4–6). When the maze imp is hit by a melee attack from a creature it can see, it can vanish in a puff of noxious black smoke and teleport up to 30 feet to an unoccupied space it can see. Each creature within 5 feet of the space the imp left must succeed on a DC 13 CON save or be poisoned by the sulphurous stench until the end of its next turn.

DEVIL, RISOLAN

Rich garments, silky fur, and a disarming smile somehow ease the mind when gazing upon this goat-headed figure.

Friendly Face of Hell. Unlike the majority of their kin, risolan devils genuinely enjoy the company of mortals and are happiest spending their days among non-Hellish high society. These preferences make them ideal ambassadors to other worlds, where a risolan's talents are put to excellent use securing trade agreements and forging alliances to protect the interests of whichever Hell-world they are currently representing.

Disarm with Charm. Risolan devils only fight when absolutely necessary, preferring civilized debate to the crudeness of combat. However, when normal conversation isn't enough, these devils possess a wide array of powers to enchant or magically manipulate their foes. It isn't uncommon to find a risolan in the company of one or more companions deeply enthralled by it.



Risolan**CR 6***Medium Fiend (Devil)***Armor Class** 16 (studded leather)**Hit Points** 110**Speed** 30 ft.**Perception** 17**Stealth** 14**Resistant** psychic | Devilish Resilience**Immune** Devilish Resilience**Senses** darkvision 120 ft.**Languages** Common, Druidic (Elder Speech), Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+4	+4	+2	+7	+8

Devil's Sight. Magical darkness doesn't impede the risolan's darkvision.**Devilish Resilience.** The risolan is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.**Infernal Diplomacy.** A creature that attempts to target a risolan with an attack or harmful spell must first succeed on a DC 16 CHA save. On a failure, the creature must choose a new target or lose the attack or spell. If the risolan makes an attack or casts a spell that affects a creature, that creature and its allies are immune to the risolan's Infernal Diplomacy for 24 hours.**Magic Resistance.** The risolan has advantage on saves against spells and other magical effects.**Silver Tongue.** The risolan has advantage on CHA (Persuasion) and WIS (Insight) checks.**ACTIONS****Multiattack.** The risolan makes two Scepter or Psychic Bolt attacks. It can replace one attack with a use of Spellcasting.**Scepter.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 13 (3d8) psychic damage.**Psychic Bolt.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 4) psychic damage.**Mind Snare (Recharge 5–6).** Each creature within 30 feet of the risolan must make a DC 16 INT save. On a failure, a creature takes 27 (6d8) psychic damage and suffers an infernal wound to its mind until the start of the risolan's next turn. On a success, a target takes half the damage and doesn't suffer an infernal wound. When a creature suffering the infernal wound makes an attack roll, ability check, or save, it must roll a d6 and subtract the number rolled from the attack roll, ability check, or save.**Spellcasting.** The risolan casts one of the following spells, using CHA as the spellcasting ability (spell save DC 16).3/day each: *detect thoughts*, *hold*, *suggestion*1/day each: *confusion*, *greater invisibility***BONUS ACTIONS****Change Shape.** The risolan magically transforms into a Medium or smaller Humanoid, or back into its true form, which is Fiend. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

DRAKE, LIGHT

*The light drake is a small, bulky dragon with two legs and two wings. It has glowing yellow eyes, and light reflects easily off its golden scales.***Light Bringers.** Light drakes are obsessed with bringing light into dark places, and they often inhabit the darkest parts of the world. They use their light to aid lost travelers and defeat the denizens of the darkest parts of the world. They are regularly hunted by such denizens, who offer large rewards for their golden hides.**Social Trinket-Collectors.** Light drakes are social creatures that live in small, glowing colonies in deep caverns. Like their larger cousins, they enjoy collecting trinkets, though they prefer objects made of bright metals or iridescent stones. They often adorn themselves with such trinkets and use their light magic to make the trinkets shine. Light drakes tend to sleep together in piles for warmth and light in the cold darkness, which has led to

LIGHT DRAKE FAMILIARS

Some light drakes are willing to serve good-hearted spellcasters as familiars. Such light drakes have the following trait:

Familiar. The light drake can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the light drake senses aslong as they are within 1 mile of each other. While the light drake is within 10 feet of its companion, the companion gains the *sacred flame* cantrip, using the companion's spell save DC or the light drake's, whichever is higher. At any time and for any reason, the light drake can end its service as a familiar, ending the telepathic bond.

many a thief inadvertently stumbling into a colony of the jewelry-coated sleeping drakes after mistaking them for a pile of glittering treasure.

Undead Slayers. Light drakes despise undead and any creatures that use light, or the absence of light, to prey on innocents. They have a particularly strong hatred for will o'-wisp. When a will-o'-wisp has been spotted in a light drake colony's territory, packs of the drakes tirelessly hunt for the creature until it is slain.

Light Drake

CR 1/2

Tiny Dragon

Armor Class 12

Hit Points 26

Speed 20 ft., fly 60 ft.

Perception 13

Stealth 12

Vulnerable necrotic

Resistant radiant

Senses darkvision 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
-2	+2	+1	-1	+1	+2

Reflective Scales. When a light drake is within 5 feet of a source of light, that source of light sheds bright light and dim light for an additional 10 feet. While the light drake wears or carries an object that sheds light from the *daylight* spell, the light within 10 feet of the drake is sunlight.

ACTIONS

Multiattack. The light drake makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Breath Weapon (Recharge 6). A light drake can breathe brilliant white light in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 *DEX* save. On a failure, a creature takes 5 (2d4) radiant damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can make a DC 13 *CON* save at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The light drake casts one of the following spells, requiring no material components and using *CHA* as the spellcasting ability (spell save DC 12).

At will: *dancing lights*, *light*

3/day each: *color spray*, *faerie fire*

DRAGONBORN

Although wingless, this bipedal humanoid bears undeniably draconian features. Gleaming scales, reptilian crests, and taloned hands mark this impressive figure as a relative to dragon-kind.

Dragon Blood. The precise origin story of the dragonborn differs from world to world, but most societies agree that these bipedal humanoids are indeed blood relatives of the mighty true dragons they resemble. From birth, dragonborn feel an instinctive kinship with the type of dragon they resemble. This link defines the dragonborn's physical characteristics, but it also frequently manifests as personality tendencies and quirks common to their draconian ancestors.

Family Ties. Unlike true dragons, dragonborn have deep instinctual ties to others of their kind. It's common for dragonborn to live their entire lives alongside their immediate relatives and extended families. Entire communities of dragonborn can be found in the remote places of the world—atop snowy peaks, along volcanic cliffs, or otherwise in the midst of where extreme climates deter less hardy settlers.

Draconic Emissaries. Unsurprisingly, dragonborn frequently serve true dragons as servants, champions, and emissaries. Such individuals are often met with the same curiosity, mystique, or trepidation afforded to their draconic masters, making them popular candidates for influential positions within mortal armies, mystic orders, and religious institutions or cults.

Dragonborn

CR 1/2

Medium Humanoid

Armor Class 13 (chain shirt)

Hit Points 23

Speed 30 ft.

Perception 11

Stealth 10

Resistant Draconic Ancestry

Senses darkvision 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	+0	+1	+2

Draconic Ancestry. The dragonborn has a true dragon ancestor that determines its affinity for a particular damage type. It is resistant to one type of damage associated with that ancestor: acid (black or copper), cold (silver or white), fire (brass, gold, or red), lightning (blue or bronze), poison (green), necrotic (void), or radiant (yellow).

ACTIONS

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.



Breath Weapon (Recharge 5–6). The dragonborn exhales an elemental blast in a 15-foot cone or a 30-foot line that is 5 feet wide (the dragonborn's choice). Each creature in that cone or line must make a DC 13 DEX save, taking 7 (2d6) damage of the type chosen with Draconic Ancestry on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Tail Lash. The dragonborn lashes its tail at the legs of a creature it can see within 5 feet of it. The target must succeed on a DC 13 STR save or be knocked prone.

Radiant Dragonborn Lightcaller

CR 4

Medium Humanoid

Armor Class 15 (studded leather)

Hit Points 85

Speed 30 ft.

Perception 16

Stealth 13

Resistant Draconic Ancestry

Senses darkvision 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
–1	+3	+0	+0	+4	+2



Draconic Ancestry. The lightcaller has a yellow dragon ancestor and is resistant to radiant damage.

Radiant Weapons. Solanna's light blesses the lightcaller's weapons. When the lightcaller hits with any weapon, the weapon deals an extra 3d6 radiant damage (included in the attack).

Solanna's Radiance. While conscious, the lightcaller sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The bright light shed by this trait is sunlight. At the start of its turn, the lightcaller decides if this radiance is active or suppressed.

ACTIONS

Multiattack. The radiant dragonborn lightcaller makes two Scepter attacks or three Radiant Bolt attacks. It can replace one attack with a use of Spellcasting.

Scepter. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

Breath Weapon (Recharge 5–6). The lightcaller exhales brilliant light in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 DEX save, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The lightcaller casts one of the following spells, using WIS as the spellcasting ability (spell save DC 14).

At will: *continual flame*, *guidance*, *spare the dying*

2/day each: *color spray*, *cure wounds*, *heroism*

1/day each: *blindness/deafness*, *daylight*

BONUS ACTIONS

Tail Lash. The lightcaller lashes its tail at the legs of a creature it can see within 5 feet of it. The target must succeed on a DC 14 STR save or be knocked prone.

REACTIONS

Solanna's Flare. When a creature the lightcaller can see within 30 feet of it attacks it, the lightcaller can create a sudden flash of light, causing the attacker to have disadvantage on the attack roll. To use this reaction, the lightcaller must be shedding light or be within 10 feet of a source of light.

DYMAXION

The body of this creature looks like a white and gold chariot, but the animated face with glowing eyes upon its carriage belies its true nature.

Angelic Chariots. Dymaxions, sometimes called “charioteers” or “angelic chariots” are powerful celestials with the ability to transport other creatures vast distances at lightning speeds. Like angels, dymaxions are uncompromising servants of the cosmic forces of good and order, and they are unwilling to tolerate those who don't follow the letter of heaven's law. In fact, dymaxions are often found in the company of angelic war parties, dutifully bearing celestial allies who don't possess their own means of flight.

Hunted. The number of dymaxions has dwindled dramatically over the past centuries as they are methodically hunted and killed for their remains. A slain pair of dymaxions are the key component in a dark ritual that creates a Dead Chariot (see Chapter 5), making these creatures a desirable prize for fiends, void cults, and other servants of evil who don't fear the wrath of heaven.



Dymaxion

CR 8

Huge Celestial

Armor Class 16 (natural armor)

Hit Points 138

Speed 30 ft., 50 ft. fly (hover)

Perception 17

Stealth 14

Resistant poison, psychic | grappled, poisoned, prone, restrained | Celestial Resilience

Immune exhaustion

Senses keensense 30 ft., darkvision 120 ft.

Languages Common, Celestial

STR	DEX	CON	INT	WIS	CHA
+6	+4	+2	+1	+7	+6

Celestial Resilience. The dymaxion is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Immortal Nature. The dymaxion doesn't require food, drink, or sleep.

Immutable Form. The dymaxion is immune to spells and effects that would alter its form.

Living Chariot. The dymaxion's body functions as a chariot with a 10-foot wide and 10-foot-deep area for creatures to occupy (comfortably fits four Medium creatures or one Large creature).

Creatures aboard the dymaxion have half-cover from attacks or effects that originate outside the dymaxion's space, and creatures aboard the dymaxion have advantage on checks and saves made to resist being pushed or forcefully moved. They can see out of the dymaxion and act on their own initiative, but they share the dymaxion's space and are moved with it when it moves.

A creature within 5 feet of the dymaxion can climb aboard (if there is space) by expending 5 feet of movement, and a creature can exit the dymaxion into an unoccupied space within 5 feet of it by spending 5 feet of movement. Creatures aboard the dymaxion automatically exit it if forced movement would cause them to leave any spaces occupied by the dymaxion.

Magic Resistance. The dymaxion has advantage on saves against spells and other magical effects.

Magic Weapons. The dymaxion's weapon attacks are magical.

ACTIONS

Multiattack. The dymaxion makes three Spiked Wheel or Spit Holy Fire attacks.

Spiked Wheel. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Spit Holy Fire. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) fire damage plus 7 (2d6) radiant damage.

Holy Fire Breath (Recharge 5–6). The dymaxion exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 DEX save, taking 17 (5d6) fire damage and 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Rallying Rush. The dymaxion rushes forward through creatures to gather its allies. It moves up to 30 feet in a straight line and can move through the space of any Large or smaller creature. The first time it enters a hostile creature's space, that creature must succeed on a DC 15 STR save or be pushed up to 5 feet away from the dymaxion. The first time it enters a friendly creature's space, that creature can use a reaction to climb aboard the dymaxion, provided there is enough room for the creature within the dymaxion's carriage. Creatures have disadvantage on opportunity attacks provoked by this movement.

FAR TRADER

This person has goatlike legs, small horns partially hidden beneath a hood, and a mouth full of serrated teeth. Its clothes are a mix of heavy leathers and bright silks.

Dimensional Merchants. The far traders are interplanar merchants, trading silks, rubies, and the magic-infused stones of the Labyrinth between the various peoples and worlds of the Labyrinth. They sail upon the Astral Sea, traveling from world to world in peculiar ships with lateen-rigged masts and rigging that howls like the damned in high winds.



Hidden Home. While the traders prefer to keep their allegiances neutral for the sake of business, the far traders are deeply indebted to the forces of the Void for preserving their home world. The specifics of the traders' bargain with those forces is known only to them, but their island home still drifts unharmed in the Near Void, amidst the rubble of dead worlds. This hidden island is called Far Spire and is a sprawling black rock city surrounded by inhospitable mountains that teem with horrific aberrations. Some whisper about a network of catacombs deep beneath the city that is filled with riches from thousands of worlds, though few outsiders have ever seen evidence to support these rumors.

Far Trader

CR 2

Medium Aberration

Armor Class 14 (studded leather)

Hit Points 62

Speed 30 ft.

Perception 15

Stealth 12

Vulnerable radiant

Resistant necrotic

Senses darkvision 120 ft.

Languages all

STR	DEX	CON	INT	WIS	CHA
+1	+2	+4	+3	+5	+6

Astral Seafarer. The far trader has proficiency with airships and waterborne ships, especially those that ply the Astral Sea. It adds its proficiency bonus to any check it makes to control such a vehicle, and it has advantage on any saves made while on such vehicles.

Ethereal Sight. The far trader can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Far Traveler. The far trader has advantage on saves against environmental hazards and effects, such as Void terrain or the sulfurous gases of the Infernal Realms.

Phrenic Weapons. The far trader's weapon attacks are magical. When the far trader hits with any weapon, the weapon deals an extra 2d4 psychic damage (included in the attack).

Regeneration. The far trader regains 2 HP at the start of its turn. If the far trader takes fire or radiant damage, this trait doesn't function at the start of the trader's next turn. The trader dies only if it starts its turn with 0 HP and doesn't regenerate.

Trader's Eye. The far trader has advantage on INT (Investigation) checks to determine if goods are of poor quality or a forgery, and it has advantage on WIS (Insight) checks to recognize when a creature is attempting to sell the merchant poor quality or fake goods.

ACTIONS

Multiattack. The far trader makes two Scimitar or Psychic Bolt attacks. It can replace one attack with a use of Spellcasting.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 5 (2d4) psychic damage.

Psychic Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d4 + 4) psychic damage.

Spellcasting. The far trader casts one of the following spells, using CHA as the spellcasting ability (spell save DC 14).

At will: *message*, *minor illusion*

3/day each: *disguise self*, *suggestion*

BONUS ACTIONS

Etherealness. The far trader enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is on the Ethereal Plane, and vice versa, but it can't affect or be affected by anything on the other plane.

Trader's Jargon. The far trader speaks a mixture of trader shorthand, mercantile jargon, and nautical slang at one creature it can see within 30 feet of it. The target must succeed on a DC 14 CHA save or be vulnerable to psychic damage until the end of its next turn.

FORGE SERVITOR

A rotating stone cube carved with various faces serves as a head for this stocky figure.

Forgotten Servants. While the original Dwellers of Cold Forge disappeared without a trace, their constructed servants still remain to continue their unending labor. Hundreds of forge servitors continue to work the long-abandoned tunnels latticed across Cold Forge's depths, maintaining ancient equipment and stockpiling precious green metal for masters who have—by all accounts—long since passed from the world.

Unbiased Maintenance. Decades of research has shown that forge servitors that are caged, transported off world, or otherwise prevented from carrying out their designated function for an extended period go berserk, becoming indiscriminately violent for a short period before crumbling into brittle (and worthless) gravel. However, Cold Forge regulars know servitors are quite harmless if left to their work. Servitors will even repair broken gear, vehicles, or machinery that is strategically placed in their path—a practice that is perfectly safe as long as the construct can resume its original task before several hours have passed.

