

THE LAST BASTION

ARIADNE'S CODEX OF STRINGS

5TH EDITION COMPATIBLE

Discover the secrets of the Material Plane's last floating city!



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F O R E W O R D

Alright, I'll indulge your indiscretion. Yes, that's a mechanical arm. Got off easy, considering my home fell ten hundred miles from the sky, along with the rest of my city. Now, can I help you with something, or are you just too stupid to disguise your stare?

What? You wanna go to the Last Bastion, *now*? And you want *my* counsel on how to get there? Heh. Alright, your ignorance amuses me. Let me indulge you with some much needed context clues. First off, my kind aren't exactly welcome in Uldann. That whole "sister cities" thing lasted right until ours plummeted to the ground – now, we're just dirty refugees. You should not expect to be treated much differently. Unless... You got deep pockets, or some political influence somewhere? That's just about the only way you're getting in, nowadays. Or perhaps you have something to trade? No? You really are hopeless.

Look... I don't even know why I'm helping you. You should be running *away* from Uldann. I swear to you upon my good arm, something terrible is about to happen there. And you've got nothing to do with it, so you might as well piss off. Save your own naive skin. I've warned you in any case, and can rest with an easy conscience. If you *truly* want in, Uldann is stopping by the mining outpost near Eternity's Gap. Get something decent to trade, and maybe the custodians'll let you in.

An Ominous Dark Elf



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AN INTRODUCTION



HERE WAS A TIME WHEN A DOZEN FLOATING cities, beacons of arcane prowess and mechanical genius, coursed through the skies of the material plane. Of those, only one is left today, and in a state of growing inner turmoil... But let us start at the beginning.

Gorashai the Gilded was the greatest and the first to fall, well over one thousand years ago. Its ruins, which lay in the cursed Black Desert, are still a place of pilgrimage for aspiring heroes, as it was brought low during a legendary war against an ancient necromantic empire, its fall the ultimate sacrifice in the battle against the dark. A powerful symbol and a pile of dust and broken metal...

ULDANN, THE LAST BASTION

Tragedies, sacrifices, wars, hubris and evil plotting caused the fall of ten cities, through distant centuries. When Imrath fell, nearly a decade ago, Uldann officially gained its most famous moniker: the Last Bastion, one singular floating city, destined for eternal greatness... or perhaps for the most spectacular demise.

Imrath, for its part, fell after a group of dark zealots blew up its central levitation engine. What's worse, the city was not even the true target of the attack: the malevolent paladins used it as a meteor, causing it to fall upon a jungle where their druidic enemies were hidden. This led many within Uldann to blame the outside world for the fate of its sister cities – not only Imrath, but all of them. The *uncivilized*, as they refer to those on the ground, quickly became feared and hated. Along this hateful tide, the rise of a radical new leader for the Last Bastion: one Zephrahim Icarus.

THE AGE OF ISOLATION

Zephrahim recently announced his plans for the beginning of the Age of Isolation, in a confusingly menacing message to the rest of the material plane. Exiled students, merchants and adventurers tell tales of unspeakable rituals and a deep transformation within Uldann, and the initial sparks of an underground resistance led by a semi-legendary figure, an ancient Teng who was there when Uldann was founded...

In this context, certain foolish and brave individuals are attempting to enter Uldann before Zephrahim's grip becomes too strong. Prophets and charlatans are taking Zephrahim's ascension as a sign of a thousand different things, both good and terrible. Apocalypse, the return of forgotten arcana, the rise of new empires... Despite the naivety of guesswork, it is undeniable that something is stirring in the Last Bastion, and that the fate of many will be decided in that last floating fortress. Likely as not, there is a reckoning to come in this very decade. Powerful governments and guilds have already begun sending diplomats, as well as spies, to a vast array of purposes: securing the continuation of trade deals, obtaining the favor of this new leader, or plotting his downfall, among others...



THE TENG HERITAGE

The citizens of Uldann believe themselves to be the result of a pure crossing between the Teng and a particularly old and illustrious strand of elvenkind, a claim that is somewhat accurate – of course, there is no such thing as a “pure crossing”, and when there is, it likely comes with... interesting genetic results.

Still, the Teng were the Chosen of the Dead Gods, inheritors of the universe, tasked with protecting it after the passing of divinity, makers of history’s greatest empires, masters of arcana and science like no other civilization after them... and elvenkind is the only race ancient enough to remember their final moments. The floating cities themselves were crafted with technology from one of the last Teng civilizations, the Impero Celerian. And although Teng blood is nowadays diluted beyond recognition, Uldann is where you will find the strongest bloodlines related to the ancient race.

How the Teng extinct is, even now, a matter of debate, but the leading theory is that the blessings imparted upon them by the Gods dissipated over time, as their divine presence dissipated with each century. Without that holy glue keeping them together, they splintered and fought, and eventually evolved – or devolved – into the mortal races we know today.

ANCIENT ORIGINS

The Teng blood partially subsists in Uldann because of the historically isolationist and somewhat xenophobic customs of the city, which sees mingling with outsiders, especially outsiders with no fey or Teng ancestry, as a cardinal sin. As a result, some Uldanni still show vestiges of the lost powers of their ancestors... but others are born with terrible curses and malformations, a consequence of excessive inbreeding.

Those with a particularly mighty strand of Teng blood at times develop unique sorcerous abilities related to their forebears. Among other things, this allows them to use the Teng relics found across Uldann and the universe. It’s in fact this power that allows them to keep their city, a complex marvel of arcane engineering, from plummeting to the ground by gravitational law.



TENG ARCANOCYPHER

Wondrous Item, Varies (requires attunement by a wizard)

“All magic is the same, in the way all energy is the same – heat can be motion, if properly converted. So too the arcane can be divine, and all eight schools are one and the same in the hands of a worthy mage.”

Teng Arcanocyphers are rare across the universe, but relatively common within Uldann, as there are craftsmen who still preserve the knowledge of how to make them. They are wired to transform magical energy with near-zero slippage. With a properly calibrated Arcanocypher, a wizard can cast healing spells, or a cleric conjure a meteor storm...

Every Arcanocypher is wired to transform incoming energy into a specific spell or custom magical effect, essentially granting an attuned creature the power to cast its magic in exchange for spell slots of any spellcasting class. Thus, an Arcanocypher wired to cast *Fireball* will absorb a 3rd level spell slot (or, optionally, an equivalent magical resource, up to the DM’s discretion) to function.

All normal rules of spellcasting, including action expenditure, are followed when using the Arcanocypher. A *rare* Arcanocypher can be wired to cast spells or magical effects up to 3rd level – this is its minimal rarity. Each rarity tier above that unlocks two more levels (up to 5th for *very rare*, up to 8th for *legendary*). Arcanocyphers that can be wired to cast spells of 9th level are unique and powerful enough to be considered *artifacts*.

A creature proficient with Tinker’s tools can attempt to rewire an Arcanocypher by casting the spell they want it to replicate on the central console, and then rolling a Dexterity (Sleight of Hand) check with a DC of 10 + the level of the spell being wired in. On a success, the Arcanocypher is wired to cast that spell. On a failure, its circuits are obstructed for the next 24 hours, after which it returns to the function it had before the failed rewiring attempt.

TENG BLOODLINE

Sorcerous Origin by Ariadne's Codex

"Arcana is in the blood of the Teng, much like benevolence is in that of angels, and tyranny in that of devils."

ARCANE SIGHT

At 1st level, your sight is blessed with your ancestors' natural grasp of the magical world. You can see normally in darkness, both magical and nonmagical, to a distance of 30 feet. If your race has the *Darkvision* trait, this special sense has its range instead. When you reach 6th level, your Arcane Sight evolves further. While conscious, you are permanently under the effects of *Detect Magic* (5e SRD).