Modern Mystery. Little is understood about how the servitors were built, why they continue to function, or what their ultimate goal is—but not for lack of trying. Scholars eager to unravel the secrets of the Dwellers' magical



technology and mysterious fate are frequent companions to the treasure-hunting groups that routinely plumb Cold Forge's dark depths.

Forge Servitor

CR 1

Medium Construct

Armor Class 15 (natural armor)

Hit Points 34

Speed 30 ft.

Perception 15 **Stealth** 11

Immune prone | Construct Resilience

Senses darkvision 60 ft.

Languages understands Dwarvish but can't speak

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-2	+1	-2

Construct Nature. The servitor doesn't require air, food, drink, or sleep.

Construct Resilience. The servitor is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Mechanic. The servitor and allies within 5 feet of the servitor have advantage on ability checks made with tools.

ACTIONS

Multiattack. The servitor makes two Saw or Pneumatic Nail attacks. It can replace one attack with Repair.

Saw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Pneumatic Nail. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Repair. The servitor causes one object or Construct (other than itself) within 5 feet of it to regain 5 (2d4) HP. The servitor can't raise a target's HP to more than half its maximum HP with this feature.

BONUS ACTIONS

Spark Spray (19 HP or Fewer). The servitor releases a shower of sparks. Each creature within 10 feet of the servitor must succeed on a DC 13 DEX save or take 7 (2d6) lightning damage.

FROST KNIGHT

This knight wears armor of metal, leather, and bone, and its open-face helmet reveals its glowing blue, empty eye sockets. It hefts a mighty warhammer over its shoulder.

Born of Ice. Frost knights are created when a warrior freezes to death before completing its mission. Its soul is trapped in place, disgraced by such an inglorious death off the battlefield, and frost knights can't be permanently defeated unless all their remains are burned.

Lesser Knights. Like their bone knight counterparts, frost knights are typically found in the service of more powerful undead, especially those capable of manipulating souls. Death knights [MV] often keep one or two frost knight vassals, and many frost knights serve as lieutenants and guards for liches that reside in icy realms. Powerful masters often take a fingerbone, tooth, or similar small piece of their frost knight champions for safe keeping to ensure the knight can't ever be fully defeated.

Frost Knight

CR 5

Medium Undead

Armor Class 18 (plate)

Hit Points 98

Speed 30 ft., fly 30 ft.

Perception 14

Stealth 7 (12 without armor)

Resistant cold, necrotic

Immune Undead Resilience

Senses darkvision 60 ft.

Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
+7	+2	+4	+0	+1	+3

Disgraced Rejuvenation. Unless redeemed, a destroyed frost knight returns in 1d4 days, regaining all its HP and becoming active again within 10 feet of where it died.

Undead Nature. The frost knight doesn't require air, food, drink, or sleep.

Undead Resilience. The frost knight is immune to poison damage, to exhaustion, and to the poisoned condition.



ACTIONS

Multiattack. The frost knight makes three Warhammer attacks or two Ice Splinter attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 10 (3d6) cold damage.

Ice Splinter. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The target and each creature within 5 feet of it must succeed on a DC 15 DEX save or take 10 (3d6) cold damage.

BONUS ACTIONS

Cold Stare. The frost knight turns its chilly gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 15 CON save or be restrained by ice until the start of the frost knight's next turn or until the target takes fire damage.

GHOUL, BONE

The creature's transparent flesh shimmers, lit from within by a mishappen skeleton glowing with sickening green light.

Void Warped. While roaming undead are common on dying or darkened worlds, those most heavily touched by the taint of the Void are home to much stranger anomalies. Skies lit by corrupted suns occasionally give rise to bone ghouls, ravenous, aggressive undead imbued with a sickening radiance toxic to all living things. This corruption surrounds each bone ghoul in an invisible aura that slowly kills those who stray too close.

Day Stalkers. Infused with corrupted radiance, a bone ghoul's skeleton glows through its translucent flesh, making it nigh-invisible in bright light. The glow of their irradiated skeletons is visible only in darkness. This curious adaptation means that unlike most undead, packs of bone ghouls exclusively hunt prey during the daylight hours, retreating to hidden shelters during the night hours when they are vulnerable.

Bone Ghoul

CR 5

Medium Undead

Armor Class 13

Hit Points 110

Speed 30 ft., climb 30 ft.

Perception 15

Stealth 16

Resistant radiant

Immune charmed | Undead Resilience

Senses darkvision 60 ft.

Languages Common

STR	DEX	CON	INT	WIS	CHA
+3	+6	+0	+0	+2	-1



Corrupted Radiance. At the start of each of the bone ghoul's turns, each creature within 10 feet of it must succeed on a DC 15 CON save or take 2 (1d4) radiant damage and be poisoned until the start of the ghoul's next turn.

Hungry Dead Nature. The bone ghoul doesn't require air or sleep. In addition, it must consume at least 2 pounds of raw meat every 24 hours, or it loses its immunity to exhaustion and risks starvation until it does so. While it has any levels of exhaustion from starvation, the bone ghoul can't remove levels of exhaustion until it consumes at least 4 pounds of raw meat.

Phosphorescent. The bone ghoul is invisible while in areas of bright light, and its Stealth is 10 while in areas of dim light or darkness.

Spider Climb. The bone ghoul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Undead Resilience. The bone ghoul is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The bone ghoul makes one Bite attack and two Claw attacks. If both attacks hit a creature that isn't a Construct or Undead, the target must succeed on a DC 14 CON save or contract *ghoul hunger* [MV].

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (2d4) radiant damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage plus 5 (2d4) radiant damage. If the target is a creature that isn't a Construct or Undead, it must succeed on a DC 14 CON save or be poisoned for 1 minute. While poisoned, the target takes 2 (1d4) radiant damage at the start of each of its turns. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Startling Lunge. The bone ghoul makes a sudden lunge for a creature it can see within 15 feet of it. The ghoul moves up to 15 feet toward that creature. This movement doesn't provoke opportunity attacks. If the ghoul moves to a space within 5 feet of the target, the target must make a DC 14 WIS save. On a failure, the ghoul has advantage on the next attack roll it makes against the target before the end of the ghoul's next turn.

GIANT OF THE FALLING MOUNTAIN

This giant is outfitted with devices and armor made of intricate gears and metalwork. Its huge body is held aloft by a levitating, metal disk.

Lost Legacy. Giants of the falling mountain are rare. The few communities that exist are found in far-flung locales where the ruins of colossal civilizations still stand. These giants care little for the politics or wars that occupy other giants, focusing instead on the restoration and preservation of long-lost civilizations—particularly what remains of their advanced magical technology.

Ancient Blood. Giants of the falling mountain within the Labyrinth claim they are the direct descendants of the long-extinct beings known as the Ancients, sometimes called the Qorads or the Demoshar (see **Chapter 1**). Since the Ancients mysteriously disappeared long before the minotaurs first discovered the Labyrinth, there is little evidence to support the giants' claim, but they zealously commit to it anyway. If nothing else, giants of the falling mountain are regarded as archeological authorities on Ancient culture and history. Their relentless pursuit and study of ancient technology pervades every aspect of their society and is used in construction of their cities, weaponry, and vehicles.

Giant of the Falling Mountain

CR 6

Huge Giant

Armor Class 16 (scale mail)

Hit Points 126

Speed 30 ft., fly 40 ft. (hover)

Perception 13

Stealth 12

Vulnerable Giant Attributes

Resistant Giant Attributes

Senses —

Languages Common, Giant, Qoradan

STR	DEX	CON	INT	WIS	CHA
+7	+2	+7	+4	+0	-1

Air Skimmer. The giant's flying speed is granted by a disk-like magical device magically bound to its body. Despite resembling an item, this device is considered a part of the giant, and it can't be individually targeted, removed, or otherwise separated from it without the giant's permission. If separated from its disk, the giant can magically call its bound disk to it as a bonus action. When the giant dies, the disk becomes a nonmagical disk of metal.

Flyby. The giant doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Giant Attributes. The giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

ACTIONS

Multiattack. The giant makes two Morningstar attacks or three Force Bolt attacks. If both Morningstar attacks or two Force Bolt attacks hit one creature, the target is pushed up to 10 feet away from the giant.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 5 (1d10) force damage.

Force Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 15 (2d10 + 4) force damage.

Energy Lance (Recharge 5–6). The giant activates a device that emits a beam of energy in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 15 DEX save, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Arcane Fumes. When a creature moves to a space within 5 feet of the giant or attacks the giant while within 5 feet of it, the giant can cause its hover disc to emit toxic fumes. Each creature within 5 feet of the giant must succeed on a DC 15 CON save or be poisoned until the end of its next turn.

GIANT, VOID

Covered in writhing tattoos, the giant whispers strange words to itself.

Physical Representations of the Void. Stolen as children from cloud giant clans, void giants are imbued with dark magic from a young age. They are covered with writhing tattoos, arcane writings of the Void made manifest on their flesh, in dark rituals performed by their void dragon masters throughout their upbringing. These writings are the source of the giants' great spellcasting ability.

Servants of the Void. The great void dragons maintain their primary lairs in the Void, the place of nothingness; however, some also keep lairs in the material world. These lairs are often empty of dragons but still contain the great wealth that void dragons collect. Void giants, powerful servants of the void dragons, keep their masters' treasures safe.

Seekers of Power. Void giants roam the world, looking for suitable lairs for their dragon masters. In the course of their duties, they get many opportunities to seek knowledge and practice the void magic to which the dragon masters give them access and training.



Void Giant**CR 11***Huge Giant (Void)***Armor Class** 14 (natural armor)**Hit Points** 199**Speed** 40 ft.**Perception** 12**Stealth** 10**Vulnerable** Giant Attributes**Resistant** necrotic | Giant Attributes**Senses** —**Languages** Common, Draconic, Giant

STR	DEX	CON	INT	WIS	CHA
+5	+0	+4	+8	+2	+6

Giant Attributes. The void giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Magic Resistance. The void giant has advantage on saves against spells and other magical effects.

**ACTIONS**

Multiattack. The void giant makes two Slam attacks or three Void Bolt attacks. It can replace one attack with a use of Spellcasting.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage plus 14 (4d6) necrotic damage.

Void Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 25 (6d6 + 4) necrotic damage.

Spellcasting. The void giant casts one of the following spells, using INT as the spellcasting ability (spell save DC 16).

At will: *command*, *dancing lights*, *minor illusion*, *thaumaturgy*

3/day each: *bane*, *comprehend languages*, *maddening whispers**

2/day each: *bestow curse*, *dispel magic*, *ray of enfeeblement*

1/day: *glimpse of the void**

*indicates a spell found in **Chapter 5**

BONUS ACTIONS

Void Infusion. The void giant calls on the power of the Void to infuse the next spell it casts before the end of its next turn. One creature of the giant's choice that is hit by the spell or that fails a save against the spell is stunned until the end of that creature's next turn.

REACTIONS

Magic Absorption. If the void giant succeeds on a save against a spell cast by a hostile creature, the giant can absorb the spell's power into its body. The giant doesn't suffer the effects of that spell, and if it uses Void Infusion on its next turn, the infused spell can stun up to four creatures affected by the giant's spell instead of one.

HAG, ASTRAL

A shining blue cord slithers around the body of this white-haired crone. A malicious smile reveals rows of razor-edged teeth, just as sharp as the silver needles hanging from her star-studded robes.

Dread Feast. Astral hags feed on the primal terror felt by creatures confronted with horrors beyond mortal comprehension. These hags work to ensnare their victims, binding mortal souls in a tangle of astral ephemera. Once captured, a hag floods a prisoner's mind with images of eldritch horrors that lurk in the distant realities only glimpsed in nightmares.

Soul Shuttle. With the help of magical implements called soul shuttles, astral hags can manipulate the raw threads of magic that allow mortal creatures to visit the Astral and Ethereal planes. These devices allow hags to easily prey on creatures who use magic to step between the mystic and physical realms, making those under the influence of spells like *blink* or *astral projection* particularly attractive prey.

Astral Hag

CR 7

Medium Fey

Armor Class 16 (natural armor)

Hit Points 136

Speed 30 ft., fly 30 ft. (hover)

Perception 15

Stealth 18

Resistant psychic | frightened | Fey Resilience

Senses darkvision 60 ft.

Languages Common, Primordial

STR	DEX	CON	INT	WIS	CHA
+3	+8	+3	+3	+2	+8

Fey Resilience. The astral hag is resistant to the charmed and unconscious conditions.

Magic Resistance. The astral hag has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The astral hag makes two Claw attacks or three Soul Needle attacks. It can replace one attack with a use of Spellcasting. If two attacks hit one creature, the target is frightened until the end of its next turn, as visions of primordial horrors fill its mind.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 10 (3d6) psychic damage.

Soul Needle. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 10 (3d6) psychic damage.

Astral Binding (Recharge 5–6). The astral hags throws needles woven with astral thread in a 30-foot cone. Each creature in the area must make a DC 16 DEX save. On a failure, a creature takes 20 (8d4) piercing damage and 14 (4d6) psychic damage and is restrained for 1 minute by astral threads that shimmer in and out of existence. On a success, a creature takes half the damage and isn't restrained. A restrained creature can make a DC 16 CHA save at the end of each of its turns, ending the condition on itself on a success.

Spellcasting. The astral hag casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 16):

At will: *message*, *minor illusion*, *prestidigitation*

3/day each: *charm*, *hallucinatory terrain* (as an action), *mirror image*

1/day each: *hypnotic pattern*, *major image*

BONUS ACTIONS

Soul Stitch. The astral hag weaves its magical thread through the soul of a creature it can see within 15 feet of it. The target must succeed on a DC 16 WIS save or have its soul bound to the hag for 1 minute. While its soul is bound, the target has disadvantage on saves against the hag's spells and other features, and the bound target can't teleport, enter a portal, or otherwise travel magically. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.



MUCOSETTE

The hovering, semi-solid creature resembles a humanoid made of melting yellow wax. Noxious green ooze perpetually drips from its legless form.

Corrupted Ghosts. Mucosettes are common poltergeists transformed by horrific acts of arcane corruption that upset a world's connection to the Ethereal Plane. Most commonly, this happens as a result of a world being consumed by the corruption of the Void. When a spectral undead is forcefully shunted from the Ethereal in this way, it immediately begins to decay, resulting in a breakdown of its ectoplasmic form and mental faculties.

Incorrigible Tricksters. The transformation into a mucosette causes a spectral undead to forget its former life, but it develops a penchant for mischief. This results in creatures who delight in widespread mischief without agenda. A mucosette indiscriminately plays tricks on all creatures it encounters, wherever it travels.

Mucosette**CR 1***Small Undead***Armor Class** 13**Hit Points** 25**Speed** 0 ft., fly 40 ft. (hover)**Perception** 12**Stealth** 15**Resistant** cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks**Immune** acid, necrotic | grappled, paralyzed petrified, prone, restrained, unconscious | Undead Resilience**Senses** darkvision 60 ft.**Languages** understands any languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
-3	+5	+0	-1	+2	-1

Ethereal Sight. The mucosette can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.**Incorporeal Movement.** The mucosette 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.**Undead Nature.** The mucosette doesn't require air, food, drink, or sleep.**Undead Resilience.** The mucosette is immune to poison damage, to exhaustion, and to the poisoned condition.**ACTIONS****Corrosive Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage.**Slime Rocket.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) acid damage. If the target is a creature, it must succeed on a DC 13 DEX save or be restrained until the end of its next turn.**BONUS ACTIONS****Slime Trail.** The mucosette moves up to 20 feet in a straight line and can move through the space of any creature without provoking opportunity attacks. Each space along that line is coated in slime until the start of the mucosette's next turn. A creature that moves through or starts its turn in a slime-coated space must succeed on a DC 13 DEX save or fall prone.**REACTIONS****Goopy Weapon.** When a creature the mucosette can see hits it with a melee weapon attack while within 10 feet of it, the mucosette can twist its body and coat the weapon in its slime. The attacker must succeed on a DC 13 DEX save or drop the weapon after the damage is dealt, as the slimy weapon slips from its grasp.

PORTAL EATER

*The powerful humanoid torso and six reptilian legs of this creature are entirely covered with scales that shimmer of their own accord. As it levels its wicked tusks, it unfolds a huge back fin that scintillates sickening colors and twisting patterns.***Magic Eater.** A portal eater is a monster native to the Labyrinth that feeds on magical energy, and in particular the energy produced by magical gates or portals. They are highly territorial, driven to seek and construct lairs in locations with strong confluxes of magical energy to feast upon, like points where magical ley lines intersect or crossing points where multiple teleportation circles lead.**Gluttonous Guards.** Driven by hunger, portal eaters can be bribed easily to nest in particular locations. Upon discovering a new gateway or portal destination in the Labyrinth, void cultists commonly bribe portal eaters to camp on the discovered location, slaughtering those that come through and eventually destabilizing the pathway.



Portal Eater

CR 7

Huge Monstrosity

Armor Class 16 (natural armor)

Hit Points 136

Speed 50 ft., climb 40 ft.

Perception 17

Stealth 13

Resistant force | prone | Monstrosity Resilience

Senses darkvision 60 ft.

Languages Abyssal

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−3	+7	−2

Magic Resistance. The portal eater has advantage on saves against spells and other magical effects.

Monstrosity Resilience. The portal eater is resistant to exhaustion and to the frightened condition.

Sense Magic. The portal eater senses and can pinpoint the location of magic within 120 feet of it. If it senses magic and can see the creature or object bearing the magic it senses, it sees a faint aura around that creature or object.

Shimmering Sail. While the portal eater is within 120 feet of a source of magic, such as a teleportation circle or magic item, its sail shimmers, collecting loose strands of magic. A creature that starts its turn within 30 feet of the portal eater and that can see the shimmering sail must succeed on a DC 15 CHA save or be mesmerized until the start of its next turn. A mesmerized creature's speed is halved, and it has

disadvantage on attack rolls and on WIS (Perception) checks that rely on sight, as it is transfixed by the sail.

Unless surprised, a creature can avert its eyes to avoid the save at the start of its turn. If a creature does so, it can't see the portal eater until the start of its next turn, when it can avert its eyes again. If the creature looks at the portal eater in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The portal eater makes one Gore attack and two Claw attacks, or it makes three Force Bolt attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Force Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) force damage.

BONUS ACTIONS

Consume Magic (Recharge 4–6). The portal eater consumes magic from a spellcaster or magic item that isn't sentient or an artifact it can see within 30 feet of it. If the target is a creature that can cast spells, it must succeed on a DC 15 CHA save or lose a spell slot of the highest circle it can cast. If the target is a magic item, the item's magic is temporarily drained, losing 2 (1d4) charges or losing the ability to activate it until it recharges or until 24 hours have passed, whichever is sooner. The portal eater then gains 5 temporary HP for each circle of the spell slot drained or each charge drained (minimum of 5 HP).

QORADAN TOMB GUARDIAN

Four whirling blades and two copper tubes protrude from the front of this giant orichalcum wheel as it rolls across the floor of the ancient tomb at breakneck speed.

Ancient Relics. Created long ago by the mysterious Ancients, Qoradan tomb guardians can be found in primordial ruins across the Labyrinth, such as the sunken city of Tlazonak in the Dreamer's Islands, and Axanapeque, buried beneath the Whispering Dunes.

Those few adventurers who have visited the Ancients' legendary burial ground known as the Crypt of the Glittering Gods and returned alive warn of dozens of Qoradan tomb guardians patrolling its many passageways.

Vigilant Wardens. Typically encountered in pairs, these fast-moving constructs protect the crypts and catacombs of their long-forgotten creators from intruders with built-in flashing blades and copper tubes fed from orichalcum reservoirs that can launch jets of flame or spewing acid. Attempts to communicate with the tomb guardians have largely failed, although addressing the constructs in Qoradan or other languages of the Ancients, or in Machine Speech, can sometimes cause them to pause briefly before attacking. Unfortunately, their antediluvian instructions ultimately win out, and they fight to the death to protect their homes.

Bizarre Appearance. It's not known why the Ancients designed their tomb guardians to appear as giant orichalcum wheels with bladed appendages, but the Keepers of the Keys speculate there might be a connection between their wheel-like appearance and the circular street plans of the Ancients' ruined cities. Whatever the rationale, the design of the tomb guardians allows them to travel through the ruins at tremendous speeds.

Qoradan Tomb Guardian

CR 6

Large Construct

Armor Class 16 (natural armor)

Hit Points 82

Speed 50 ft.

Perception 16 **Stealth** 13

Resistant acid, fire; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune blinded | Construct Resilience

Senses keensense 120 ft.

Languages understands the languages of the Ancients and Machine Speech but can't speak

STR	DEX	CON	INT	WIS	CHA
+7	+3	+4	-3	+6	-3



Construct Nature. The Qoradan tomb guardian doesn't require air, food, drink, or sleep.

Construct Resilience. The Qoradan tomb guardian is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Wheelie Maneuverable. The Qoradan tomb guardian doesn't provoke opportunity attacks when it moves out of an enemy's reach and can move freely through spaces large enough for Medium or Small creatures without squeezing.

Overdrive (46 HP or Fewer). The Qoradan tomb guardian enters an overdrive state until its HP is higher than 51. While in overdrive, the tomb guardian has advantage on all melee weapon attack rolls, and attack rolls against it have advantage.

ACTIONS

Multiattack. The Qoradan tomb guardian makes four Whirling Blade attacks or two Flame Jet attacks.

Whirling Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Flame Jet. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 21 (4d8 + 3) fire damage.

Acid Spray (Recharge 5–6). The guardian sprays acid from a copper tube in a 30-foot cone. Each creature in that area must make a DC 15 DEX save, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Freewheeler. The Qoradan tomb guardian takes the Dash action.

REACTIONS

Stunning Jolt. When a creature the Qoardan tomb guardian can see hits the guardian with a melee attack while within 5 feet of it, the guardian can deliver a shock to the attacker. The attacker must succeed on a DC 15 CON save or be stunned until the end of its next turn. Each time the stunned attacker takes damage, it can repeat the save, ending the stunned effect on itself on a success.

RATATOSK

The chattering squirrel creature has tiny tusks and fur that shimmers in a way that defies the surrounding light.

Sleek-furred Celestials. The ratatosk is a celestial being that is very much convinced of its own indispensable place in the multiverse. Its fur is sleek, and it takes great pride in the cleaning and maintenance of its tusks.

Planar Messengers. Ratatosks were created to carry messages across the planes, bearing word between gods and their servants. Somewhere across the vast march of ages, their nature twisted away from that purpose. Much speculation as to the exact cause of this change continues to occupy sages.

Maddening Gossips. Ratatosks' constant chatter is not the mere nattering of their animal counterparts; it is a never-ending celestial gossip network. Ratatosks delight in learning secrets and spreading those secrets in mischievous ways. It's common for ratatosks to tell the same story two ways to two different listeners—and for that misunderstanding to lead to blows.

Ratatosk

CR 4

Tiny Celestial

Armor Class 14

Hit Points 82

Speed 20 ft., climb 20 ft.

Perception 12

Stealth 16

Resistant Celestial Resilience

Senses darkvision 60 ft.

Languages Celestial, Common, telepathy 100 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+4	+1	+3	+2	+6

Celestial Resilience. The ratatosk is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Magic Resistance. The ratatosk has advantage on saves against spells and other magical effects.

Magic Weapons. The ratatosk's weapons attacks are magical.

ACTIONS

Multiattack. The ratatosk makes two Gore or Annoying Chitter attacks. It can replace one attack with a use of Spellcasting or with Divisive Chatter, if available.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) psychic damage.

Annoying Chitter. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

Divisive Chatter (Recharge 5–6). The ratatosk causes division and strife in up to four creatures it can see within 30 feet of it. Each target must succeed on a DC 14 CHA save or be irritated for 1 minute. While irritated, a creature must spend its action on each of its turns arguing with, complaining about, or otherwise expressing unhappiness toward one of its allies over a trivial matter. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The ratatosk casts one of the following spells, requiring no material or somatic components and using CHA as the spellcasting ability (spell save DC 14):

At will: *animal messenger*, *message*

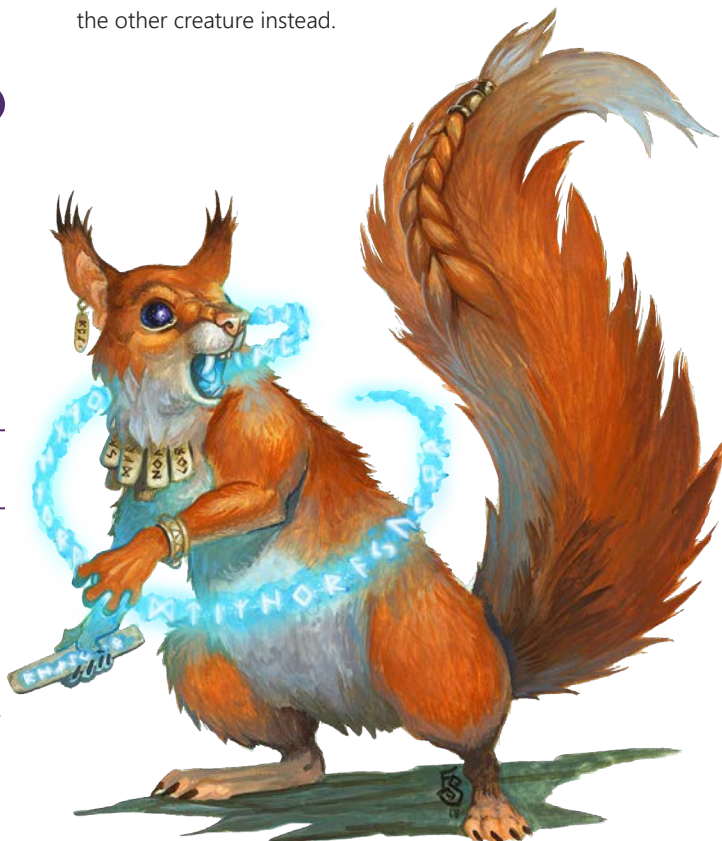
3/day each: *sending*, *suggestion*

BONUS ACTIONS

Skitter. The ratatosk takes the Dash or Hide action.

REACTIONS

Desperate Lies. When a creature the ratatosk can see targets it with an attack, the ratatosk tells a lie while pointing to another creature within 5 feet of it. The attacker must succeed on a DC 14 WIS save or believe the lie and attack the other creature instead.



RIPPER

The penetrating red gaze of this scaled creature betrays a malicious intelligence in an otherwise brutish and hulking form. Reality seems to distort around its oversized claws, as if light and space fear the monster's very touch.

Reality Destroyer. The ripper is a powerful creature born of the Void. It's an otherworldly monster that can literally tear holes in reality with its claws. Holes created by rippers most frequently become rifts (see **Chapter 7**), which are highly unstable, but the rifts allow the ripper (and other creatures) to easily step from world to world. Of course, these rifts always collapse shortly after creation, causing magical chaos and harm to everything around them—a fact rippers revel in.

Agent of Decay. Rippers sow destruction and chaos for the sheer satisfaction of doing so. Left on its own, a ripper wanders the Labyrinth, seeking vulnerable patches of the material realm to prey upon. They are particularly

drawn to newborn worlds or worlds already sickened by Void corruption. A ripper may be persuaded to open rifts on behalf of specific individuals, if the ripper is convinced its patron's goals align with its own—but these creatures are inherently cruel and famously impatient, making such partnerships always risky.

Ripper

CR 10

Large Aberration (Void)

Armor Class 17 (natural armor)

Hit Points 193

Speed 30 ft.

Perception 17

Stealth 13

Resistant necrotic | **Aberrant Resilience**

Senses darkvision 60 ft.

Languages Common, Void Speech

STR	DEX	CON	INT	WIS	CHA
+8	+3	+5	+3	+7	+2

Aberrant Resilience. The ripper is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

ACTIONS

Multiattack. The ripper makes three Void Claw attacks, or it makes four Void Bolt attacks. It can replace two attacks with Black Gate, if available. If two Void Claw attacks hit one creature, the target has disadvantage on the next save it makes against the ripper's Black Gate within the next 1 minute.

Void Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) necrotic damage. If the target is a Medium or smaller creature, the creature is grappled (escape DC 16). The ripper has two claws, each of which can grapple only one target.

Void Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Black Gate (Recharge 6). The ripper causes a black rift to appear in an unoccupied space it can see within 120 feet of it. The rift remains open for 1 minute, until the ripper dies, or until the ripper uses an action to close the rift. When a creature other than the ripper starts its turn within 20 feet of the gate, it must succeed on a DC 16 STR save or be pulled inside and banished to a small demiplane of the Void. A banished creature can take its action to escape the demiplane by succeeding on a DC 16 INT save, appearing in an unoccupied space within 5 feet of the portal.

BONUS ACTIONS

Reality Skip. The ripper or one creature it can see within 30 feet of it magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space the ripper can see. An unwilling creature that succeeds on a DC 16 WIS save isn't teleported.



SATAKREE

An unsettling purple miasma rises from the chitinous plates encasing this hulking warrior.

Satarre Minions. Satakree are near-mindless minions bred by the satarre [MV] to serve as frontline fighters and bruisers. While these creatures have naturally short lifespans and rarely live longer than a year, a satakree grows to full size within a week of being hatched, making them ideal soldiers to fill the ranks of a satarre army.

Berserkers. Immediately after hatching, a clutch of satakree are introduced to and imprint upon a satarre destroyer or other higher-ranking officer—and from that point unquestioningly serve the orders of that particular satarre. No other creature can control a satakree’s violent tendencies or moods. If the satarre controlling the brood is slain, they fall into a feral frenzy intent on destroying whatever is around them (regardless of friend or foe). Satakree on the verge of death also enter this frenzied state, but even in such a state, it won’t attack its satarre master.

Force Armor. Satarre have developed special harnesses to enhance the abilities of the satakree. These magical harnesses attune to the simple emotions of the satakree wearing them, erecting protective domes of force whenever soldiers feel threatened and losing all their magic when their attuned satakree die. Employing such devices keeps a satakree from sustaining the full brunt of direct attacks and consequently reduces the risk of the creature falling into an uncontrollable rage.



Satakree

CR 2

Large Monstrosity

Armor Class 14 (natural armor)

Hit Points 48

Speed 30 ft.

Perception 12

Stealth 10

Resistant necrotic | Void Strength

Senses darkvision 60 ft.

Languages Void Speech

STR	DEX	CON	INT	WIS	CHA
+6	+0	+3	–3	+2	–1

Void Strength. The satakree is resistant to the blinded, charmed, deafened, frightened, stunned, and unconscious conditions.

Void Weapons. The satakree’s weapon attacks are magical. When the satakree hits with any weapon, the weapon deals an extra 1d6 necrotic damage (included in the attack).

ACTIONS

Multiattack. The satakree makes two Claw or Necrotic Bolt attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) necrotic damage.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage plus 3 (1d6) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

BONUS ACTIONS

Feral Strike (27 HP or Fewer). On the edge of a frenzy as its life force ebbs, the satakree moves up to half its speed and makes one Claw attack against a creature it can see within range.

REACTIONS

Force Armor. The satakree adds 2 to its AC against one melee attack that would hit it. To do so, the satakree must be conscious.

SPAWN OF NIDHOGG

The foul stench of rotting corpses drifts from the fanged mouth of this creature, which is an amalgamation of human and snake.

Nidhogg's Servants. The spawn of Nidhogg the Serpent-Wyrm dwell with their master in the lowest reaches of Yggdrasil, the World Tree. Like their loathsome creator, the spawn feast on the bodies of the dead washed up on the Corpse Shore and gnaw at the roots of the great tree, hoping to bring about its death and sever the bridge between worlds. Their breath is so foul that it causes plant life to wither and die.

Ritual Born. While Nidhogg is credited with creating the original spawn, the great dragon has revealed the dark secret of their creation to his most devoted priests. A humanoid can be transformed into a spawn of Nidhogg by subjecting a victim to a series of hideous rites and ghastly acts. When the transformation is complete, a spawn remembers nothing of its former life and becomes a dutiful servant to Nidhogg's most zealous devotees.



Spawn of Nidhogg

CR 4

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 82

Speed 30 ft.

Perception 13

Stealth 16

Immune necrotic, poison | poisoned

Senses darkvision 120 ft.

Languages Common, Draconic, Void Speech

STR	DEX	CON	INT	WIS	CHA
+2	+6	+1	-1	+4	+0

Magic Resistance. The spawn has advantage on saves against spells and other magical effects.

Monstrosity Resilience. The spawn is resistant to exhaustion and to the frightened condition.

Nidhogg's Blessing. When the spawn reduces a hostile creature to 0 HP, the spawn gains 9 (2d8) temporary HP.

Stench. A creature that starts its turn within 10 feet of the spawn must succeed on a DC 14 CON save or be poisoned until the start of its next turn. On a success, the creature is immune to the Stench of any spawn of Nidhogg for 1 hour.

ACTIONS

Multiattack. The spawn makes two Bite attacks, or it makes one Bite attack and one Constrict attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until this grapple ends, the creature is restrained, and the spawn can't Constrict another target.

Rotten Breath (Recharge 5–6). The spawn exhales a foul, decay-filled breath in a 30-foot cone. Each creature in the area must make a DC 14 CON save. On a failure, a creature takes 13 (3d8) necrotic damage and 10 (3d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Nonmagical plants in the area wither and die, and Plant creatures and magical plants in the area make the save with disadvantage, taking maximum damage.