PROMISE TO THE FALLEN

Also at 1st level, a promise of your Teng ancestors awakens and stirs within your heart. Choose one of the following options. You can cast the corresponding spell once between rests without expending a spell slot.

Promise of Balance: Your Teng ancestor promised to uphold justice and equity in the universe. You learn the *Protection from Evil and Good* spell (5e SRD).

Vow of Law: Your Teng ancestor vowed to battle chaos as a bulwark of law. You learn the *Command* spell (5e SRD).

Oath of Freedom: Your Teng ancestor swore to defend the fundamental freedoms of all sapient beings. You learn the *Longstrider* spell (5e SRD).

Pledge of Protection: Your Teng ancestor pledged to protect the defenseless against the machinations of evil. You learn the *Shield of Faith* spell (5e SRD).

Assurance of Plight: Your Teng ancestor swore to become stronger through hardship, and to inflict it upon others to spur their own growth. You learn the *Inflict Wounds* spell (5e SRD).

TENG MORPHOLOGY

At 14th level, your body and soul undergo a profound transformation as your connection to your Teng ancestry strengthens, functionally turning you into a half-teng. You gain the following benefits:

- Your natural ability score cap increases by 2.
- You have an additional attunement slot.
- You can cast your *Promise to the Fallen* spell at will.

AVATAR OF ANCESTRY

At 18th level, you gain the ability to momentarily manifest yourself as a full Teng using a bonus action, gaining the following benefits for 1d4+1 turns. Each of your ability scores increase by 4, you can cast spells of 4th level or lower without expending spell slots, your spell attacks have advantage, and creatures have disadvantage on saving throws against your spells. Once you use this feature, you gain a point of exhaustion and can't use it again until you finish a long rest.



I

The Trading Spire





TRADING WITH THE HEAVENS

Uldann, much like all the floating cities of the past, carves a path through the skies, and frequently stops along the way, with the intent of trading with the locals.

Cities great and small across the material plane do their best to maintain good diplomacy with Uldann, as even a short visit from the Last Bastion can deeply bolster their mercantile economy.

Lately, however, Uldann has been doing less and less of these visits. The fall of Imrath has something to do with that, no doubt... but still, they need all kinds of fuel and minerals to keep their floating city... well, floating. And so, they are obligated to stop by mining enclaves, at least.

That is where you wait for a few days, eager to trade goods with the heavens. And eventually, Uldann breaks through the horizon, drifting slowly towards you. Hours later, the teleportation beam is set... it's time to see what the Last Bastion looks like.

A SPIRE FOR STRANGERS

The citizens of Uldann always had a way of making strangers feel like they don't belong. A certain hauteur, a smugness – like they are humoring you by allowing you to visit their illustrious city, as if their very presence before you is an act of charity.

But what you come to find in your current visit is something else altogether. The teleportation circle has been rewired, and now doesn't transport you to the city proper, but to one of the gravitational support pillars, upon which a small trading spire has been recently built. A psionic message is quick to dispel your confusion.

“Visitant. Precautionary decrees have been proclaimed by the honorable senate of Uldann, barring the entry of non-citizens to the city. You are welcome to conduct your business within this spire, but trespassing further will result in exile or imprisonment. Communicate with a Red Custodian officer if you wish to request an exception.”

How fast things are changing since the fall of Imrath... By the looks being cast upon you by many of the locals, you doubt this is the last you'll see of these new “policies.”

THE CITY BEYOND REACH

Beyond the spire and open-air market you seem to be confined to, you see the towering shape of Uldann, revealed in all its splendor by the morning light. A magnificent city, to be sure... You wonder how difficult it could be to snatch a Writ of Exceptional Passage from the Red Custodians. It'd be a shame if you weren't allowed to see the best parts of Uldann, after paying that pricy teleportation fee...

PROWLING CUSTODIANS

All around the market you see them, figures in blood-red cloaks, covered in fine metallic armor from head to toes, looking equal parts graceful and deadly. Formerly, these elite warriors would only be found around the senators of Uldann, tasked to shield them from foreign influence of all kinds, from bribery to poisoning. As such, they are counter-espionage savants, well trained warriors, and dispassionate killers.

They are not subordinates to senators, like common bodyguards, but an independent organization tasked with acting in defense of Uldann's sovereignty and self-governance. The current chancellor, Zephrahim, began his career in the Red Custodians, and now that he finds himself at the very cusp of city politics, he's expanded their jurisdiction far beyond that of a counter-espionage force. Now, they're a secret service of sorts, with a hand in every part of public and private life. All of this is temporary, of course – an emergency measure instilled after the fall of Imrath, Uldann's last standing sister city.

BUSINESS NEVER RESTS

Despite the climate of political unrest, the traders of the spire seem quite unfazed. The show must go on, it would seem, and if you're a citizen who conducts trade with strangers, making your way to the spire is barely an inconvenience.

You hear it in conversations, almost nonchalantly spoken: "well, it's only a minor setback, and if it helps keep our city protected..."; "sales are a bit down, but at least the market's all in one place now – quite convenient!"; "maybe this isn't such a bad idea, strangers should come here on *our* terms".

They are happy to sell you things, still, but you get the impression that they would not mourn your business much, if you were permanently barred from entering the city. Scary thoughts, if this is how you make a living.



CAPABLE CITIZENSHIP

Elven and Teng bloodlines combined, when not catastrophically warped by inbreeding, yield individuals with almost incomparable arcane potential. Consequently, many in Uldann grow up to be renowned sorcerers, wizards and even warlocks of ancient Teng who've crossed the veil into demi-godhood.

Even those who don't seriously delve into the arcane arts can be expected to be natural casters, more talented than many apprentices in academies across the material plane. With a little luck and preparation, a random citizen of Uldann could take on almost any militiaman from a surface nation and come out on top.

UNIVERSAL SUBRACE: TENG SCION

The Teng have left a massive mark upon the universe, one that goes far beyond Uldann and the defunct Impero Celerian that fabricated the Last Bastion's engine, an age and a half ago.

Members of any race can have traces of Teng blood, as almost all humanoids have distant Teng ancestors, a fact that the Uldanni don't care to admit, preferring to consider themselves uniquely special, even if *technically*, their law allows any creature with Teng or elven ancestry to apply for citizenship of the floating city.

TENG SCION TRAITS

All creatures with Teng blood share certain traits as a result of the blessings imparted by the Gods upon their ancestors.

ABILITY SCORE INCREASE

Your Charisma score increases by 1.

GREATER LIFESPAN

Your race's natural lifespan is doubled for you, as your Teng ancestry slows aging.

TENG MAGIC

You gain the *Magic Initiate* feat, but you can choose spells from any spell list instead of being limited to just one. Charisma is your spellcasting ability for these spells. Their influence is yet minor... if only there was a way to tap into it.

BLOOD OF ANTIQUITY

You have advantage on ability checks and saving throws made to investigate, use or protect yourself from magical artifacts and machinery.

Constructs and circuits of Teng origin, depending on their state of dereliction, may still respond to your commands.

ULDANNI CITIZEN

Medium humanoid (elf), any alignment

Armor Class 13 (cloth armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Persuasion +5, Performance +5

Languages Common, elvish, teng and one other language

Challenge 2 (450 XP)

Uldanni Ascendance. The Uldanni Citizen cannot be *charmed* by magic and has advantage on saving throws against spells or magical effects that would displace it or alter its form.

Spellcasting. The Uldanni Citizen is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): mending, ray of frost, message, mage hand

1st level (4 slots): color spray, chromatic orb, sleep

2nd level (3 slots): alter self, gust of wind

3rd level (2 slots): call lightning, fly

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 2 bludgeoning damage.



CONSTRUCT MASTERY

AS THEY ARE FOND OF REMINDING STRANGERS, THE Uldanni are inheritors of a great deal of techniques and magics that are lost to most other mortals. Among them, the crafting of fully sapient constructs is one of the most impressive and philosophically complex.