REACTIONS

Slithering Pursuit. When a hostile creature the spawn can see within 30 feet of it moves, the spawn can move up to half its speed toward that creature. This movement doesn't provoke opportunity attacks.

SPHINX, TUNNEL

A ram-headed sphinx with the body of a lion and dark brown feathered wings rests on a marble plinth with its wings folded at its side.

Labyrinth Guardian. Tunnel sphinxes are vigilant guardians, tasked by the gods, angels, and other powerful entities to watch over important passageways and crossroads in the Labyrinth, particularly those leading to ruins of the Ancients, libraries, or places of magical power. Many have protected these sites from the Void and other evils for centuries, allowing only those who prove themselves worthy to pass.

Crafty Riddler. Tunnel sphinxes are renowned for their prophetic skills and for the great knowledge they have accumulated. They are sought out as “truth speakers” by Concordans and Keepers. Like their cousins, tunnel sphinxes enjoy riddles and wordplay, and they insist that knowledge seekers answer a cryptic riddle or solve a challenging puzzle before they reveal any secrets. If the visitors are successful, the sphinx must answer their questions truthfully.

Sore Winner. Tunnel sphinxes take great pleasure in patronizing those visitors who can’t answer their conundrums. Those that irritate a tunnel sphinx too much are sometimes magically compelled to go on dangerous missions against the Void.



Tunnel Sphinx

CR 10

Large Monstrosity (Outsider)

Armor Class 17 (natural armor)

Hit Points 172

Speed 40 ft, fly 60 ft.

Perception 18

Stealth 12

Resistant Monstrosity Resilience

Immune psychic | charmed, frightened

Senses truesight 120 ft.

Languages Common, Qoradan, Sphinx, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+3	+8	+8	+4

Inscrutable. The tunnel sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. **WIS** (Insight) checks made to ascertain the sphinx’s intentions or sincerity have disadvantage.

Magical Claws. The tunnel sphinx’s Claw attacks are magical. When the sphinx hits with a Claw attack, the Claw deals an extra 2d8 force damage (included in the attack).

Monstrosity Resilience. The tunnel sphinx is resistant to exhaustion and to the frightened condition.

Truth Speaker. The tunnel sphinx can’t lie to a creature that has correctly answered one of its riddles or passed one of its tests.

ACTIONS

Multiattack. The tunnel sphinx makes one Ram attack and two Claw attacks, or it makes three Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) force damage.

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) force damage.

Arcane Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (5d6 + 4) force damage

Spellcasting. The tunnel sphinx casts one of the following spells, requiring no spell components and using **WIS** as the spellcasting ability (spell save DC 16).

At will: *detect magic*, *mage hand*, *minor illusion*

3/day each: *dispel magic*, *divination* (as an action), *suggestion*, *tongues*

1/day each: *banishment*, *geas* (as an action)

BONUS ACTIONS

Dire Warning. The sphinx foretells the agonizing death of one creature within 60 feet of it that can hear its words. The target must succeed on a DC 16 WIS save or be frightened for 1 minute. While frightened, a creature's speed is 0. If a creature fails the save by 5 or more, it is also paralyzed while frightened. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The tunnel sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The tunnel sphinx regains spent legendary actions at the start of its turn.

Teleport. The tunnel sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 2 Actions). The tunnel sphinx uses Spellcasting.

Lacerating Swipe (Costs 2 Actions). The tunnel sphinx rears up on its hind legs, wings fluttering, and swipes in a wide arc with both its forepaws. Each creature in a 15-foot cone must succeed on a DC 16 DEX save or take 7 (2d6) slashing damage and suffer a bleeding wound. A creature with a bleeding wound loses 3 (1d6) HP at the start of each of its turns. Any creature can take an action to stanch the wound with a successful DC 16 WIS (Medicine) check. The wound also closes if the bleeding creature receives magical healing.

TOLLINVARDO

The flesh of this scowling, fey-like humanoid seems shredded into ribbons, revealing a hollow void beneath the skin. The creature advances with a convulsive stride as a shadow-scarred, shield-like ring floats around its hand.

Corrupted Fey. The tollinvarado is a fey infected by the Void. This infection causes the fey to become despoiled and malign. Some were individuals who foolishly reached out to the far beyond, searching for power. Others fell afoul of the darkness by accident or malevolent design.

Hollowed. What this creature once was is no more. Tollinvarados are empty vessels of flesh, sustained by the Void and their own malignant hatred. Though not undead, they exist in a state outside of life as it is commonly known. Their ribbon-like outer skin is but a container for the vast power they wield.

Tollinvarado

CR 3

Medium Fey (Void)

Armor Class 14 (Ring Shield)

Hit Points 81

Speed 30 ft.

Vulnerable radiant, slashing, thunder

Resistant bludgeoning, necrotic | Fey Resilience

Perception 13

Stealth 14

Senses darkvision 60 ft.

Languages Common, Void Speech, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	+3	+4

Fey Resilience. The tollinvarado is resistant to the charmed and unconscious conditions.

Magic Resistance. The tollinvarado has advantage on saves against spells and other magical effects.

Ring Shield. A metal ring brimming with void energy is bound to the tollinvarado, functioning as a standard shield and as a conduit for the magic within the tollinvarado. If the shield is dropped or taken from the tollinvarado, it magically teleports back to the tollinvarado at the start of the tollinvarado's next turn. When the tollinvarado dies, the ring erupts in a shower of sparks and is destroyed. Each creature within 10 feet of the ring when the tollinvarado dies must succeed on a DC 14 DEX save or be blinded until the end of its next turn.



ACTIONS

Multiattack. The tollinvardo uses Ring Shield. It then makes two Voidstaff attacks.

Voidstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) necrotic damage.

Ring Shield. The tollinvardo throws its ring shield at up to two creatures it can see within 60 feet. The ring bounces from one target to the other before vanishing and returning to the tollinvardo. Each target must make a DC 14 DEX save, taking 7 (2d6) necrotic damage on a failed save, or half as much on a successful one.

BONUS ACTIONS

Glimpse Between. The tollinvardo pulls the ribbons of its form aside and shows one creature it can see within 10 feet of it the empty Void within itself. The target must succeed on a DC 14 WIS save or be frightened until the end of its next turn.

Restrictive Shroud. The tollinvardo pulls tendrils of flesh from its own form and sends a stream of animated leather-like ribbons to swathe one creature it can see within 60 feet of it. The target must succeed on a DC 14 STR save. On a failure, its speed is halved, and it has disadvantage on attack rolls and on STR and DEX checks and saves for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. The tollinvardo can have only one creature bound in this way at a time.

REACTIONS

Unravel. When the tollinvardo takes damage from a source it can see, it can unravel itself into strands of flesh, halving the damage.



trail snails as mounts. When harnessed by an expert hand, a trail snail's ability to eat through even the most potent magical barriers or spell wards can make all the difference during a siege, expedition, or retreat.

TRAIL SNAIL

Rainbow patterns swirl across the opalescent shell of this barrel-sized snail. One long eye stock surveys the area as the creature languidly chews everything in reach.

Maze Pests. Trail snails are widely regarded as a nuisance by those familiar with traversing the winding portals and passages of the Labyrinth. These peculiar mollusks eat through magical and nonmagical barriers, creating branching pathways in the Labyrinth commonly mistaken for true trails by ignorant travelers. At best, these trails cause travelers to lose days of travel time going the wrong direction—at worst, they strand unfortunate parties in areas far more dangerous than their intended destinations.

Reluctant Mounts. Trail snails are particularly resistant to handling, but some highly-skilled smallfolk families in the Labyrinth have made a fortune training specially bred

Trail Snail

CR 2

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 54

Speed 20 ft., climb 20 ft.

Perception 11

Stealth 10

Resistant Monstrosity Resilience

Immune force

Senses keensense 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	−3	+1	−1

Dispelling Slime. When the trail snail deals force damage to a creature with a magical effect on it, such as the *mage armor* spell, there is a 25 percent chance that magical effect will end as if targeted by the *dispel magic* spell, except the trail snail doesn't need to make an ability check. If the trail

snail stands on or munches on a magic item that isn't an artifact for 1 minute, there is a 10 percent chance its magic will be suppressed for 24 hours, preventing the item's features from being activated for the duration. A sentient magic item with its magic suppressed is still sentient and capable of observing its surroundings and communicating if it normally could do so.

Monstrosity Resilience. The trail snail is resistant to exhaustion and to the frightened condition.

Rainbow Ward. The trail snail's shell emits a dizzying rainbow aura. A creature that relies on sight and that attacks the trail snail while within 30 feet of it has disadvantage on the attack roll.

Path Maker. When a trail snail ends its turn in the same space as an object or structure, it can cause the object or structure to take 9 (2d8) force damage. If the object or structure has a damage threshold, this damage ignores it. The trail snail can move through magical barriers, such as those created by spells like *wall of force*, as if they were difficult terrain, and it suffers no penalties when moving through or starting its turn in a space occupied by a magical barrier.

ACTIONS

Multiattack. The trail snail makes two Slam or Force Spit attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) force damage.

Force Spit. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 9 (2d8) force damage.

REACTIONS

Energy Absorption. Whenever the trail snail takes acid, cold, fire, lightning, or thunder damage, it can halve the damage taken and cause each creature of the snail's choice within 5 feet of it to take that amount of force damage.

VOID MITE

A carpet of miniscule, shiny-shelled insects stare with glowing red eyes, their chittering sounding faintly like obscure whispers.

Corrupted Insects. Void mites were once natural denizens of the Labyrinth, but in the first days of the Void's incursion into the tunnels, the few mites that survived were corrupted and became an insatiable plague driven to devour everything in its path.

Devastating Swarms. A single or handful of mites is a serious nuisance, depending on where they find themselves mindlessly eating, but a gathered swarm of void mites is a disaster. These swarms develop rudimentary consciousness and project their gnawing, insatiable hunger into the minds of nearby beings as the mites consume material, flesh, and even magical energy, until nothing remains.

Void Mite

CR 0

Tiny Aberration (Void)

Armor Class 10

Hit Points 7

Speed 20 ft., burrow 10 ft., climb 20 ft.

Perception 12

Stealth 14

Resistant Aberrant Resilience

Immune necrotic | Aberrant Resilience

Senses keensense 10 ft.

Languages —



STR	DEX	CON	INT	WIS	CHA
-4	+0	+0	-5	+2	-4

Aberrant Resilience. The mite is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Spider Climb. The mite can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The mite can burrow through solid rock at half its burrowing speed, and it leaves a 1-inch-diameter tunnel in its wake.

ACTIONS

Obliterating Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) necrotic damage. The target can't regain HP until the start of the mite's next turn.

REACTIONS

Dampen Spell. When a creature the mite can see within 10 feet of it casts a spell, the mite can dampen the spell. The caster must succeed on a DC 12 CON save or fail to cast the spell, expending the action required to cast it but not the spell slot or daily use.

Swarm of Void Mites

CR 10

Large Swarm of Tiny Aberrations (Void)

Armor Class 14

Hit Points 180

Speed 40 ft., burrow 30 ft., climb 30 ft.

Perception 12 **Stealth** 22

Resistant Aberrant Swarm Resilience

Immune necrotic | Aberrant Swarm Resilience

Senses keensense 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+4	+4	-5	+2	-4

Aberrant Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions. In addition, it has advantage on saves against spells or effects that would alter its form.

Driving Hunger. The swarm magically projects its insatiable hunger into the minds of nearby creatures. A creature that starts its turn in the swarm's space or within 10 feet of the swarm must succeed on a DC 16 CON save or spend a bonus action on its next turn eating food, digging through its bag, or similarly consuming or searching for food.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mite. The swarm can't regain HP or gain temporary HP.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The swarm can burrow through solid rock at half its burrowing speed, and it leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The swarm makes two Obliterating Bites attacks.

Obliterating Bites. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 27 (6d8) necrotic damage plus 14 (4d6) force damage, or 13 (3d8) necrotic damage plus 7 (2d6) force damage if the swarm has half of its HP or fewer. The target can't regain HP until the start of the swarm's next turn. A creature or object reduced to 0 HP by this attack dies and is reduced to a fine gray dust. Items the creature was wearing or carrying aren't reduced to dust.

REACTIONS

Devour Spell. When a creature the swarm can see within 60 feet of it casts a spell, the swarm can devour the spell. The caster must make a DC 16 CON save. On a failure, the target takes 10 (3d6) force damage, and the spell fails, expending the action and expending the spell slot or daily use of the spell. On a success, the target takes half the damage, and the spell doesn't fail.

OTHER VOID AND LABYRINTH MONSTERS

Creatures of the Void have existed as long as the worlds have existed. For GMs running games in the Labyrinth setting, the challenge is to show the weird and wonderful variety of creatures in the many worlds of the Labyrinth—and fortunately, there are hundreds of options available.

A list of the most common Labyrinth-friendly and Void-themed creatures from the Kobold Press catalog is included here. Some are creatures of the pathways, tunnels, and portals, others are the creatures that scrounge dead worlds of the Void, and others still populate strange, alien civilizations and worlds at the edge of the known.

The entries are arranged by creature Challenge Rating and include the source where you can find their statistics (BoET represents *Book of Ebon Tides*, CC is *Creature Codex*, MV and MV2 are for *Monster Vault* books, and ToB represents an entry in the *Tome of Beasts* series.)

Void Tag. If you are using the Void tag in your game, the following monsters from *Monster Vault* and *Monster Vault 2* (noted with an asterisk) are good candidates for receiving that tag: golmana demon, insatiable brood, lantern hagfish, negalzyn*, void dragon, void harbinger*, voidling, and wrack demon.

LABYRINTH MONSTERS FROM OTHER SOURCES

Monster	CR	Source
Zoog	0	CC
Cultist	1/8	MV
Lantern Hagfish	1/8	MV
Solodron Mechadron	1/8	MV
Stirge	1/8	MV
Derro	1/4	MV
Roachling	1/4	ToB1
Star Crow	1/4	MV
Ahu-Nixta Drudge	1/2	ToB2
Chaos-Spawn Goblin	1/2	CC
Crimson Jelly	1/2	MV
Darkmantle	1/2	MV
Derro Guard	1/2	ToB2
Dupladron Mechadron	1/2	MV
Husk	1/2	ToB2
Light Eater	1/2	ToB3
Mydnari	1/2	ToB2
Skin Bat	1/2	ToB1
Sooze	1/2	CC
Void Cultist	1/2	CC
Xanka	1/2	ToB1
Alabroza	1	ToB3
Anophiloi	1	CC
Dark Servant	1	CC
Dust Goblin	1	ToB1
Eonic Drifter	1	ToB1
Glass Gator	1	ToB1
Minor Malleable	1	ToB2
Nihilethic Zombie	1	ToB1
Satarre	1	MV
Wyrdling	1	MV
Ahu-Nixta Mechanon	2	ToB3
Akanka	2	ToB3
Balbazu Demon	2	ToB3
Baleful Miasma	2	ToB3
Black Sun Orc	2	CC
Cave Dragon Wyrmling	2	ToB1
Cobbleswarm	2	ToB1
Derro Explorer	2	ToB2
Dopplerat	2	ToB1
Fanatic Cultist	2	MV
Fractidron Mechadron	2	MV 2
Gibbering Mouter	2	MV
Grick	2	MV

Monster	CR	Source
Mechanist	2	MV
Ophinix	2	ToB2
Roachling Lord	2	ToB1
Roachling Scout	2	CC
Umbral Shambler	2	ToB3
Verdure Dragon Wyrmling	2	MV 2
Void Dragon Wyrmling	2	MV
Wind Eater	2	CC
Black Sun Priestess	3	CC
Blaspheming Hand	3	ToB3
Bloodsapper	3	ToB2
Corpse Worm	3	ToB2
Dark Eye	3	CC
Derro Void Eater	3	MV
Dust Goblin Chieftain	3	CC
Eldritch Ooze	3	MV 2
Far Wanderer	3	CC
Gaunt One	3	ToB2
Giant Mole Lizard	3	ToB3
Goat Man	3	ToB1
Insatiable Brood	3	MV
Minotaur	3	MV
Mordovermis	3	MV
Pale Screamer	3	ToB2
Plaresh Demon	3	CC
Radiant Spark Swarm	3	ToB2
Satarre Destroyer	3	MV
Satarre Mystic	3	ToB2
Skull Drake	3	CC
Snake with a Hundred Mage Hands	3	ToB2
Swarm of Vampire Blossoms	3	ToB3
Void Constructor	3	ToB3
Void Fungus	3	ToB3
Wind Witch	3	ToB3
Alabroza Bloodfiend	4	ToB3
Derro Fetal Savant	4	ToB1
Dorreq	4	ToB1
Dust Grazer	4	ToB3
Elophar	4	CC
Faceless Wanderer	4	ToB2
Fiendish Viletrap	4	MV 2
Husk Demon	4	MV
Infernal Centaur	4	ToB2
Lesser Voidling	4	MV