Was it truly ever meant for mortals to create their own sort of sentience? Does demise lie at the end of this road? These topics are often debated in the Uldanni senate, but no consensus is ever reached. To their credit, Uldann provides such advanced constructs the best home the universe holds for beings of their nature. Upon proving their sentience, an Uldanni construct is immediately re-categorized as a free citizen instead of an object that can be owned and sold.

Such a legal framework is unheard of anywhere else, even in the places where sentient constructs are more or less commonplace, such as the Nova Cluster. It is unfortunate that these sapient automatons have, for the most part, inherited the prejudice of their creators toward foreigners, and most recently, toward any who lack Elvish *and* Teng blood.

FROM "GARAS' LOG OF EXPLORATION", EP-3

An uncomfortable truth? Metal, stone and energy can replicate life quite uncannily. One would even say... there's no substantial difference between a very advanced construct and an organic brain. A great craftsman can even fashion an artificial soul, often called proto-souls, allowing their creations (or should I say offspring?) to use magic items and receive divine blessings. Interesting, is it not? To wonder, if we all are, in fact, constructs. After all, the theory of spontaneous generation of life remains unproven, after all these centuries...

The difference between a basic construct and those of Uldanni make is merely a matter of precision. Teng circuitry is finer, more accurate, and much more compact than what is found elsewhere in the universe. Fine, accurate and compact... much like the neural pathways of "regular" life.

Threadmaster Fallow never did stop mocking me for espousing these theories. I posit that his reluctance to consider them is a product of the fact that constructs can already replicate humanoids quite uncannily, whilst ancient dragons such as myself are a deal more complex. In other words, his pride is in the way of his understanding. This is not to say I am safe... with colossal investment, these clever Uldanni could conceivably make a construct of draconic intelligence – if not superior.

IN EVERY STREET CORNER

Despite all the progressivism regarding automaton sentience, most constructs made within Uldann fall short of the “sapient” mark, at least according to the senatorial commission in charge of judging such things. In recent times, very few constructs have been granted Uldanni citizenship, as standards are raised year by year. Cynical tongues claim this is because of financial and political pressure from construct manufacturers, unwilling to lose their leashes of servitude, but still wanting the benefits of clever slaves – or servitors, we should say.

The streets of Uldann are teeming with mechanical serfs, provided freely by a variety of manufacturing conglomerates, tasked to perform miscellaneous tasks for any and all citizens. This keeps the public opinion favorable to them, and bolsters general quality of life. And all at the negligible cost of slight moral ambiguity!

If you’re a foreign visitant, it’s tough luck for you. As you’ll come to find, you scarcely have more rights than these mechanical servitors, who only respond to the requests of citizens.

Exceptions? Why, yes of course. There are three things that might make a citizenship-less individual a bit more welcome in Uldann: cold hard coin, political station in an allied settlement, and Elven or Teng ancestry (preferably, all of them).

CIRCUIT SERVITOR

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 14 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (-)	13 (+1)	10 (-)	14 (+2)

Damage Vulnerabilities lightning

Damage Immunities poison, necrotic

Condition Immunities poisoned, frightened, charmed

Senses darkvision 60 ft.

Languages speaks the languages of its creator

Challenge 1/2 (100 XP)

Teng Circuitry. The delicate arcano-electric systems that power the Circuit Servitor are susceptible to violent shocks of energy. It has vulnerability to lightning damage. If lightning damage brings the Circuit Servitor to 0 hitpoints, its battery bursts in a minor arcane explosion. Creatures within 5 feet of it must make a DC 12 Dexterity saving throw, taking 10 (4d4) force damage on a failed save, or half as much on a successful one.

Arcane Nature. The Circuit Servitor has advantage on saving throws against spells and other magical effects.

ACTIONS

Circuit Taser. *Ranged Weapon Attack:* +3 to hit, range 20 ft., one target. *Hit* 3 (1d4 + 1) lightning damage, and the target is unable to take reactions until the end of its next turn.

Help. The Circuit Servitor uses the *Help* action to aid a friendly creature within range.

THREADNOTES: QUALIFIED VOTING

Democracy is a gorgeous idea that many civilizations have flirted with, at one time or another. Here in Uldann, they have an interesting version of it. Topics regarding elections, defense and war are the only things that all senators, whom are in turn elected by the citizens, vote for. The rest are voted for in senatorial commissions: for example, matters relating to industry are within the purview of the industrial commission, which is composed of senators that have a proven background or qualification within that sphere.

The benefits of this method are evident in matters of efficacy and suitability of the senators, but there are also problems. Namely, it leaves legislation in the hands of those likelier to benefit from the laws they promulgate. Certain commissions work well, and look out for balance and the common good. Others are no more than a corrupt amalgamation of self-interested “specialists.”



MECHANICAL COMPANIONS

The Uldanni make constructs to alleviate almost every burden less advanced races must face with the sweat of their brow: from loading merchandise onto a shop stall to guarding their homes, passing through delivering messages, they have an automaton to assist them.

Almost all Uldanni citizens own at least one *Circuit* brand construct, the cheapest and most popular make in the city. If you are looking to get your hands on one, best have a citizenship handy. By decree of the Senate, Uldanni constructs cannot be sold to foreigners... protecting industry secrets and the such.

FROM “EXAMINATIONS”, SECTION 33-S

It’s interesting how very different mortals in very different environments arrive to the same conclusions – and the same mistakes. Runo may call me an unhinged collectivist for saying this, but the vehemence with which industrialists cling onto their manufacturing secrets is rather... backwards.

To be published in a prestigious grimoire is a high honor in a mage’s career, and thus we all evolve our knowledge and ability together, with only our talent and dedication as a limitation. Hoarding breakthroughs instead of sharing them is a bad deal for everyone – even for the hoarders, as it limits the development of new breakthroughs based on the previous one.

But I’m not “the Astral Sea’s first billionaire”, so what do I know? Perhaps the Uldanni and the Lyntasians are right in their... mercantile zealotry.

– **Guilliam Fallow, Threadmaster of Arcana & Science**

CIRCUIT HOUND

Small construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 14 (3d6 + 3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (-)	14 (+2)

Damage Vulnerabilities lightning

Damage Immunities poison, necrotic

Condition Immunities poisoned, frightened, charmed

Senses darkvision 60 ft.

Languages speaks the languages of its creator

Challenge 1 (200 XP)

Teng Circuitry. The delicate arcano-electric systems that power the Circuit Hound are susceptible to violent shocks of energy. It has vulnerability to lightning damage. If lightning damage brings the Circuit Hound to 0 hitpoints, its battery bursts in a minor arcane explosion. Creatures within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (3d4) force damage on a failed save, or half as much on a successful one.

Arcane Nature. The Circuit Hound has advantage on saving throws against spells and other magical effects.

Guardian Construct. The Circuit Hound’s bite can be made more lethal by feeding it an elemental energy core (lightning, acid, fire, or cold) worth 15 G.P, which can be purchased at most Uldanni markets. After being fed, the Circuit Hound deals 2 (1d4) extra damage of the chosen type with its *Bite* until it takes a long rest.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) piercing damage, and the target is grappled (escape DC 13).

Ward (1/day). The Circuit Hound casts the *Alarm* spell (5e SRD) innately, typically by order of its owner. If the alert is mental, both it and its owner can hear it if triggered.



CIRCUIT CAT

Small construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 11 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (-)	12 (+1)	10 (-)	14 (+2)

Damage Vulnerabilities lightning

Damage Immunities poison, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft.

Languages speaks the languages of its creator

Challenge 1 (200 XP)

Teng Circuitry. The delicate arcano-electric systems that power the Circuit Cat are susceptible to violent shocks of energy. It has vulnerability to lightning damage. If lightning damage brings the Circuit Cat to 0 hitpoints, its battery bursts in a minor arcane explosion. Creatures within 5 feet of it must make a DC 12 Dexterity saving throw, taking 10 (4d4) force damage on a failed save, or half as much on a successful one.