Monster	CR	Source
Lilium	4	<i>MV 2</i>
Negalzyn	4	<i>MV 2</i>
Oculo Swarm	4	<i>ToB1</i>
Rattok Demon	4	<i>CC</i>
Relentless Hound	4	<i>ToB3</i>
River Spirit	4	<i>BoET</i>
Selang	4	<i>MV</i>
Tosculi Warrior	4	<i>ToB1</i>
Tripladron Mechadron	4	<i>MV</i>
Tusked Skyfish	4	<i>ToB1</i>
Vangsluash	4	<i>ToB2</i>
Vulgoth	4	<i>ToB1</i>
Arachnocrat	5	<i>ToB2</i>
Cipactli Demon	5	<i>CC</i>
Dark Voice	5	<i>CC</i>
Derro Shadow Antipaladin	5	<i>ToB1</i>
Derro Speaker to the Darkness	5	<i>CC</i>
Derro Witch Queen	5	<i>CC</i>
Dread Walker Excavator	5	<i>ToB2</i>
Dream Eater	5	<i>ToB1</i>
Dream Wraith	5	<i>CC</i>
Flayed Wraith	5	<i>ToB2</i>
Gargoctopus	5	<i>CC</i>
Ion Slime	5	<i>ToB3</i>
Labyrinth Keeper Minotaur	5	<i>CC</i>
Mandriano	5	<i>CC</i>
Moderate Malleable	5	<i>ToB2</i>
Nihilethic Dominator	5	<i>ToB1</i>
Oth	5	<i>CC</i>
Otyugh	5	<i>MV</i>
Patternmaster Minotaur	5	<i>MV 2</i>
Phase Giant	5	<i>ToB2</i>
Ratatosk Warlord	5	<i>CC</i>
Roper	5	<i>MV</i>
Sandman	5	<i>ToB1</i>
Spawn of Parzelon	5	<i>CC</i>
Tosculi Bow Hunter	5	<i>ToB1</i>
Voidpool	5	<i>ToB2</i>
Wormhearted Suffragan	5	<i>ToB1</i>
Wrack Demon	5	<i>MV</i>
Akaasit	6	<i>ToB2</i>
Child of Yggdrasil	6	<i>CC</i>
Culicoid	6	<i>ToB2</i>
Derro Shadowseeker	6	<i>ToB2</i>

Monster	CR	Source
Doom Creeper	6	<i>ToB3</i>
Doomspeaker	6	<i>CC</i>
Dracotaur	6	<i>CC</i>
Fate Eater	6	<i>ToB1</i>
Fext	6	<i>ToB1</i>
Gray Thresher	6	<i>MV 2</i>
Mamura	6	<i>ToB1</i>
Mortifera	6	<i>ToB3</i>
Necrotech Reaver	6	<i>ToB3</i>
Nichny	6	<i>ToB1</i>
Ogrepede	6	<i>ToB2</i>
Planewarped Derro	6	<i>ToB3</i>
Rimepacted Devil	6	<i>ToB3</i>
River Giant	6	<i>BoET</i>
Spawn of Rhopalocerox	6	<i>ToB2</i>
Tetradron Mechadron	6	<i>MV</i>
Tumor Troll	6	<i>ToB3</i>
Void-Blessed Ogre	6	<i>ToB3</i>
World Tree Sapling	6	<i>MV 2</i>
Xecha	6	<i>ToB3</i>
Advanced Grick	7	<i>MV</i>
A-Mi-Kuk	7	<i>ToB2</i>
Crystalline Monolith	7	<i>ToB2</i>
Eonic Savant	7	<i>ToB2</i>
Ghost Knight	7	<i>ToB1</i>
Gilded Devil	7	<i>ToB1</i>
Golmana Demon	7	<i>MV</i>
Herald of Darkness	7	<i>ToB1</i>
Moon Priestess Minotaur	7	<i>CC</i>
Repository	7	<i>ToB2</i>
Selang Void Piper	7	<i>MV</i>
Shadow Beast	7	<i>ToB1</i>
Void Speaker	7	<i>CC</i>
Voidclaw Zombie	7	<i>ToB3</i>
Walled Horror	7	<i>ToB2</i>
Ahu-Nixta Cataphract	8	<i>ToB2</i>
Ancient Mandriano	8	<i>CC</i>
Astral Devourer	8	<i>ToB2</i>
Avulzor	8	<i>ToB2</i>
Black Sun Ogre	8	<i>ToB3</i>
Blood Giant	8	<i>CC</i>
Chained Angel	8	<i>ToB1</i>
Feyward Tree	8	<i>ToB1</i>
Kachlian	8	<i>ToB2</i>

Monster	CR	Source
Locksmith	8	<i>ToB2</i>
Lost Minotaur	8	CC
Lunar Devil	8	<i>ToB1</i>
Necrotech Thunderer	8	<i>ToB3</i>
Onyx Magistrate	8	<i>ToB2</i>
Parzz'val	8	<i>ToB2</i>
Qwyllion	8	<i>ToB1</i>
Void Troll	8	<i>MV 2</i>
Voidwracked Mage	8	CC
Young Verdure Dragon	8	<i>MV 2</i>
Zwölfhulk	8	<i>MV 2</i>
Arx	9	<i>ToB1</i>
Chaos Creeper	9	<i>ToB3</i>
Dimensional Shambler	9	<i>ToB2</i>
Eater of Dust	9	<i>ToB1</i>
Flame-Scourged Scion	9	CC
Heirophant Lich	9	CC
Mytholabe	9	CC
Necrotech Bonecage Constrictor	9	<i>ToB3</i>
Shadow River Lord	9	CC
Spider Drake	9	CC
Stargazer	9	<i>ToB3</i>
Xhkarsh	9	<i>ToB1</i>
Young Cave Dragon	9	<i>ToB1</i>
Young Void Dragon	9	<i>MV</i>
Altar Flame Golem	10	CC
Automata Devil	10	<i>ToB1</i>
Catonotrix	10	<i>ToB3</i>
Conjoined Queen	10	<i>ToB2</i>
Ghost Knight Templar	10	<i>ToB3</i>
Kobold Planes Hunter	10	<i>ToB3</i>
Major Malleable	10	<i>ToB2</i>
Spawn of Hriggala	10	<i>ToB2</i>
Void Knight	10	<i>ToB3</i>
Flutterflesh	11	<i>ToB1</i>
Flying Polyp	11	CC
Glacial Crawler	11	<i>ToB3</i>
Herald of the Void	11	<i>ToB2</i>
Infernal Champion	11	<i>MV</i>
Leech Demon	11	<i>ToB3</i>
Void Giant	11	CC
Voidling	11	<i>MV</i>
Devouring Angel	12	<i>ToB3</i>
Droth	12	CC
Galidroo	12	<i>ToB2</i>

Monster	CR	Source
Gug	12	<i>ToB1</i>
Hundun	12	<i>ToB1</i>
Mi-Go	12	<i>ToB1</i>
Necrotech Death Barque	12	<i>ToB2</i>
Skein Witch	12	<i>ToB1</i>
Spawn of Alquam	12	<i>ToB2</i>
Stellar Rorqual	12	<i>ToB2</i>
Tosculi Hive Queen	12	<i>ToB1</i>
Yskarakta, Lord of the Satarre	12	<i>ToB2</i>
Apporter Pulp	13	<i>MV 2</i>
Bone Colossus	13	<i>ToB2</i>
Bonespitter	13	<i>ToB2</i>
Demon Lord Chittr'k'k	13	CC
Helashruu	13	<i>ToB2</i>
Jurist Devil	13	<i>MV 2</i>
Nihileth Aboleth	13	<i>ToB1</i>
Cambium	14	<i>ToB1</i>
Howler of the Hill	14	<i>ToB3</i>
Liminal Drake	14	<i>ToB2</i>
Orobas Devil	14	<i>ToB1</i>
Adult Verdure Dragon	15	<i>MV 2</i>
Pact Lich	15	CC
Shadow Giant	15	<i>ToB2</i>
Star Drake	15	<i>ToB1</i>
Veridian Queen	15	<i>MV 2</i>
Adult Void Dragon	16	<i>MV</i>
Infernal Knight	16	CC
Massive Malleable	16	<i>ToB2</i>
Adult Cave Dragon	19	<i>ToB1</i>
Adult Verdure Dragon	19	<i>MV 2</i>
Bone Lord	19	<i>ToB3</i>
Living Star	19	CC
Shoggoth	19	<i>ToB1</i>
Starspot Swarm	19	<i>MV 2</i>
Demon Lord Rhopalocerex	20	<i>ToB2</i>
Integron Mechadron	20	<i>MV 2</i>
Void Harbinger	20	<i>MV 2</i>
Dread Examiner	21	<i>ToB3</i>
Demon Lord Hriggala	23	<i>ToB2</i>
Demon Lord Qorgeth	23	<i>ToB1</i>
Ancient Void Dragon	24	<i>MV</i>
Ancient Cave Dragon	25	<i>ToB1</i>
Arch-Devil Parzelon	25	CC

APPENDIX: LABYRINTH ENCOUNTERS

This appendix includes random encounter tables ready for your game. Simply find the closest fit for the pathway where you want the random encounter to occur and then find the table suiting your party's current tier of play. While the encounters below assume your party is traveling or resting on the road, most can be adjusted to serve for relevant bottled cities, demiplanes, or worlds as well.

Statistics for most of the monsters referenced in these encounters can be found in the *Monster Vault* or *Labyrinth Worldbook*. Monsters not in those books reference where they can be found beside their name.

THE PATHWAYS

The pathways encompass the network of tunnels, caverns, and passages comprising the “heart” of the Labyrinth.

They can go almost anywhere: the banks of the Styx, branches of a World Tree, shores of the Astral Sea, or any of the Ten Thousand Worlds. Encounters traveling the Labyrinth can involve creatures from any world, but are especially likely to be connected to the movements of the major factions.

PATHWAYS ENCOUNTERS (TIER 1)

d12	Encounter
1	At a tangled crossroad junction, a Concordan scout stops the PCs to warn them a legion recently clashed with a large void cult and nearly eradicated it, but at least a dozen surviving cultists scattered down these passageways. Should the PCs dispatch any cultists and find any writings or relics on them, they're encouraged to turn them over to the Concord for a fair price.
2	The PCs hear cackling and faint cries for help down an unusually warm tunnel off the main road. If they follow, they enter a volcanic chamber where a kobold tinkerer peddler cowers behind his cart while his solodron mechadron feebly holds off a gang of six magma mephits . The peddler was on his way to Pindelsburg and tried a regrettable shortcut.
3	As the PCs cross a stone bridge through a cavern, they attract twelve stirges who fly out from the caves in the walls.
4	The PCs notice an orange cat at every fork in the path they come to. It saunters off down a passage when approached or addressed, appearing again at the next fork. If followed, the cat eventually leads them to a worn-down urban alleyway smelling of cat urine and into a catslide alley to its master's house in Howler's Corner. A catfolk noble merchant is happy to greet them and offer her wares and friendly advice (to paying customers, of course).
5	A tollinvarado (see Chapter 8) convulses and murmurs darkly to itself, scrawling symbols of the Void on a passage wall. When travelers approach, it gleefully turns and unravels itself in attack.
6	A tribe of goblins worship the Black Goat at the bottom of a large cavern where they bring her sacrifices on a ramshackle altar. Above their village is a wide, natural bridge of mossy stone, where noise is muffled by a crashing waterfall feeding a pond below. When the PCs go to cross, their WIS (Perception) checks have disadvantage to notice an ambush of ten goblins and a goblin captain awaiting them.
7	A flickering campfire draws attention to a small encampment along a short, dusty trail ending in shelter offered by timeworn ruins. A minotaur veteran and a pair of seasoned scouts , all followers of Knodor, sit around the fire and welcome friendly PCs to join them. They enjoy trading stories, especially of the Labyrinth and its history and perils, washed down with good drink. If the PCs take a long rest there, they awaken to find their company gone but gain the benefits of the blesse spell for the rest of the day.
8	A family group of Dreamers (a berserker , mage apprentice , spy , and scout) have been driven mad after a run-in with star crows that stole their memories and infected them with fragmented, warped knowledge from void cultists. They wear symbols of Cartokk but scrawl invocations of the Void on the passage walls, struggling to separate mad visions from dreams.
9	A passageway leads through a dark cavern with dripping stalactites, creating a slippery surface hazard (see <i>Game Master's Guide</i> , Chapter 7). PCs entering the cavern draw attention from four darkmantles lurking overhead.
10	This worn-out road passes walls of cracked masonry and holes gouged in the ground. One hole is large enough for a Medium creature to pass through, leading to a dark, oubliette-like chamber where a pair of gibbering mouthers murmur in overlapping madness, attacking anything they lure into their lair.
11	This tunnel passes a mining operation in process by a group of four dupladron mechadrons and four solodron mechadrons led by a gearforged veteran . So long as the PCs don't try to halt their work, the gearforged leader is amenable to sharing the camp and trading supplies.
12	A mated pair of gricks venture from their subterranean nest beneath a passageway to hunt fresh prey for their young.

PATHWAYS ENCOUNTERS (TIER 2)

d12 Encounter

- 1 A sobbing minotaur **ghost** appears at the end of a long passageway, but she flees when approached. The PCs can continue to follow her ethereal crying through the tunnels. If so, she leads them into the shifting corridors of the Great Maze and the menacing **lost minotaur** [CC] awaiting them.
- 2 A **ratatosk** (see **Chapter 8**) comes barreling out of an archway now shimmering in a shadowy portal, landing near the party. The ratatosk was heading to Yggdrasil on the shadow road when it came under attack by a hunting party of twelve **ghouls** led by a **ghast**. In a panic, the ratatosk ran offroad and stumbled into an unknown portal, spitting him into a random Labyrinth corridor. Unfortunately, he can no sooner try to squeak this out before the ghouls catch up and cross over.
- 3 The next time at least one PC sleeps, three **tollinvarado** (see **Chapter 8**) travel to the party through their dreams in a surprise attack. These mad fey are Dreamers, and they have received visions of the PCs and the future threat they pose. If defeated and searched, each has two doses of pillow puff *dreamer's delight* candy on them, and one has a vial of *bubblers sweat* (see **Chapter 5**).
- 4 A **void-blessed archdruid** (see **Chapter 8**) is sabotaging the Dreamer holding, the Rosy Fortress, with infestations of void vermin, duskthorn vine, and blackthorn creeper (see **Chapter 7**). A traveling Dreamer couple the PCs meet on the road tell them of the troubles and mention its warden, **Martaan Silverclaw** (see **Chapter 3**), is beside himself keeping the hazards under control and has offered a reward to hunt down the perpetrator.
- 5 A **knight** of the Concord approaches the PCs and asks if they're looking for work. She'll pay them to travel to the Tomb of the Sun Witch and escort a rowdy band of Dreamers who have overstayed their welcome from there and allow respectful pilgrims some peace and quiet for devotion. The Dreamers in question aren't hostile unless the PCs are, but they don't make the job easy: comprising a charming **bard**, a shapechanging **druid**, and four slippery **spies**, they do their best to cause distractions and sneak away from the PCs to rendezvous together back at the Tomb.
- 6 A **young void dragon** in the company of two **void dragonborn veterans** (see **Chapter 8**) and four **satarre** prowl tunnels and passages to gather sacrifices for the dragon's mother: an **adult void dragon** constructing a shrine to Nidhogg within a hidden stronghold deep within the Labyrinth.
- 7 The PCs enter a spacious, old brick corridor and notice an oddly angled archway leading into a smooth tunnel. Even stranger, an unattended kobold crawler (see **Chapter 5**) is next to it, still packed with supplies and gear. A successful DC 15 INT (Investigation) check on the crawler and its supplies suggests two Keepers of the Keys, **kobold mages**, came out here investigating **trail snail** sightings (see **Chapter 8**).
- 8 This obsidian passageway is strewn with debris from broken mechadrons and gearforged. One **gearforged veteran** (see **Chapter 4**) still moves, trying to fend off four **gear devils** (see **Chapter 8**) tearing into its machinery.
- 9 A **realm singer demon** (see **Chapter 8**) has infested the body of a **mage** but finds it too feeble for its liking. It clings to its host long enough to find a stronger one to take over, taking an interest in one of the PCs when it sees them.
- 10 A group of four mercenaries (**veterans** of mixed lineages) have a **nightbound satyr** (see **Chapter 8**) bound in a cage to take to the Smithy, wanted for assassinating a Keeper's favorite apprentice. The satyr gave up on explaining himself to the mercenaries, but he reaches out to the PCs: the apprentice was a void-tainted **doppleganger** infiltrating the Keepers, and the satyr performed his duty as a Shadow of Alquam. If the PCs believe him, they'll have to free him by force.
- 11 A narrow, perilous stone bridge spans a chasm with lava bubbling at the bottom. Long-disused hooks and cages hanging from the ceiling hint at a terrible past to this place. Three **husk demons** squeeze out of the cages and flutter down to attack the PCs like murmuring flesh ribbons.
- 12 A void folding in a cave at the very bottom of a long, twisting tunnel branch leads to a huge subterranean chamber cloaked in void dust and purple mire (see **Chapter 7**) where a **void dragonborn priest** of Nidhogg has brought two **spawn of Nidhogg** (see **Chapter 8**) to spread the power of the Great Wyrms.