Arcane Nature. The Circuit Cat has advantage on saving throws against spells and other magical effects.

Assistant Construct. The Circuit Cat can carry two small objects: one within its jaws and one tangled within its tail. It has the dexterity to activate objects it is carrying, should it be ordered to. But sometimes it does it of its own volition...

ACTIONS

Electrotail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d8) lightning damage, and the target cannot take reactions until the end of its next turn.



CIRCUIT FALCON

Small construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 14 (3d6 + 3)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	12 (+1)	12 (+1)	14 (+2)	8 (-1)

Damage Vulnerabilities lightning

Damage Immunities poison, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft.

Languages speaks the languages of its creator

Challenge 2 (450 XP)

Teng Circuitry. The delicate arcano-electric systems that power the Circuit Falcon are susceptible to violent shocks of energy. It has vulnerability to lightning damage. If lightning damage brings the Circuit Falcon to 0 hitpoints, its battery bursts in a minor arcane explosion. Creatures within 5 feet of it must make a DC 12 Dexterity saving throw, taking 10 (4d4) force damage on a failed save, or half as much on a successful one.

Arcane Nature. The Circuit Falcon has advantage on saving throws against spells and other magical effects.

Hunting Construct. The Circuit Falcon has advantage on Wisdom checks to track prey. Additionally, it does not provoke opportunity attacks when flying in or out of an enemy's range.

ACTIONS

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 7 (1d4 + 5) piercing damage, and the target's speed is reduced by 5 feet for the next minute. Can stack up to three times.

TENG WARDING SPHERE

Within Uldann, a matter as vital as security is not left to the fallible minds of mortals. Instead, the unique Warding Sphere constructs, if they can even be called that, are manufactured and installed to act as overseers in locations of high import: guard barracks, treasure vaults, and even the mansions of the wealthiest citizens of Uldann.

EXPENSIVE INSTALLATIONS

In essence, a C.W.I is a static construct intelligence that controls a variety of devices placed around the location it is meant to protect. For security, the stone core is typically located deep within the area, in a basement or high tower – if it is disabled, the entire security system falls apart. Different rooms have different security needs, hence C.W.I systems are modular. The more appendixes you install for the central core to control, the more expensive it gets – and the upkeep...

PSIONITE CORE

A sphere that can only be made out of a rare mineral called Psionite, the sole material that can act as both a psionic *and* arcane conduct. It is an object with an AC of 20, 180 hitpoints, immunity to slashing and piercing damage, and resistance to all other damage except force and lightning. It shares these resistances and immunities with all other appendixes, unless otherwise stated. It can be bound to up to 12 appendixes, which it controls. It cannot be said to be sentient, but not just an object either – something in the middle. Something blasphemous, some would say.

Constructs can also be bound to the Central Core, granting it complete control over them. They still act on their own initiative count, however, but doing the bidding of the Warding Sphere.

APPENDIX: SENSORY PORT – AC 14, HP 10

For security reasons, sensory ports are typically hidden (Perception DC 18). There are many types of sensory ports: sonic (blindsight 60 feet), pressure-based (tremorsense 30 feet), and less commonly, arcane (darkvision 120 feet). Sensory ports are vulnerable to thunder damage.

APPENDIX: DISPLACER – AC 20, HP 35

A mostly non-lethal alternative to deal with intruder. At initiative count 20, if the Central Core can detect targets within range of the Displacer (30 feet), it can fire a teleportation beam at one of them (+8 to hit). On a hit, the target must succeed on a DC 16 Charisma saving throw or be teleported to an unoccupied space within 10 feet of another displacer – most often, a cell accommodated for this purpose.

Displacers can also be used to transport security constructs to the location of intruders.

APPENDIX: SHIELD GENERATOR – AC 20, HP 50

One of the toughest appendixes for would-be infiltrators to deal with, the Shield Generator can create a barrier of arcane force, as per the *Wall of Force* spell (5e SRD). When intelligently placed, Shield Generators are a better safeguard than any turret of disintegration or displacer trap. If cut off from their central core, they instantly shut down, however...

APPENDIX: BLAST TURRET – AC 20, HP 35

Almost always found near a sensory port, this appendix can fire bolts of arcane force at intruders within a range of 90 feet. At initiative count 20, if the Central Core can detect targets within range of the Blast Turret, it can cast the *magic missile* spell (5e SRD) targeting them. Some rooms are guarded by many Blast Turrets.



WELL, LOOK WHAT THE CAT DRAGGED IN...

Y'must have some serious coin, if the custodians r' letting you in. Bloody luck, just so happens I got me some inventory I'm trynna sell. And if y'are not in a position to ask questions 'bout origins... all the better.

But where's me manners... S'good to meet ya. Name's Kadir, but they call me the jeweler. Peruse my gems all you like, but ask if y'wanna touch somethin'. Ya wouldn't want to activate my countermeasures 'gainst thievery, now would ya? Lemme tell ya, ain't no man ever stole from the jeweler and got away with it. Uldanni or otherwise. Now, y'all gonna purchase me somethin', or am I just wastin' time 'ere?

Oh, if y'ever make it out this lil' spire... Ask for me in the lower levels, 'round the city engine. Somethin' tells me ya might be a useful associate to have, and I's got plenty-a-job for strangers lookin' to earn a plate o' food. Y'all will come to find the "Last Bastion" is more than jus' pretentious asswipes, if'n ya know where to look. Yea, I don't really like that new name Zephrahim and his goons been usin'. Wha's wrong with jus' Uldann? Eh, these philosopher types... never could stand 'em.

NIGHTINGALE PENDANTS - 5.000 GP

Wondrous Item, Rare (requires attunement)

These beautiful pendants bear resemblance to both feathers and teardrops. The symbology it could have is lost, as its current owner claims they're just purple beetles. Kadir seems to be wearing a very similar pair... perhaps he knows more than he's letting on, judging by his knowing smile.

The Nightingale pendants have ten charges. While attuned to them, you can expend one charge to ignore a spell's verbal and somatic components (as per the sorcerer's *subtle spell* metamagic option), two charges to cast the *darkness*, *pass without trace* or *silence* spells, or four charges to cast the *invisibility* spell.

The pendants regain 1d4+1 charges daily at dawn.



MONOCLE OF BLINDSIGHT – 6.500 GP

Wondrous Item, Rare (requires attunement)

This apparatus is much more impressive than its name suggests, combining a wearer's sense of hearing with their sight, creating a sonic-based visual projection within its lens. It's a complex neuro-arcane device, but in layman's terms, it allows an attuned creature to have 360 degree vision that relies on their hearing. It does need to be installed in a very uncomfortable surgical operation, unfortunately...

While attuned to the Monocle of Blindsight, you gain *blindsight* out to a range of 120 feet all around you. You can perceive with perfect visual clarity in that range but you do not see color. Additionally, you have advantage on Wisdom (Perception) checks that rely on hearing. A set of rough-looking runes have been carved into one of the sides of the monocle. A recent addition, no doubt – they allow you to cast the *scrying* spell once per day (spell save DC 15). You lose all of the monocle's benefits (except the spellcasting) if you are *deafened* or *blinded*, as this neural apparatus needs both senses to function. A useful thing to know, should you ever cross paths with a creature using it...

TIME'S JUDGEMENT – 10.000 GP

Wondrous Item, Very Rare (requires attunement)

This impressive-looking pocket watch is intricate in both a mechanical and a magical sense, a fascinating combination of divine incantations and precise arcane circuitry. While attuned to it, you can use an action to target a creature you can see within 60 feet of you. They must succeed on a DC 17 Charisma saving throw or be *on trial* for the next 30 seconds (5 rounds), a floating golden orb hovering ominously above their head. When the 30 seconds elapse, the target takes 5 (1d4 + 2) radiant damage for every attack or damaging spell used while *on trial*. If the target takes 23 (5d4 + 10) damage or more in this way, they must succeed on a Constitution saving throw (DC 17) or be *stunned* until the end of their next turn. The magic fails and is dispelled if the target and the watch are in different planes of existence, or if the creature attuned to it dies or falls unconscious. Once you use the watch's magic, you cannot do so again until you finish a short or long rest.

Cursed Item: When you activate this item, there's a 5% chance it will target you with its scrying sensors instead of the creature you designated, making you the recipient of the holy punishment when the 30 seconds elapse.





CIRCLET OF ASTRONOMY

Wondrous Item, Legendary (requires attunement) – 85,000 GP

Wearing a magical replica of the nine great planes of existence and their moons and demiplanes is just the kind of hubris you should expect from the Uldanni elite, though there's no denying the power they command – this circlet is proof of that.

The Circlet of Astronomy is a tremendously powerful conduit for planar magic. While attuned to it, you cannot be banished or transported to another plane of existence against your will. Additionally, you can cast the following spells using the circlet's magic, expending no material components (spell save DC 19):

5/day: banishment, conjure woodland beings, conjure minor elementals

3/day: conjure elemental, contact other plane, commune with nature

1/day: planar ally, conjure fey, plane shift

Whenever you cast a spell using the circlet, roll 1d20. On a 1, one of the circlet's beads breaks, and the circlet is forever unable to cast that spell again. Only a *Wish* spell or divine intervention can restore broken beads.

FROM "ARIADNE'S JOURNAL", PAGE ???

Well, this is perplexing, darling. How did this jeweler fellow end up with this insanely powerful item? This one I know very well, like the crinkles of my own brain – as I should, I made it myself! It was a gift for one of my students, long ago. Promising, but absolutely hopeless in battle... I thought some otherworldly summons might help him. Hope he's alright, that cheeky bastard. Can't believe he pawned my gift!

Well, what are you waiting for? Buy it, dear! Or steal it, for all I care. I attest to its wondrous capabilities!

–Ariadne Stringweaver, Regent of the City of Strings

THE LAST MOONSILVER

Wondrous Item, Artifact (requires attunement) – 120,000 GP

One of the greatest and oldest Teng kingdoms was said to be located in a silvery moon that orbited the Astral Sea, until a conspiracy by agents of the Enemy saw it be swallowed by the outer chaos beyond the veil of reality. Artifacts made using moonsilver, a precious resource only the Teng knew how to shape, are the only thing that remains from that civilization. And, in typical Teng fashion, they're powerful beyond belief.

While attuned to this item, you gain a +1 to all your ability scores, increased to +2 if the moon (or equivalent astral body) is out in your plane of existence. Your critical range against aberrations and lycanthropes becomes 17-20 unless it is already greater, in which case it is improved by 1. All of your weapon attacks or unarmed strikes are considered silvered.

The true power of the Last Moonsilver, however, is to conjure the legendary Moonsilver Envoy, an avatar of the lost Teng moon, which can be summoned to fight by the side of the holder of this amulet as an action. The avatar lasts until you recall it or it is killed. If you recall it, you can summon it back with its remaining hitpoints and resources, but you must finish a long rest before summoning it if it is killed. Regardless, it always regains all lost hitpoints and spent resources when you finish a long rest.

The Moonsilver Envoy is a CR 11 celestial that will be friendly towards its summoner, except if they are collaborating with lycanthropes or aberrations, in which case it will turn hostile, and refuse to appear again if felled.





MOONSILVER ENVOY

Large celestial, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (17d10 + 21)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+5)	22 (+6)	16 (+3)	14 (+2)	20 (+5)	13 (+1)

Saving Throws Dex +10, Con +7, Wis +9

Damage Resistances slashing, bludgeoning and piercing from non-magical attacks

Damage Immunities radiant, cold

Senses darkvision 240 ft., passive Perception 15

Languages understands Teng and Primeval but doesn't speak

Challenge 11 (7,200 XP)

Hybrid Being. The Moonsilver Envoy is considered both a celestial and a dragon, and is affected by abilities that target either creature type.

Of Moonlight. The Moonsilver Envoy is immune to radiant and cold damage, and its physical attacks deal radiant damage instead of bludgeoning, piercing or slashing.

Flyby. The Moonsilver Envoy doesn't provoke opportunity attacks as a result of flying in and out of an enemy's reach.

Moon Avatar. If lowered to 0 hitpoints, the Moonsilver Envoy dissipates into silvery mist. Its soul returns to the Last Moonsilver amulet, where it must reform until its wearer finishes a long rest.

To kill it permanently, the amulet must be destroyed by a source of negative energy capable of dealing 114 damage to the amulet in a single round. The amulet is immune to all damage except force.

ACTIONS

Multiattack. The Moonsilver Envoy makes two attacks with its talons and one with its tail swipe.

Talons. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (2d4+6) radiant damage.

Tail Swipe. Melee Weapon Attack: +10 to hit, reach 15 ft., two creatures within 10 feet of each other. Hit: 13 (2d6 + 6) radiant damage, and the targets must succeed on a DC 18 Strength saving throw or be knocked prone.

Moonlight Breath (1/day). The Moonsilver Envoy exhales radiant moonlight in a 30 foot cone in front of it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 44 (8d10) radiant damage and losing all damage resistances on a failed save, or taking half as much damage and not losing resistances on a successful one.

Aberrations and lycanthropes roll this saving throw with disadvantage, and gain vulnerability to the following damage types on a failed saving throw: radiant; fire; piercing, slashing and bludgeoning from silvered weapons.

REACTIONS

Graceful Evasion. The Moonsilver Envoy adds 1d4 + 6 to its A.C against an attack that would hit it, potentially causing it to miss. The Moonsilver Envoy must be able to see the attacker to use this reaction.



S'BOU TIME I GET LOST, EH?

*“Y'all see the gal walking briskly o'er to us?
With the armor n' shite? It's Andromeda,
and I ain't stayin' to see what the hell she
wants. G'luck, stranger friends.*

*If'n you make it outta this one, remember to
come see me. Ain't no one checkin' for
permits down in me turf.”*

With those last words, the friendly shady jeweler hastily wraps up his assortment of goods inside a colorful rug. You see his purple pendants shine for a moment as he turns magically invisible, and as advertised, gets lost.

The woman clad in bronze armor, red cloak and full helm keeps approaching, unbothered by your associate's brisk escape. Perhaps she enjoys knowing she's feared...

Or perhaps you're the only mark she cares to hunt today.

A SUSPICIOUS AMOUNT OF RUNES

To an experienced arcanist or mage, the runework of the items sold by this “jeweler” may stand out as odd, unconventional, or even unseemly. They feel heavier, more charged with arcana than their enchantments would suggest. A character taking a closer look at the functioning of each rune and connection can notice the following things after rolling an Intelligence (Arcana) check. If they don't meet the minimal DC of 10, nothing stands out to them. A creature that rolls a high enough check to notice more than one effect understands them one at a time, from the easiest to the most difficult, appearing to them as a series of increasingly horrifying revelations.

DC 10: All of these items have unnecessary conjuration runes carved into them, some plain and some hidden. They are wired to magically teleport back to Kadir in the event of the wearer's unattunement or death. Cheeky.

DC 16: These items have been under a noticeable amount of arcane strain, much higher than what their power warrants, like a magic focus utilized to cast spells beyond its ken. These items have been used *and transformed* in a very powerful set of mysterious rituals.

DC 22: These items have a very well hidden Teng scripture of immense dark power. In the event of a wearer's death, it will not only teleport back to Kadir, but it will also trap the soul of the dead wearer and bring it along with it. They are soul cages, disguised as wondrous items...