d8 Encounter

- 1 This cavernous tunnel was the sight of some fiery calamity: scorch marks and blast damage mar the smooth walls. Crumbling, blackened bones and ancient debris line the edges, but the PC with the highest Passive Perception catches a faint glimmer among a pile of bones: a *portal key* (see **Chapter 5**) made of gold and inset with rubies.
- 2 Two **void angels** (see **Chapter 8**) guard a hidden entrance to a cache of Chantry lore inside a wide, shadowy marble passage. Finding the entrance, if the PCs know they're looking for it, requires a successful DC 17 INT (Investigation) check.
- 3 This corridor is painstakingly carved with bas relief remnants and lined by columns, but it's been overrun with thick, rotting foliage. Patches of the duskthorn vines hazard (see **Chapter 7**) layer the walls, and three piles of fetid vegetation take shape as two corrupted shambling mounds (use **shambling mound** with the lost template, see **Chapter 8**) emerge to attack the PCs.
- 4 Whirring machinery and warped, muttered prayers precede the arrival of six **ahu-nixta** and two **ahu-nixta cataphracts** [*ToB2*] at the helm of a war party tearing through this section of corridors and scavenging everything, including the party.
- 5 The Harbingers of the Yawning Void have taken over a crossroads in the Labyrinth and called forth a **ripper** (see **Chapter 8**) to wreak havoc. A **satarre mystic** [*ToB2*] and a **satarre destroyer** lead the other six **satarre** cultists.
- 6 The entrance to a lavish obsidian tunnel is blocked by an **infernal champion** and a **demon-caller archmage** (see **Chapter 8**). They'll only allow passage if a PC defeats the infernal champion in single combat, or the archmage in a mage's duel. If the party attacks in force, both defend. If a PC accepts the challenge and wins, they are permitted to pass. At the end of the tunnel, the infernal spymaster of Tyver-Sarok, **Master Barrosh** (see **Chapter 3**), meets the PCs after seeing the display and makes inquiries about their interest in working for him as agents gathering information on the pathways.
- 7 A twilight oasis emerges along an arid trail winding through a sheer-walled canyon where a lavish encampment of Dreamers is in full revelry. The PCs are warmly invited to partake in food, drink, and shareable amounts of pillow puff and mellow yellow *dreamer's delight* (see **Chapter 5**) among twelve **acolytes** and twenty-four **commoners**. The host and leader of the Dreamer caravan is a **rakshasa** under an illusion of a mysterious, handsome merchant answering Cartokk's call. His favored companion, a **weretiger**, is in her beast form and often at his side. A fiendish syderean **bard** plays soft music to accompany her tales of far-off adventure and shadowed myths, interwoven with visions and truths revealed by the Dreaming God. The party can rest here safely, but before they leave, the rakshasa requests a tribute from the PCs for his hospitality. He'll accept gold or treasure, but he'd prefer a story he hasn't heard before. Acquiescing to his request—especially with panache—earns the party an ally. Boorish, dull, and rude behavior earns them violence.
- 8 The PCs find a **radiant dragonborn spy** (see **Chapter 8**) dying next to the road in a flowering meadow. He gives the PCs a *portal key* (see **Chapter 5**) linked to Sunhome to keep out of the Void's hands and pleads with them to get to the crystal highway and tell the Concord the scouting mission to the Arch of Sky was overrun and in need of reinforcements. If the PCs accept, they attract the attention of the four **golmana demons** that were on the spy's trail.



YGGDRASIL AND THE OAK ROAD

The ancient pathways of the Old Ring might be huge, intersecting branches, trails through hushed twilight forests, or a network of thick, tangled roots. Encounters here include interactions with primal forces, the concerns

of the Elders and Old Ring worlds, and the trials and agendas of other Labyrinth factions. The machinations of Void cults, especially Servants of Nidhogg, are a looming threat.

OAK ROADS ENCOUNTERS (TIER 1)

d12 Encounter

- 1 A territorial **giant elk** charges the PCs from the ancient grove lining the path.
- 2 Sap flows in thick, viscous strands over a twisted bridge of interwoven branches. PCs crossing the bridge must make a DC 13 DEX save or become restrained as the **web** spell. If any PCs are restrained, a mated pair of **giant eagles** swoop in within seconds, looking for prey to take to their chicks.
- 3 A **lost berserker** (see **Chapter 8**) wanders the roads seeking battle and sacrifices for a god he can't remember.
- 4 The PC with the highest Passive Perception hears muffled Void Speech from a branching road into a dark, overgrown hollow. Here, a **fanatic cultist** and two lesser **cultists** bury sickly green glowing crystals to spread Void corruption.
- 5 A pack of eight wild **boar** are startled out of the undergrowth, running from a **wyrmling green dragon** looking for a meal. The boars charge through anything in their way.
- 6 A pair of ravenfolk pickpockets (**bandits**) shadow the PCs while they travel, chatting amiably between themselves to avert suspicion. They wait for an opportune distraction to move in and steal a couple of purses.
- 7 A smallfolk **scout** for the Old Ring is in increasing distress trying to retrieve his satchel with maps and scouting reports from a thicket of toxic urushi plants (see *Game Master Guide*, **Chapter 7**). He waves down the party for help retrieving it.
- 8 Four **swarms of ravens** stream out from all sides of the road in sudden flight, coalescing into a black cloud overhead. They circle above the PCs three times, cawing and croaking, before flying ahead and disappearing in the distance. Living creatures witnessing the omen must succeed on a DC 12 WIS save or be frightened for 1 minute.
- 9 A scared **commoner** searches the roads for help. Their village, a small settlement nestled in a grove off the Oak Road, is in the grip of the Harbingers of the Yawning Void. A **void-blessed priest** (see **Chapter 8**) has terrified everyone with visions and prophecies about the coming end of times, and worse, some of the villagers believe it and started helping. If the PCs go to the settlement, the priest is joined by six villager **cultists**.
- 10 A **druid** surveys plant growth along the road's edges, pleased with their health. She walks with the PCs, chatting about each plant's properties as they go, but she leaves if they're rude. Otherwise, she accompanies the PCs until they camp on the road, and the druid makes an unsettling discovery nearby: a patch of blackthorn creeper (see **Chapter 7**) has taken root. Left unattended, it would spread quickly enough to reach the PCs while they took a long rest.
- 11 A **minotaur** staggers on the road, wounded (reduced to half his HP), and clutching a selang's severed head. The minotaur is afflicted with mind-affecting Dread (see *Game Master's Guide*, **Chapter 7**) compelling it to attack nearby living things. If subdued, the effect wears off within a few minutes.
- 12 A colony of eight **mycolid commoners** are attempting to take root along a lush, shade-covered branch where their mushrooms are overtaking the natural flora. The mycolids leave travelers alone unless they harm or trespass on their mushrooms.

OAK ROADS ENCOUNTERS (TIER 2)

d12 Encounter	
I	Harbingers of the Yawning Void have overtaken a small caravan of eight goblin merchants and their ramshackle carts on the way to Peddleton Cross. A satarre mystic [<i>ToB2</i>] levitates above them, uttering profane visions of doom, while a void dragon wyrmling and six satarre surround the terrified goblins. The cultists are in no rush to kill them, preferring to heighten their anguish and fear.
2	A group of three Elder scouts , led by a bearfolk, stops the PCs at a tangled junction of paths and branches. They heard a Fey Knight—a bright elf knight from the Summerlands—and her smallfolk bard companion went chasing after rumors of demons threatening a hidden shrine to Sabateus somewhere nearby, but the scouts don't know that shrine and think it might've been a malicious trick on the knight. They've already searched several possible trails where the knight could have gone except two; they'll search one and ask the PCs to search the other.
3	The PCs overhear angry cursing coming from a branching trail. If they investigate, they find a frustrated smallfolk gnome spy cursing at a pile of dust inside a grassy hollow. He insists there was a portal here, but now it's gone, and he's late for an important interview on Autumn Ash (he doesn't elaborate). A successful DC 15 INT (Arcana) check while studying the dust suggests a portal eater (see Chapter 8) could be to blame.
4	A sweet, harmless-looking smallfolk halfling woman approaches the PCs in a panic, asking for them to protect her against the madmen chasing her. The halfling is a shapechanged succubus who secretly attempts to Charm the strongest-seeming PC. Within moments, the Dreamer band she infiltrated and fed upon (bard, gladiator, priest, and mage apprentice) arrive and demand the PCs hand her over. If the PCs refuse, they attack.
5	The party encounters the wolfish trader, Rhorlief (see Chapter 2), on his travels. He greets them cheerfully, offering to show them his collection of Primordial scrolls. The only catch—which he reveals if the PCs see something they want—is his preferred currency: memories.
6	An abandoned backpack and crossbow in good condition are discarded by a fresh hole in the ground by the trail. Babbling nonsense drifts up through the hole, but it's completely dark. Down the hole is a pocket chamber filled with violet mold (see <i>Game Master's Guide</i> , Chapter 7) and an unlucky dwarven Keeper (veteran) who tumbled down here when the ground collapsed. The mold is causing him to hallucinate while damaging his mind.
7	A Madbranch ratatosk (see Chapter 8) has heard rumors of the PCs and believes they pose a threat. She convinced a group of Elders—six smallfolk halfling scouts and a treant —that the PCs are secretly void cultists working to corrupt the Ring. They set an ambush for the PCs where the road is thick with trees, using the treant to hold them while the scouts attack from range.
8	On the road, a nervous wyrdling mage questions everyone she passes with visible weapons. She is a Dreamer who made her home at the Shrine of Seekers in Seven Pines but left after a terrible vision showing its protector, Tondrel the Even-Handed (see Chapter 3) slain by a distinctive silver sword. She's taken it upon herself to try and protect the shrine by searching for the weapon among nearby travelers.
9	This trio of hill giants didn't mean to stumble into a portal, but now that they're here, they're confused, angry, and intend to make it the party's problem.
IO	A bitter archdruid dwells as a hermit along this stretch of verdant wood and foliage. He demands the PCs discard their metal, edged weapons—anything that could cut a tree—or turn back. If they refuse, he attacks.
II	At a shadowed crossroads junction, a ravenfolk bandit gang—an assassin , two bandit captains , and eight bandits —are in a circle arguing over a pile of coins and baubles on the ground. When they spot the PCs, they try to scoop up the loot and flee but defend themselves if attacked.
I2	A cheerful ratatosk (see Chapter 8) takes an interest in the PCs and follows them around for a few days, asking questions, investigating their possessions, and being nosy. He means no harm, though they might become the subject of gossip and rumors after he leaves.

OAK ROADS ENCOUNTERS (TIER 3–4)

d8 Encounter

- 1 A small force of Old Ring druids, rangers, and **treants** blockade a void-tainted road to keep corruption from spreading. During the clean-up effort, a **ripper** (see **Chapter 8**) manifests through a void rift, joined by two **voidlings** and three **lesser voidlings**. The Old Ring force will be overwhelmed without aid; on their own, they can dispatch the voidlings, or the ripper and the lesser voidlings.
- 2 A gang of four **ratatosk** (see **Chapter 8**) Madbranch cultists open an unstable rift to the roots of Yggdrasil, calling forth two **spawn of Nidhogg** (see **Chapter 8**) before the rift collapses. The PCs hear the tearing sound of the rift just around the corner, just before this section of the road is covered in void dust (see **Chapter 7**) and the spawn of Nidhogg catch their scent.
- 3 The infernal spymaster, **Master Barrosh** (see **Chapter 3**), monitors the PCs and their exploits, curious if they might make good agents. Through various means, he gets an idea of something the PCs need and arranges a fortuitous run-in with them on the road. In a congenial meeting, he lets slip how he might help them. In return, he wants the PCs to go to Twisted Root Harbor, a utopian Concordian bottled city, and spend some time there gathering up rumors in each of its inns and taverns to report back to him.
- 4 Unusual, lush glades appear on the side of the road, sometimes growing on top of branches or carving a hollow out of the trees. These glades are the trail of **Mossbeard** (see **Chapter 3**), but the ancient treant is nowhere to be seen. After several such glades, one sticks out as peculiar: it is strangely dim and cold, and the greenery is unusually pale. Entering the glade stirs three **shadow treants** (see *Game Master's Guide*, **Chapter 7**) to attack. PCs can attempt to identify the glade's affliction with a DC 17 INT (Arcana) check. Successful interpretation of clues deduces the glade has been somehow exposed to the corrupting effect of the Shadow Realm.
- 5 The road is blocked by a raiding party: a **green dragonborn master alchemist** (see **Chapter 4**), two **hill giant** bruisers, and twelve **green dragonborn thugs**. They demand tribute for their patron, an **adult green dragon** developing his own forest stronghold, hoarding treasure and materials for his greed and arcane ambitions. If combat breaks out, the alchemist uses his poisons and breath weapon to do the most harm, regardless of his allies' placement.
- 6 The road shudders and rumbles as two **hinn** tunnel their way up and onto the pathway, which they are then very confused to see. They took a wrong turn on the Elemental Plane of Earth and wound up drawn through a thin patch separating it from the Old Ring. They ask the PCs (in Terran) to explain, but if they don't quickly get a helpful response, their confusion turns to aggression as they assume the PCs have trapped them.
- 7 A **doom croaker ravenfolk** [CC] perches above an inactive portal of twisting branches, giving cryptic warnings about impending doom. Afterward, without elaboration, it quickly springs away and disappears. If the PCs linger by the portal for 1 minute or more, it suddenly flares to life with dark, cold energy from a dead world as a **void angel** (see **Chapter 8**) flies through, accompanied by two **void dragonborn assassins** (see **Chapter 4**).
- 8 A **void piper** and four **selangs** lurk in the undergrowth alongside the paths, awaiting victims they take for sacrifice. They attempt to lull PCs to sleep with their haunting lullabies first, keeping them unconscious to take captive, then close in to finish anyone unaffected.



THE RIVER STYX

The river road of the Styx is a mystical waterway flowing through the Labyrinth, ferrying passengers to any world it touches. It passes through the Old Ring as well as the Shadow Realm, the Hells, and the Elemental Spheres, with the surrounding terrain on the banks taking on the character of the regions it passes. Encounters along the

River Styx assume traveling by watercraft, either under control of the PCs or being ferried, but most can be adapted to take place on its banks. Shadow and water fey, infernal machinations, restless dead, and enterprising Boatwrights are the most common encounters on the Styx.