DC 30: These items have a deeper purpose, as noted by a very complex arcane architecture that hints towards two effects: the stasis of undeath, and the preservation of souls. These items... fascinating and horrifying variants of a phylactery, broken down into many pieces that play the part of obtaining the souls it requires to function. Kadir is secretly a very capable lich, or is in service of one.

HALT, STRANGER

You are to present your peripheral permit for passage within the outer layer of the trading spire. Do not waste our time.

No, that is not the document I am looking for. That is your visitant permit, which, I see now, is outdated. A new legislation has been passed this morning requiring an official seal of approval.

What you have right there is not a seal. It's a signature. Very easy to forge. You are missing the seal, stranger. Show me the seal.

You don't have it? That doesn't surprise me. Your kind sure like to think you are exempt from consequences. Well, I am sorry to inform you, but we are a civilized people. We follow rules. That is how we survive.

Not only do you not have the peripheral permit, but you also lack the proper documentation for even setting foot in our illustrious city. You will accompany us to the detention center. You will be questioned.

It's not fair, you say? Oh, stranger. Are you attempting to resist arrest? I'm afraid that is not acceptable. Guards!





CUSTODIANS AT THE SPIRE

An encounter to introduce Uldann's politics, an antagonist, and a very helpful ally.

Uldann is a divided city, and the players, just like all other strangers within the Last Bastion, are the point of contention. The senate is going back and forth with increasingly extreme laws concerning any creature that does not have Teng and Elven blood. The party is caught in this crossfire.

This encounter is meant to be an introduction to the rest of the adventure laid out in this sourcebook. It presents Praetor Andromeda, a recurring antagonist that will fight the party several times in their journey; and Senator Vatha, a helpful hand for the players and one of the main dissidents of Zephrahim's xenophobic policies.

With her help, the party will delve into the world of Uldann's philosophic war. Perhaps, if they are skilled enough, they may be able to change the course of history, and avoid the great disaster that looms on the horizon.

Praetor Andromeda, on the other hand, is hell-bent on showing her sister, who just so happens to be Senator Vatha, that Uldann will not survive if they don't take action against what she perceives to be the threat: foreigners.

PREMISE

The xenophobic Red Custodians have stopped you in the street, barely three blocks from the main square. You are new to the city, but even you know something fishy is going on. Have the guards been following you? Did they target your party for a reason? Or are they just waiting in the shadows, ready to pounce at any unfortunate visitor that strays too far from the square?

One thing is for certain, that permit stuff the Praetor said; it's definitely bullshit. You have everything in order, you barely just arrived! They are looking for an excuse to arrest you. Well, you won't go down easy...

RED CUSTODIAN

Medium humanoid (elf), any lawful neutral

Armor Class 15 (half-plate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	13 (+1)

Skills perception +6

Condition Immunities charmed

Senses darkvision 60 ft, passive Perception 16

Languages common, teng, elvish, and one other language

Challenge 4 (1,100 XP)

Uldanni Ascendance. The Red Custodian cannot be *charmed* by magic and has advantage on saving throws against spells or magical effects that would displace it or alter its form.

Prowess of Mind and Body. Red Custodians are trained exceptionally hard to hone their mind alongside their body. It can add its Intelligence modifier to any attack roll, ability check, or saving throw. After the Red Custodian uses this ability, it must finish a short or long rest before it can use it again.

Combat Doctrine. Red Custodians are taught to fight in small elite groups. At the start of each of its turns, the Custodian can choose one of the following doctrines, lasting until it chooses a different one. The custodian can benefit from a single doctrine at a time, and cannot choose nor benefit from a doctrine if it is incapacitated.

- **Coherency:** while the custodian is within 10 feet of another custodian that is using this doctrine, they both gain +2 to their AC against melee attacks.
- **Press the Attack:** the custodian has advantage on attack rolls against a creature if at least one of the custodian's allies is within 5 feet of the creature. If said ally is another custodian that is using this doctrine, they both score critical hits against the creature on a roll of 19-20.
- **Tactical Movement:** while the custodian is within 10 feet of another custodian that is using this doctrine, they both increase their movement speed by 15 feet.
- **Coordinated Fire:** when the custodian makes a ranged attack against a creature hit by a ranged attack from a custodian using this doctrine, it deals 3 additional damage.

ACTIONS

Multiattack. The Red Custodian makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 3) slashing damage, or 9 (1d10 + 3) slashing damage if used with two hands.

Spear. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 7 (1d6 + 3) piercing damage, or 8 (1d8 + 3) piercing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.



ELITE WARRIORS

The guards in this city, they are not your typical run-of-the-mill retired adventurer nor are they the town's strongman. They are a professional, trained, elite force of elven legionnaires tasked with the protection of the most important people in Uldann. They are the guardians of the senate itself, and by extension, the twenty-one senators.

Or at least that is what you've heard. Now, being slowly surrounded by the custodians on all sides, you wonder what led them to patrol the streets and check for "permits" of all things. Don't they have something better to do? Some elf-lord to... guard?

There are four custodians in total, counting the leader, who appears to be much more skilled than the rest. A Praetorian. You've heard of them, the best of the best. She takes a step back, for the moment, and starts to speak in elvish, or a version of it that you couldn't possibly make sense of.

As they circle your party, like hungry wolves, you begin to understand the mess you are in. They didn't seem to keen on conversation either, so it's not like you could have stop them. They appear to want this fight. You can feel it in their eager steps, in the twirls of their weapons.

What a sick joke. Are these bloodthirsty thugs supposed to be anything other than cold-blooded killers? They do not deserve your respect.

You see the leader give a barely audible grunt, and the fighting begins.

PRAETOR ANDROMEDA

Medium humanoid (elf), lawful evil

Armor Class 18 (plate armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	15 (+2)	11 (-)

Saving Throws Str +7, Dex +9, Int +8, Wis +7

Skills Perception +10

Condition Immunities charmed

Senses darkvision 60 ft, passive Perception 20

Languages common, teng, elvish, draconic

Challenge 11 (7,200 XP)

Uldanni Ascendance. Praetor Andromeda cannot be *charmed* by magic and has advantage on saving throws against spells or magical effects that would displace it or alter its form.

Prowess of Mind and Body (3/day). Andromeda can add her Intelligence modifier to an attack roll, ability check, or saving throw.

Combat Doctrine. See *Red Custodian*.

Military Doctrine. Praetorians are taught the secrets of the battlefield. Andromeda and up to 4 allies within 30 feet can benefit from two different *Combat Doctrines* at the same time. In addition, at the start of each of its turns, Andromeda can choose one of the following military doctrines, lasting until she chooses a different one. She can only benefit from a single military doctrine at a time, and cannot choose nor benefit from a doctrine if she is incapacitated.

- **Hold the Line:** Andromeda and up to 4 allies within 30 ft can choose to have their movement speed become 0 for the round and gain 11 temporary hit points.
- **Divide and Conquer:** Andromeda gains an additional attack against a creature if at least one of her allies is within 5 feet of the creature.
- **Commanding Presence:** Andromeda and up to 4 allies within 30 feet gain +3 to their saving throws.
- **Rapid Fire:** when an ally damages an enemy with a ranged within 30 ft of Andromeda, she can use her reaction to make a single *Dagger Throw* attack against the same target.

ACTIONS

Multiattack. Andromeda makes three weapon attacks.

Chikagetana. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 13 (1d8 + 8) slashing damage plus 11 (3d6) necrotic damage. The necrotic damage dealt by this weapon is subtracted from the target's maximum hit points until they finish a long rest.

Dagger Throw. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit* 7 (1d4 + 5) piercing damage.

Bloody Cross. Andromeda sheathes her katana and imbues it with her blood, dealing 21 (6d6) necrotic damage to herself. She then quickly moves 15 feet and slashes twice in a 15-foot cone in front of her. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) slashing damage plus 35 (10d6) necrotic damage, or half as much on a success. The necrotic damage dealt by this attack is subtracted from a creature's maximum hit points until they finish a long rest.



THE BLOODY PRAETOR

The woman who first addressed you doesn't join the fray immediately. She takes her time, as her subordinates fight tooth and nail against your party. You can feel her eyes on your every movement, as if committing them to memory, even through the chaos of the skirmish.

She slowly removes her helmet, and a cascade of white hair flows out of the tight metal, coming to rest on her tired shoulders. Her face is scarred in a red, messy line that marks her right eye, which does nothing but deepen her strikingly... bloody features.

Her dispassionate face, her calm demeanor, her crimson eyes; a killer, no doubt. You see her unveil a long, profane blade; a bloody katana that seems to drip red from the hilt, teeming with dark and powerful magic.

As you are about to land the finishing blow on one of the custodians, the Praetor steps forward. With incredible skill, she blocks the attack and immediately retaliates.

The custodians seem to rally around her quickly, becoming deadlier for it.

With Andromeda in the fight, the tides turn fast, and you find yourselves overwhelmed. That is... until a figure in white robes makes her appearance.



VATHA

The Senator

“What is the meaning of this?!” a woman in a white uniform bellows from the street corner, fearlessly marching towards the conflict. As soon as she makes her appearance, the red custodians stop fighting and take a polite bow; all but the Praetor, who seems even more on guard than before.

The woman in white carries herself with such authority you feel compelled to listen to her, even though she is unarmed. She walks right up to the leader of the guards, pointing her finger. *“Are you harassing visitants again, Andromeda?”*



SENATOR, DO NOT INTERFERE

"The Trading Spire is not safe for figures of your caliber. You shouldn't wander alone. As you can see, there are plenty of dangers lurking in the shadows"

Praetor Andromeda's deference towards the newcomer is striking, though her expression doesn't match her words at all. Her eloquent speech is contrasted by her hateful scowl, her red eyes staring right into the senator's soul.

As the woman in white comes closer, you see Andromeda take a step forward, her weapon still drawn. For a second, you think the apathetic praetor could actually swing at the senator. The moment passes, however, and Andromeda sheathes her bloody blade, her eyes never leaving Vatha's.

"I am in the middle of an arrest, Senator. You should move along. Her words are crisp, cold, and beyond anything, profoundly hateful. You feel the Praetor's quiet rage lingering on every syllable. Beyond her collected demeanor, she is furious.

YOU HAVE NO RIGHT, PRAETOR

"These people have broken no code, and done no wrong. You know it. They are guests. Were you about to spill blood on our illustrious streets? Your zealous enterprise is going to ruin our city. Zephrahim has poisoned your mind, sister."

The Senator stands proud, unarmed, surrounded by the custodians. As she speaks, you see the Praetor's guard slowly take a step back. Sister? These two have nothing in common. Their skin tone, their hair, their eyes. They don't seem related at all.

There is a moment of silence, broken only by the winds that blow through the altitudes of Uldann. Then, the praetor averts her gaze, landing on yours. There isn't a single emotion on her stoic face, and yet you still get the message: "this isn't over."

The Praetor lets out a grunt, and the custodians begin to leave after giving a quick bow to the senator, who just nods back, never taking her eyes off her sister's turned back.

AN APOLOGY

The Senator watches her sister leave, then sighs. As she turns to you, she seems conflicted. Even though the danger has passed, her eyes dart around, before settling on you and your party.

"I extend my deepest apologies, visitors. My name is Vatha Veral, I am one of the lucky few that run things around here. There is no excuse for what you have just experienced. It is a testament to how very deep we have fallen. Attacked on the streets. What was her reason? What did she say? Tell me everything that happened here. I must know."

You take your time to respond, all the while trying to decipher if this enigmatic elf is your ally or just another hurdle. She was very close to the fighting, after all. Are you completely sure she can be trusted? With a sister like hers, you can't know. It's very hard to know what goes on behind those viridian eyes, after all.

Insight DC 20. A perceptive enough player can feel a profound underlying guilt behind her stoic exterior. She doesn't seem to be listening your account at all: rather, she seems to be thinking on how to make it up to you. She feel personally responsible for the attack. Probably something about her sister.

The Senator waits until you've finished recounting the event before continuing.

"That is... very concerning, to say the least. You should not have been subjected to that. No one should, foreigner or not."

Never in all my years have I seen a more difficult time for our city. You must accept my deepest and most sincere apologies. You are supposed to be under my... under the city's protection, and you were just about to be executed in the street. This is unacceptable."

The Senator paces around, her arms crossed, while you gather yourselves from the skirmish. She looks up at you, after a moment, her expression still unreadable.

"Accompany me, if you will. I must make this up to you. Have you ever seen the inner city? No? Well, you are in luck. If you are willing to escort me back to the Senate, no one will bother you."

In addition, we must record what just happened and register a formal complaint. This is not the first time outsiders are unjustly detained, though it is the first time I've seen the Custodians attempt such a blatant misuse of lethal force. Oh, Andromeda... what on sky are you doing?"



TO THE INNER RING

And so, the party is invited to act as the senator's guards as she returns to the dome, where the senate can be found, within the Inner Ring of Uldann. If they accept, they enter under the protection of Veral and her associates, and the Red Custodians will not harass them further. The adventure continues...

OTHER WAYS

As with all things, there are many ways to enter the Inner Ring of the city. While in the Trading Spire, strangers are tolerated. Inside Uldann proper, however, anyone who isn't an elf has a high chance of being detained by the Red Custodians.

The legislations are getting ever so harsher. Who knows, perhaps it is better to just enter the city by other, more dubious means, rather than trusting a politician. Kadir did say there are many ways to get to Uldann's core. Perhaps it is worth to ask around some more.

II

Beyond the Spire





THE GEM OF ELVENKIND

History has no shortage of legendary cities with millions of inhabitants, with the majority of them living in misery like pigs in a pen. It's not the case of Uldann, which was carefully engineered to ensure the quality of life of its citizens, with abundant greenery and sunlight that reaches every district more or less equally. Arcanely augmented urban agriculture provides plentiful fresh food, and hunting parties scour the nearby biomes for meats and exotic foods. "Seasonal" here takes a whole new meaning, that of the food of whichever region the bastion is currently coursing through.

This nearly unparalleled quality of life is due, in great part, to the philosophical focus of policy, emphasizing the common good as the ultimate objective of politics.

INNOVATIONS BY TRADITION

What do you get when you mix the propensity for philosophy rooted in Uldann, the elven instinct to seek freedom, and the remnants of the computational minds of the Teng? A society that finds liberty in brilliant invention, and uses it to better the standard of living of the entire populace – as long as they are citizens, of course.

Creating a contraption that makes life easier somehow, even if it's a minor invention, or an adaptation of previously developed technology, is something of a rite of passage in Uldann. You aren't considered a true adult until you've collaborated with the upkeep of utopia. Formerly, this was an official requirement for full citizenship. Nowadays, it's more of a symbolic thing, but it's still traditional for senators and public figures to flaunt their inventions, or to attack and criticize those of their opponents.

FROM "COINSEEKER'S PLANAR GUIDE", ENTRY 91

As an immortal master of planar economics, I am often called upon by the senates, councils and tyrants of the universe to help them... balance their accounting sheets, let's say. I am asked: "Runo, what is the best way to run our economy? How do we manage this strange thing called money to benefit our society?"

Lucky for everyone, there ain't no subject matter simpler than macroeconomics! It's just a question of adding and subtracting. Do you produce at least as much as you consume? Do you sell more than you buy? Does your ruling class re-invest economic surplus into bettering society and productivity, or do they squander it in meaningless luxury and corrupt ploys?