RIVER STYX ENCOUNTERS (TIER 1)

d12	Encounter
1	A priest of Charun stranded on the riverbank tries to wave down passing boats to request passage. He's on a diplomatic mission to Soriglass in the Shadow Realm, but bandits sank his boat and scattered his escort. If his saviors go after the bandits who robbed him, the priest can pay them more than he initially paid the Boatwrights.
2	Four imps have banded together to work their way up to demand some respect in Plutus, the City of Greed. They intend to accumulate a hoard of stolen treasure to please Mammon. They launch their plan by watching for river travelers with gold to spend, then have half their number provide distraction while the other two pilfer anything they can grab.
3	A haphazardly built trading post clings to the dark bank, a dock jutting into the river itself. The shadow goblin peddler [CC] who runs the place is tied up to the end of the dock, barely keeping her head above water to call for help. Inside her post, a priest from the Great Chantry of the Voidmother leads two satarre and four cultists in tearing apart the post, looking for a rumored fragment of a grimoire with void secrets supposedly traded on the river.
4	The PCs enter a dip in the Styx where it turns into dark marshland, buzzing with flies and frogs. Hiding among the reeds are seven river bandits and a bandit captain , split between two rowboats on each side of the river. When a vessel gets close, the bandits attack.
5	A looming, ruined gatehouse spans a small fork of the Styx which eventually finds its way to a distant ocean world. The gatehouse is claimed by a sea hag after she left that world, bringing with her two displaced harpies who used to dwell in the cliffs over her lair. From the top of the gatehouse, the harpies use their Luring Song to draw in prey from the river road. Then the sea hag terrifies their victims while the harpies tear them apart.
6	The River Styx drifts off course, sliding into a different river so subtly it's nearly imperceptible. PCs who succeed on a DC 14 WIS (Perception) check have time to warn the pilot to change course. Otherwise, the river shifts into a racing course, dropping the PCs and their craft into the Elemental Plane of Water—delivering them into the city of Kinvlemere, much to the surprise of its merfolk residents.
7	A wandering derro acolyte accidentally attracted followers who found meaning in his mad speeches and raving, and now he has a small cult. They follow him along the banks of the Styx and record his ramblings. The derro largely ignores the dozen cultists following him, occupied with foraging for mushrooms or muttering darkly at the river waters.
8	A shadow goblin [CC] barge from Soriglass is on its way to the Smithy, but it expects run-ins with bandits. They'd like to take on the PCs as additional guards but try to insist the free passage is payment enough. It takes a successful DC 13 CHA (Persuasion) check to get the goblins to relent and pay a proper rate.
9	An ancient, moss-covered bridge crosses the Styx where it winds through a hushed, old-growth forest. As the PCs approach, a river spirit [BoET] rises to defend it, denying passage unless it can be defeated or persuaded.
10	The remains of a great barge are scattered as debris for miles along this stretch of the Styx. Anything of value seems to have been picked over by river scavengers already, but eagle-eyed PCs who succeed on a DC 14 WIS (Perception) check spot glinting gold inlaid on the side of a mostly submerged, slowly sinking sarcophagus. If pulled out and opened, a mummy awakens and attacks, but her sarcophagus contains a collection of turquoise stones and gold statuettes worth 250 gp.
11	Souls in states of unrest haunt the Styx. As the PCs pass through a particularly barren landscape, ghostly hands claw at the party's boat and three specters come aboard.
12	A fiendish syderean bandit captain sails a keelboat bound for Tyver-Sarok, manned by three thugs . Four cages hang off the sides of the keelboat, dragged through the water but not deep enough to drown the inhabitants. Each contains a miserable captive villager (commoner) taken for enslavement or blood. The slavers are full up and don't attack unless provoked.

RIVER STYX ENCOUNTERS (TIER 2)

d12 Encounter

- 1 An intact Styx gondola (see **Chapter 5**) sits abandoned on the riverbank. A successful DC 15 INT (Investigation) check near the gondola points to signs of a struggle in the boat and a paddle floating nearby, but no tracks. If anyone attempts to pilot the gondola, it allows it, but the pilot notices it immediately pulls toward a specific course on the river. If allowed, the gondola drifts in the direction of its living but unconscious Boatwright, a **veteran** captured by cultist servants of Prince Gundhold of the Last Cathedral for interrogation after they pretended to be passengers. A **necromancer** [CC] holds the Boatwright on a **skeleton**-manned galley hidden downriver along a narrow fork, aided by two **priests** and four **cultists**.
- 2 Dozens of villagers from a riverside village throw themselves into the Styx in terror just ahead of the party's boat. They're fleeing a **selang void piper** and the pair of **selangs** with him, their songs of fear and madness carrying downriver.
- 3 A band of Fey Knights—a bright elf **knight**, **bard**, **mage**, and **veteran elvish archer** [ToB1] camp in a lighter, greener crossing of the Styx, guarding a natural, grass-covered rock bridge. They challenge approaching travelers to test the mettle of the virtuous and root out the villainous and the cowardly. The Fey Knights only fight to the death against the latter. Otherwise, if their challenge is accepted, they fight only until one side's members are reduced to half their hit points or less, and they are gracious in defeat.
- 4 A Dreamer **spy** splashes into the river, swimming desperately for the party's vessel and calling for help. Behind her, two **hezrou demons** pursue, intent on recovering a golden frog statue the spy stole from their cult . . . and then eating her.
- 5 A well-maintained toll bridge covered in twisted iron and torches looms ahead on the Styx, its portcullis down and blocking traffic. A bored **gilded devil** [ToB1] demands 100 gp toll per passenger, or 50 gp per passenger if a silver-tongued PC negotiates with the fiend with a successful DC 17 CHA (Persuasion) check. If refused, two **bearded devils** and six **bandits** raid the PCs and other travelers and rob them of any gold, gems, and jewelry, then open the gate for whoever's left.
- 6 The Styx gets shallower as it passes through a flat, foggy plain with bones scattered in the distance. What at first seem to be humanoids trudging through the river shallows are actually six lost veterans (use **veteran** with the lost template, see **Chapter 8**) in archaic armor who met their ends in a forgotten battle on the riverbanks.
- 7 A keelboat sails out of a tunnel and onto the Styx behind the PCs. It's guarded by three **satarre destroyers** and manned by three **satarre**. A **chained angel** [ToB1] is bound to the prow. The angel is bound for a Great Chantry monastery tucked away in a remote riverbend, and the satarre have no intention of letting any witnesses follow them to find it.
- 8 Ten river shark **selkies** move in a nomadic pack, launching a surprise raid on the party's boat, grabbing food and treasure, knocking travelers overboard, and then attempting to disappear back into the water.
- 9 A **Styx river giant** [BoET] ferryman sails his gondola with no passengers but an ornately-wrapped body and a decorative chest overflowing with treasure. The giant has been paid well to deliver his cargo to a temple of Mot where the Styx brushes by the Dry Lands, but he's amenable to paying passengers. If the PCs try to steal the treasure or disturb the body, the giant attacks. Additionally, if the body is disturbed or any of its treasure is removed, the body sheds the outer wrappings and rises as a furious **mummy lord**.
- 10 A **shadow goblin** [CC] merchant at a riverside trading post tries to pawn off a cursed gem to the PCs as a special *gem of water elemental summoning*. A successful DC 17 WIS (Insight) check indicates the goblin is trying to trick them. The gem has one crack in it and can bear two more cracks before disintegrating. If used, the gem cracks and summons a **voidling** within 10 feet which preferentially attacks the summoner. If not defeated, the voidling persists for 1 hour, during which it seeks out living creatures to destroy.
- 11 A dark and shadowed fork in the Styx leads to a tributary where a **shadow river lord** [BoET] lurks. He rises to confront the PCs, ordering eight of his former victims, now **shadow skeletons** [CC], to attack them from beneath the water.
- 12 The section of the River Styx the PCs are on winds through lonesome moors shrouded in fog. Within moments of being engulfed by the fog, they are affected by a ravenous phantom's hazard (see **Chapter 7**) which persists for several miles of river travel.

d8 Encounter

- 1 A **horned devil** and void mage (use **mage** with the Void-blessed template, see **Chapter 8**) helm an infernal barque (see **Chapter 5**) loaded with captured villagers overseen by a **chain devil**. The rest of the barque's crew is manned by **bandits** and prisoners (**commoners**).
- 2 The river meanders into an oxbow which rapidly heats up as the surrounding terrain surges into volcanic mountains, the air thick with ash. On opposing cliffs overlooking the river, a **fire giant** and an **efreeti** are having an argument while a dozen cackling **steam mephits** egg them on. The mephits then point out the PCs, and the giant and efreeti temporarily set aside differences to amuse themselves, hurling flame and lava boulders at the party. By continuing around the oxbow, the PCs—with or without their boat—eventually return to the main river course.
- 3 The PCs watch clouds of mist gather and settle along the riverbanks, making anything away from the river hazy and indistinct. Soon, marvelous silhouettes of grand architecture and regal buildings appear in the distance, unable to be clearly seen. If the PCs stop on the banks and venture inland to investigate, these grand buildings never manifest. Instead, they pass onto desecrated ground (see *Game Master's Guide*, **Chapter 7**) within moments and are soon beset by three **wraiths** and twelve **specters**.
- 4 A star elf **vampire** and devotee of Marena sets sail on her luxury pleasure barge from Soriglass with twenty-four **nobles** to celebrate her birthday. She's already exsanguinated half of them and is getting bored. She is accompanied by her faithful **death knight** companion who camouflages himself with ornate armor and finery. The party catches their interest, and they invite the PCs to dock and join the party. At the lavish feast that ensues, the PCs dine with a dozen dazed and compelled nobles. Over the course of the dinner, the vampire selects the PC most interesting to her, whom she then tries to get alone, intending to turn them while she and her knight kill the rest of the party.
- 5 Up ahead, debris floats on the water where a group of four injured **river giants** [BoET] mourn a fifth. The family clashed with an infernal barque (see **Chapter 5**) and repelled it but lost one of their own in the conflict. Still fresh from an unprovoked assault, they react to the party's approach with paranoia and anger. If not calmed with a successful DC 17 CHA (Persuasion) check, the giants attack.
- 6 Six **hezrou demons** lurk beneath the marshy water in this section of the river, intending to take the party by surprise and drag them to their settlement as food and sacrifices.
- 7 The river drifts beneath the extended roots of a titanic tree, taking the party through a tunnel of thick interconnected roots. To one side, the tunnel suddenly opens to a hidden lagoon of churning water, fed by a dark waterfall of bones and corpses. A powerful stench washes over their vessel, requiring a DC 17 CON save to avoid becoming poisoned for 1 minute. Just as quickly, they're past the grisly lagoon and out from under the tree—but three **tveirherjar** [CC] have clung to their vessel and climb aboard.
- 8 A **deathless** allied with a **night hag** (who remains hidden) and a **risolan devil** (see **Chapter 8**) offer services as independent boatwrights on the Styx, using that position to seek out remarkable souls in an arrangement benefiting all three.



ASTRAL SEA

The Astral Sea touches almost every world as a strange, mystical “ocean” which isn’t water or ether. Both air and water vehicles can travel the Astral Sea, and it’s possible to swim or fly in it. The encounters below assume your party has a proper vehicle and should be adjusted for the appropriate type. Except for specific mentions, assume

encounters with an enemy include NPC vehicles similar to the party’s. Derro are the primary danger in the Astral Sea, but it has its own astral inhabitants. It also acts as an additional canvas for the Labyrinth factions to play their intrigues.

ASTRAL SEA ENCOUNTERS (TIER 1)

d12	Encounter
1	Derro reavers set their sights on the party’s vessel, attempting to board and take captives. The reavers are led by a derro veteran with sixteen derro as crew.
2	An infernal ship flying the banners of Tyver-Sarok is anchored near a tiny island boasting a few iridescent palms and colorful birds. A well-mannered imp flies to the party with an invitation to join his mistress, a fiendish syderean spy , for tea. The spy intends a civil meeting to subtly question the PCs about any information or sightings they’ve had of Dreamer activity, especially around Revelport, but her four bodyguards (thugs) are ready for any hostility.
3	A Keeper ship manned by kobolds (a kobold tinkerer , a mechanist , and two mage apprentices) is in distress. If the PCs investigate, the kobolds explain they have been on a long-term exploratory mission (not “getting lost”) and while they’ve managed to keep the ship limping along, supplies have gotten very low. They ask the PCs to help them gather the supplies they need and make repairs.
4	An opalescent astral giant constrictor snake flies through the astral firmament, passing ships without interest unless attacked. It responds to hostility by wrapping itself around a Huge or smaller craft and attempting to crush it, or crashing on deck to attack crew if it’s too large.
5	A craggy, hole-ridden tower on an equally craggy floating rock is a shrine to the mad derro goddess Addrikah. On approach, the party is greeted by a horde of four giant bats and four bat swarms screeching out of the tower’s gaps.
6	A far trader (see Chapter 8), accompanied by two quiet derro , paces impatiently aboard a majestic keelboat at anchor. The trader is awaiting the arrival of a Keeper of the Keys client regarding some sensitive information, but they’re late. He wants to know if the PCs can be discreet so he can ask for help locating his client. If not, then he’d rather make sure they won’t be loose ends and attacks.
7	A ship manned by a cackling derro void eater descends upon the party, accompanied by an equally mad crew of four derro .
8	A bandit captain and his crew of eight bandits have their ship bankrolled by their infernal patrons to sail the Astral Sea and capture new slaves and sacrifices. So, when they raid the PCs, it’s nothing personal.
9	A tired knight of the Concord hails the party from a small ship with a skeleton crew. He needs to rendezvous with the main ship, but he has a Dreamer prisoner causing problems that he worries will compromise the fleet. He asks the PCs to take the prisoner to Revelport and let them deal with it. The prisoner is a disheveled priest of Cartokk who has obviously snapped: he mutters, screams, and sometimes lashes out in anger over visions of a new world in peril, which is burning, vanishing, or being forgotten—the story keeps changing. Worse, his delusions attract star crows every few hours.
10	A school of shimmering, prismatic astral fish swim in almost hypnotizing formation, swimming around the PCs and their ship in a rush. Five astral reef sharks pursue the fish but break off to attack larger prey.
11	A shut and locked treasure chest floats by the party, battered like it’s been in a fight. The lock is jammed, requiring a successful DC 15 DEX (Thieves’ Tools) check to open. An eclectic collection of booty is inside, the ill-gotten gains of would-be pirates who met their end. The PCs find holy symbols to Cartokk, Rava, Solona, and Fortuna, a <i>potion of flying</i> , three random 1st-circle spell scrolls, and, in total, 150 gp in assorted coinage, 100 gp worth of jewelry, and 50 gp worth of gems.
12	An astral mirage of a shining shore appears in the distance, like a land wreathed in prismatic light. If the PCs sail toward it, the shore never grows closer, only adding time to their voyage and increasing the likelihood of getting lost or attacked. A successful DC 13 WIS (Survival) check, after pursuing the shore for a day, recognizes it as a mirage.

ASTRAL SEA ENCOUNTERS (TIER 2)

d12 Encounter	
1	A derro reaver queen (derro witch queen [CC]) leads a pirate vessel crewed by two derro void eaters and four derro , boarding and killing anyone they come across.
2	An infernal slave ship is looking for new captives. A deceptively friendly risolan devil (see Chapter 8) first offers the PCs the chance to surrender without violence. If they refuse, the slavers send a barbed devil and two bearded devils to attack while the risolan devil hangs back and attempts to disable targets.
3	The party finds an abandoned vessel heavily damaged and unseaworthy. It seems initially unoccupied, but if any PCs board the ship to investigate, four wererats and a wererat priest of Cartokk emerge from hiding and attempt to take over the party's ship. They're Dreamers pursuing a vision of what was to be their home, but pirates devastated their ship, driving them to bait and steal another.
4	An occasional burst of fire on the horizon leads to the shore of a remote, cut-off Labyrinth tunnel where a group of shipwrecked Keepers have a makeshift camp. The two leaders, a master alchemist and a mage , bicker about fault, guarded by four dupladron mechadrons , even as they're trying to inquire with the PCs about rescue.
5	The party passes through the wake of the <i>Widowmaker</i> and her fleet. The void-infused battles and raids have left evidence in the form of void dust (see Chapter 7) settling onto this region of the Astral Sea. The wake attracted a voidling and two lesser voidlings who drift into sight.
6	Drifting on debris on the astral waters, a catfolk veteran hails the PCs and begs for a rescue. If they take him aboard, he gratefully shows them what was worth getting castaway on the Astral Sea for: He has an ancient tablet depicting an octopus-like entity on one side, and a series of lines and points on the back. The catfolk believes it's a map to Ancient treasure in sunken Tlazonak.
7	Five ahu-nixta (see Chapter 8) scouts swarm toward the party with frightening cohesion.
8	The party comes across an astral galleon anchored as a gambling and pleasure ship, run as a partnership between a far trader (see Chapter 8) and a wyrdling priestess of Fortuna. The far trader is in it for the money, while the priestess uses the enterprise to teach and study the intricacies and overlap of luck and fate. In a private meeting with the PCs, she confides that she believes they're here for a reason, and it must be about the impending doom she senses on the horizon.
9	A ship battle rages in the distance between a militant infernal ship (an oni and four bearded devils) and a ship of Great Believer Dreamers (a mage , two werebears , and six scouts). The party can earn the gratitude of either faction by intervening on one side's behalf. Otherwise, the infernals triumph and take the unconscious Dreamers captive.
10	A vrock demon rides on the prow of this vessel of the Ebon Bastion, piloted by an all-female crew of two derro shadow antipaladins [ToBI] and twelve derro .
11	Bizarre wreckage, large enough to have come from an astral galleon yet not resembling any known ship, floats along in massive chunks. If the PCs investigate, the two golman demons clinging and hiding on the wreckage come out to attack.
12	An erinyes devil flies by with four imps struggling to keep up. She's bored with her scouting and gladly takes a detour to flex her might on the PCs. If the erinyes is getting overwhelmed, any remaining imps attempt to flee back to their barque (see Chapter 5) and send reinforcements.



ASTRAL SEA ENCOUNTERS (TIER 3–4)

d8 Encounter

- 1 A ship from the *Widowmaker* fleet searches for sacrifices, and the party looks ripe. A **derro shadow antipaladin** [ToB1], four **derro void eaters**, and twelve **derro** man the ship, but the captain also has her reins on a **chained angel** [ToB1] she unleashes for raids.
- 2 The fleet of **Jelzimeh the World Butcher** (see **Chapter 2**) is a terrifying sight: a dozen infernal barques (see **Chapter 5**) operated by a small army of fiends and Hellish servants in constant search of new worlds crystalizing in the Astral Sea. The fleet won't waste its time destroying small targets but might send envoys—a **risolan devil** (see **Chapter 8**) and a diplomatic incubus (**succubus**)—to inquire about Dreamer affairs or Loic Helmsward.
- 3 A **doomspeaker** [CC] servant of Srenda Mara flies through the Astral Sea on a grisly dead chariot (see **Chapter 5**) made from a dymaxion's corpse. With him are two grim **void angel** (see **Chapter 8**) attendants and a fanatical crew of eight **derro cultists**. This ominous procession seeks lost, shipwrecked, and hopeless travelers cast upon the astral tides and offers them salvation in exchange for devotion to their goddess.
- 4 The party passes through a strange debris cloud of tiny, floating fragments of some kind of ship, but the rest of it is nowhere to be seen. This is followed by a twisting sense of wrongness as reality warps, delivering the titanic aberration, an **astral destroyer**, out of the Ethereal Plane. A deafening roar shakes nearby ships as it seeks its next magical meal.
- 5 An ahu-nixta dreadorb looms in the far distance, drifting along its route. One of its far-orbiting protective squads (an **ahu-nixta** and three **ahu-nixta cataphracts** [ToB2]) detects the PCs and attempts to destroy them.
- 6 The eye-catching sight of **Loic Helmsward's** (see **Chapter 2**) golden nautilus bobbing along the Astral Sea is joined by a small fleet of Dreamer keelboats crewed by an eclectic mix of lineages. He's in a rush to check on a rumored new world, but an envoy of **bards** and a **fey drake** greet the PCs and see if they've seen infernal ships or have any information about Jelzimeh. Particularly useful information might warrant an invitation to Helmsward's golden nautilus for a personal audience.
- 7 Distant, crackling lightning displays herald the approach of a massive keelboat carrying two **storm giants** and twelve servant **guards**. The giants are in pursuit of one of their own, a friend who betrayed them and fell to the Void, and won't return to their home on the Old Ring until they've eradicated him. While non-hostile, their tempers are obviously close to the surface. If the PCs provoke them or seem to be withholding useful information in their hunt, the giants attack.
- 8 A shining procession of a Concord of Stars legion shines brightly in the Astral Sea. Led by **deva angels** and accompanied by a dozen **mages**, **war priests**, and **knights** on flying **dymaxion** chariots, this reconnaissance force is looking for any information on the *Widowmaker* or the Ebon Bastion. The party is stopped and questioned but released if not suspected of void taint or allegiance with the derro.

NEAR VOID ENCOUNTERS

The Near Void represents areas heavily influenced by the Void but not consumed by it yet. Not truly a pathway of its own, it consists of dead world remnants and Labyrinth ruins, passages, and caves connected to those dead and dying worlds, making them sink, darken, and decay. Where the Astral Sea brushes the Near Void, the waters turn foul, supporting a few floating islands in their murk. Encounters tend to be connected to the forces of the Void and to the few creatures, such as demons and undead, that can thrive here. The party may also occasionally run into other factions, most often here to confront the Void head-on.



NEAR VOID ENCOUNTERS (TIER 1)

d12	Encounter
1	A colony of eight crimson jellies fly and float along a befouled river through blasted lands. They latch onto prey who come too close, seeking out nearby wounded prey with their Blood Sense.
2	A minotaur skeleton leads eight smaller skeletons across dusty, windswept ruins.
3	A satarre destroyer and satakree (see Chapter 8) patrol along a length of twisted, dead marshland.
4	In the rotting ruins of an old farm village, a fanatic cultist leads four cultists in obscure prayers to a void entity, preparing to sacrifice a struggling minotaur veteran bound to a makeshift altar. If rescued, the minotaur reveals he's searching for his sister whom he thinks has been kidnapped by this obscure cult.
5	A sulfuric stench precedes five dretch demons waddling along a tunnel glistening with foul ichor. Two quasit demons make lazy circles around the dretches, mocking them and prodding them to hurry up.
6	A void dragonborn priest (see Chapter 8) of Nidhogg sits in a murky, fetid lagoon around a small dragon skull perched on a rock, performing a ritual with four void-blessed acolytes (see Chapter 8). The eyes of the skull glow faint purple and a stream of snarled Void Speech emanates from it, alerting the cultists to the party's proximity if they haven't revealed themselves already.
7	A wight stands alert with his unit of four zombies along a length of broken, crumbling stone wall. In a conflict with the PCs, the wight uses the wall for cover and fires from range.
8	A bewildered dwarf mechanist , accompanied by a pair of solodron mechadrons , stumbles down a desolate, snowy path from craggy mountains. The last thing she remembers is searching the Hall of Dwellers in Coldforge with the rest of her expedition, and then nothing until she found herself on this mountain path.
9	A void dragon wyrmling stalks the PCs, practicing its camouflage against the darkness to try and catch them unaware.
10	A dry, barren valley seems to contain only drifting dust and thorny tumbleweeds. The PCs notice a distant buzzing sound that grows louder, then the noise of many gnashing teeth as an insatiable brood emerges to devour them.
11	A mage lies shivering and nearly unconscious in a gloomy, pale glade of twisted trees. He's unequipped for the terrain and chill of the Near Void, as he's a Dreamer who inadvertently dreamed himself—via an indulgence of <i>bubbler's sweat</i> —into a nightmare. Three ghouls lurk nearby in the shadowed underbrush, which the mage has kept at bay with magic, so they now wait for him to succumb and attack any would-be saviors.
12	This trail through a craggy canyon is lined with the blackthorn creeper hazard (see Chapter 7). While passing through, the canyon echoes with high-pitched shrieking as four void swarms of bats (use swarm of bats with the void template, see Chapter 8) emerge from caves and descend on the party.

NEAR VOID ENCOUNTERS (TIER 2)

d12 Encounter

- 1 A group of four **ahu-nixta** (see **Chapter 8**) and two **ahu-nixta cataphracts** [*ToB2*] are busily dismantling what remains of several ancient mechadron-style machines scattered throughout these ruined tunnels. They only stop working when they sense the party nearby.
- 2 A **void angel** (see **Chapter 8**) protects an **archmage**, a former Keeper, who became tempted by the forbidden knowledge and secrets kept from her. The pair wander dark paths and dead worlds seeking forsaken lore, killing anyone they come across who might have knowledge worth taking.
- 3 A crumbling tomb lies mostly buried in sand and dust, but a collapsed section of the roof allows access. Inside, the tomb is a desecrated ground hazard, and a typhoon of dust trap (see *Game Master's Guide*, **Chapter 7**) triggers upon landing in the area beneath the roof opening. When the trap triggers, six sarcophagi in the room open, each releasing a **mummy**.
- 4 A brackish lake surrounded by wilted, dry trees and bones shelters a thriving colony of two dozen void frogs (use **giant frog** with the void template, see **Chapter 8**) who start croaking at the party. Under the lake, a group of four **hezrou demons** are alerted by the croaks to prepare an ambush.
- 5 The party sees a battle-scarred Styx gondola (see **Chapter 5**) on a riverbank that feeds into the Sea of Bones. Next to it, a Boatwright fiendish syderean **bard** is having a heated discussion with his passengers—a mixed group of Dreamers, including a wyrdling **spy**, a **weretiger** acolyte of Cartokk, and a **kobold witch**. The Dreamers believe vital knowledge to weaken the Void lies in Kelmar Abbey on an island in the Sea of Bones, and the Boatwright was the only one crazy enough to try and get them there. A run-in with some merrow did a number on his boat, though, and until it's repaired, they aren't going anywhere.
- 6 A pack of five **werewolves** devoted to Fenris hunt along a trail surrounded by a cold, silent forest of dead trees.
- 7 These battle-scarred, blasted ruins are lined with crumbling bones, holes, ancient bloodstains, and despair. The entire area the PCs are traveling through is affected by the ravenous phantoms hazard (see **Chapter 7**).
- 8 A **necromancer** [*CC*] travels through old ruins and graves, raising the dead for the Cathedral's undead ranks. She is accompanied by a **frost knight** (see **Chapter 8**), two **minotaur skeletons** and twelve human **skeletons**.
- 9 Devotees of the White Goddess seek fresh, blood-soaked bones to build her shrine, searching with a group of two **black sun ogres** [*ToB3*] and twelve orc **cultists**.
- 10 The magnificent far trader galleon, the *Ruby Star*, sails overhead, on its way to a business meeting with Scribes of the Black Star. Its owner, the **far trader** (see **Chapter 8**) merchant **Thalda Zheprith** (see **Chapter 2**) is receptive to hails and will show the party his wares and barter for any interesting curiosities. He is otherwise mum about his business, using his crew of hungry **derro void eaters** as an excuse not to take on passengers.
- 11 A **wraith** and six **specters** emerge from piles of rubble to surround the PCs and attack.
- 12 The party spots a small encampment of Scribes of the Black Star where a **doomspeaker** [*CC*] and a void caster (use **mage** with the Void-blessed template, see **Chapter 8**) lead a team of eight **cultists**. If the PCs eavesdrop, they'll learn the cultists are heading to the Corpse Shore to replace the scribes Nidhogg devours, but they seem a little hesitant and are having disagreements over who should arrive first. They attack the PCs as soon as they notice them.

NEAR VOID ENCOUNTERS (TIER 3–4)

d8 Encounter

- 1 A forward camp of Concordans sticks out against the crumbling, musty tunnels. The camp's commander, a star elf paladin of Sabateus, is here in service to **Archmage Phantarra** (see **Chapter 3**), bringing a force to venture into the dead world, the Arch of Sky, and seeking the origins of the cult that laid it low and may have its secret to salvation. If friendly, the PCs are invited to join them.
- 2 A ruined black spire, the remnants of some forgotten wizard's tower, glitters with faint starlight on its surface. Disembodied voices whisper within a few miles of the tower, and the darkness grows darker as light sources dim. The spire is the home of an **adult void dragon** clinging to arcane secrets in its lair, while haunting music from its trio of **selang** servants soothe its mind.
- 3 The grisly hulk of a **death barque** [ToB2] churns through a channel in the Sea of Bones. Under the command of a **death knight**, two **bone knights** (see **Chapter 8**), and twenty-four **zombies** chained to the deck, it heads for the Astral Sea under orders from the brothers in the Last Cathedral and will eliminate anything in its way.
- 4 The brilliant form of **Shimmerscale** (see **Chapter 2**) flies overhead, her bright scales piercing the gloom of the Near Void. She shudders mid-air and makes a difficult landing, crashing into the dead, burnt-out trees of a destroyed forest. If the party seeks her out, they find her injured from her prior battle with a void dragon she destroyed. While she gratefully accepts aid, it's clear Shimmerscale's thoughts are on revenge. She asks friendly PCs if they'll join her quest against the Prince of the Death Knights.
- 5 The remnants of stone walls and occasional lengths of cracked cobblestone roads are all that remain of an old city. In the distance, ethereal hoofbeats sound and grow louder, as a **ghost knight templar** [ToB3] leads four **ghost knights** [ToB1] on a ride to find living foes to slay for the Last Cathedral.
- 6 Chasing the scent of possible Celestial presences, a demonic force slithers from hellish tunnels to look. The **glabrezu demon** and three **wrack demons** searching there settle for the PCs if they don't find holier quarry.
- 7 A void dragonborn **mage** travels with a pair of **void giants** (see **Chapter 8**) into a dark, deserted grotto with the remains of an arcane stone circle. They're there to study the stones for any remaining mystical power, and they aren't inclined to tolerate witnesses.
- 8 A **death knight** astride an **adult void dragon** flies a patrol over the dead and blasted lands, unleashing the dragon's Withering Breath in random gouts as it goes—targeting more precisely if it sees movement below.



GAME MASTER'S GUIDE

EPIC STORIES CALL FOR EPIC STORYTELLERS!

Take your game beyond the basics with the
Tales of the Valiant™ Game Master's Guide!

This critical addition to the library of any Game Master includes everything you need to turn any story into *your* story. Master homebrewing magic items and monsters for any occasion. Gain valuable insight into worldbuilding, setting the scene, and running the game. Learn the tips and tricks of the Game Master's art and become the ultimate tabletop storyteller.

IMPROVE YOUR 5E CAMPAIGN WITH NEW OPTIONS!

AVAILABLE NOW!

www.koboldpress.com • www.talesofthevaliant.com



A HORDE OF NEW 5TH EDITION MONSTERS!

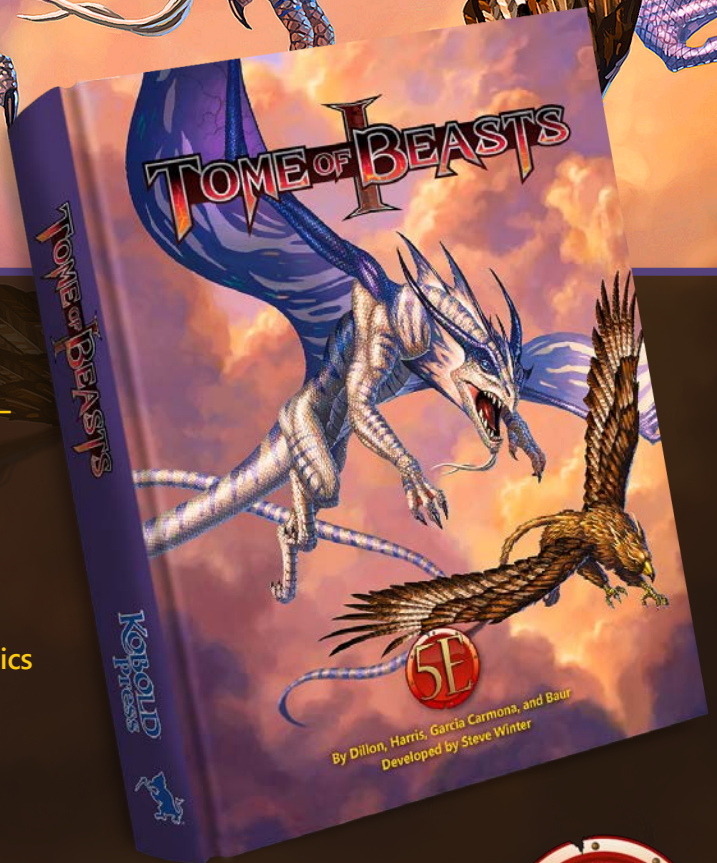
Whether you need dungeon vermin or world-shaking villains, the *Tome of Beasts 1* has it. This book presents more than 400 foes suitable for any campaign setting—from tiny drakes and peculiar spiders to demon lords and ancient dragons.

Tome of Beasts 1 (2023) introduces new foes and upgrades monsters that originally appeared in *Tome of Beasts*, including:

- Updates to include errata and streamline mechanics
- 11 new creatures like the ashwalker, planewatcher, and the ancient cave dragon
- Expanded tables by creature type and terrain
- New monster art—and much more!

Give your players encounters they won't soon forget.
Now easier to run than ever!

www.KoboldPress.com



KOBOLD
Press



TALES OF THE VALIANT

©2024 Open Design LLC. Kobold Press and Tales of the Valiant are registered trademarks of Open Design LLC.

BE BOLD. BE BRAVE. BE VALIANT!

Give your 5E game some very sharp teeth—with the Kobold Press take on Black Flag Roleplaying!

The Tales of the Valiant RPG adds new talents, heritages, spells, monsters, and much more to the familiar options from 5th Edition D&D.

As an independent 5E game, it is open to everyone and anyone who wants to create their own worlds and tell their own tale.

A STUNNING NEW TAKE ON 5E!

www.koboldpress.com • www.talesofthevaliant.com





AN INFINITE LABYRINTH CONNECTS FANTASTIC WORLDS

Hidden pathways, magical portals, and shifting roads connect every adventure you can conceive. Between these paths, worlds rise and fall, heroes forge destinies, and the annihilating Void seeks to consume it all.

The *Labyrinth Worldbook* is a complete guide to the Labyrinth campaign overlay. Players and GMs can find resources for world-hopping adventure, where adventurers can travel to *any* campaign setting. Uncover new secrets within:

- Over 10 new subclasses, including battle-hardened Troopers, reality-bending Dreamer druids, Waysmith rangers, and more!
- The powers of the Void and the Labyrinth! Harness 5 new magic styles including Illumination, Dream, and the dread power of the Void.
- A gazetteer to the known worlds and key locations, including the Shadow Realm and Summerlands.
- Gods and factions, 47 magic items, and 35 monsters to populate your journey through the Ten Thousand Worlds!

Leave your world behind for an infinite adventure!

KOBOLD
Press

PO Box 2811 | Kirkland WA 98083
www.koboldpress.com



\$54.99
CAN \$77.99
KOB 6098

Printed in China
ISBN: 978-1-964506-09-8