I do believe, and I hope you won't think me naive, that anyone with half a functional brain knows which answer to these questions is desirable, and which isn't. This is what I always tell those who ask me for advice in how to economically rule their domains: you ain't got a lack of ideas, you've got a surplus of leeches in power, brandishing elegant and nonsensical theory that ignores the basic principles of arithmetic. Or more commonly, twisting said arithmetic in favor of their pockets.

So, irrespective of if your rulers are corporate, political, or whatever-else-kind they invent next, just do the simple math. If it doesn't add up, maybe it's time to get yourself some new rulers. It's *really* that simple. Follow the money and see where it goes. Up until recently, Uldann seemed to follow this principle rather well... but now, with the fall of Imrath and the spurring of passions, I ain't quite so sure anymore.

—Runo Fylsworth, Threadmaster of Finance



FEATS OF THE BASTION

Life in the floating city of Uldann is submerged in philosophy and art, from the cradle to the tomb, these two spiritual pursuits are considered priceless, and the true meaning of what it means to be sapient.

This lens with which they perceive life has led its inhabitants to develop a set of particular skills and abilities unique to them, represented in the following feats.

PHILOSOPHER

“That something is accepted by society means not it is just. Most societies are, in fact, unjust...”

You have a mind that naturally ponders questions of existence, justice, valor and knowledge. When it's not getting you in trouble, that's a good thing.

- Increase your Intelligence, Wisdom or Charisma score by 1, up to a maximum of 20.
- You gain proficiency in Insight and Persuasion. If you were already proficient, you gain expertise instead.

TENG GENIUS

“A mind can compute better than any construct, if maintained and used properly.”

Your mind is a natural calculator, touched by genetic vestiges of your Teng ancestors.

- Increase your Intelligence by 1, up to a maximum of 20.
- You can see the world in terms of physical forces and mathematical equation. You can calculate trajectories, complex mathematics and even chemical reactions in your head. You have advantage on saving throws against environmental hazards that you can see, and on ability checks made to use arcane or scientific artifacts that you can inspect.

INSPIRED HEART

“Music, philosophy and art... Within them lies what makes this tragedy called existence bearable.”

You have a spirit easily moved by the arts, granting you a wellspring of inspiration to face life that others lack.

- Increase your Wisdom or Charisma score by 1, up to a maximum of 20.
- When you witness a work of art (such as a song, a painting, a statue, among others) for the first time, roll an Insight check with a DC of 14. On a success, you gain *Inspiration*. If you do not play with that optional rule, you can add 1d10 to an ability check, saving throw, or attack roll you make instead. Until you used this bonus, you cannot gain it again.
- You gain proficiency with one set of Tools or instrument of your choice.



IMPROVISED CASTING

“Sometimes, you gotta rewrite some runes to make shit work.”

Prerequisite: wizard or artificer class.

You can remake certain aspects of your spells on the fly, though it doesn't always quite work out...

- Increase your Intelligence score by 1, up to a maximum of 20.
- When you cast a wizard or artificer spell, you can attempt to improve one of its aspects at the cost of another. You can double a spell's range, duration, area of effect, or amount of targets, but you must select one of those categories and divide it by two. A spell cannot be modified so it targets less than one creature, lasts for less than a moment (instantaneous) or has a shorter range than touch.
- Once you modify a spell in this way, you cannot do so again until you finish a short / long rest.

SCION OF A PROMISE

“A vestige of some great, forgotten pact. Use it wisely – it will not last.”

You carry a shard of a great magical promise, made to an ancestor of yours, long ago. It empowers you, but it is brittle...

- You can manifest an echo of the ancient promise as an action on your turn. When you do so, a different effect takes place depending on your character level. You can only use each of these effects once over the course of your character's existence, as the promise is considered fulfilled once you do so.
 - **Level 1-4:** The promise manifests and casts the *Mass Healing Word* spell centered on you (spellcasting ability modifier +5).
 - **Level 5-13:** The promise manifests and casts the *Planar Ally* spell. The otherworldly being is compelled to help you, but is an echo of the past and will fade after 10 minutes elapse.
 - **Level 14 and beyond:** The promise manifests with its full strength before dissipating forever, remaking reality according to your imploration at the DM's discretion. The power of this action is akin to a Cleric's *Divine Intervention*.

THOUGHT BEFORE ACTION

“Measure twice, cut once.”

Prerequisite: 13 Intelligence or higher

Time to think, time to measure, time to plan... Your skill in all walks of life improves dramatically if you can think through every factor.

- Increase your Intelligence score by 1, up to a maximum of 20.
- If you have one minute to analyze a course of action before committing to it, such as examining the burrows on a wall before attempting to climb it, you gain a bonus to the associated ability check equal to your Intelligence modifier.



A LESS ZEALOUS WATCH

Though the Red Custodians have accrued much power in the past years due to their unquestioning loyalty to Zephrahim, the main guard force in Uldann is still comprised primarily of the Amaranth Legions. These violet cloaked warriors can be seen all throughout the floating city, ensuring the proper functioning of the teng society in all its aspects.

ORDINARY TASKS

There is barely any crime in Uldann, barring a few regions in particular. As such, the Amaranth Legionnaires are more citizens than actual soldiers, trained equally in combat as they are in rhetoric and conflict resolution. Most of their duties require them to settle disputes between neighbors, organize events, and maintain the different machines that keep the city running.

The position of Legionnaire is more of a symbolic distinction than anything else. Not a bad thing, *per se* – they still get the job done; but it does make the Amaranth Legion less suited for the difficult tasks that have presented themselves in recent times.

This is not to say that the legion doesn't have a competent combat force; Commander Julius presides over an elite group of about six hundred men and women capable of dealing with pretty much anything. This, however, is nothing compared to the three thousand-men strong force of trained soldiers that nowadays owe allegiance to the Red Custodians.

DWINDLING JURISDICTION

The current tensions that grip the Last Bastion have shown that the legionnaires are not fully prepared to deal with the waves of immigrants coming from Imrath, nor the greater amount of strangers from all over the material plane settling in the Last Bastion.

A particular event where twenty legionnaires were unable to subdue a single powerful criminal, only for a lone Praetor to defeat the killer, pushed the senate to action.

The Red Custodians, whose only job was to oversee the security of senators, were given the task to guard certain... problematic parts of the city, such as the Trading Spire. This only made sense in the minds of many citizens; most had a friend or family member in the Legion, and they didn't want to put them at risk.

This, however, made the Red Custodians into a military force at the whims of Zephrahim in all but name. In a few months of extraordinary budget increases, it grew exponentially from an elite praetorian guard – the best of the best Uldann had to offer – to an unsupervised vigilante force with barely any limitations.

OATH OF EMINENCE

Paladin Oath

Eminence paladins are individuals who swear an oath to uphold the respect and deference owed to their illustrious ancestries. The good natured among them are paragons of ancient customs and preservers of forgotten knowledge, while others may be arrogant warlords in service of cruel traditions – the worst of them, upholders of slavery and conquest.

Uldann counts its fair share of Eminence paladins, being a city that is extremely enamored by its past, and connected to their ancestors in ways that most societies would consider excessive. Irrespective of moral considerations, these paragons of history can manifest a particular kind of divine magic, one often associated to the Mauve Star, a distant celestial body endowed with the divine remainders of Gyreon, the Dead God of Order.

This mauve-colored magic wreathes the blades of Eminence paladins, powers their oath magic, and eventually changes the color of their eyes to an imperious violet.

It would be easy to consider these paladins as chosen of the Mauve Star, and some of them do indeed see themselves as divinely blessed, but that is not the case, strictly speaking. It is the power of their oath that channels the mauve energy, and not the other way around. Gyreon, or what remains of him, has no say in who can channel these powers.



CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Eminent Weapon: You wreath your weapon in purple flames. For the next minute, your weapon gains a bonus to attack rolls equal to your charisma modifier and is considered magical. In addition, when you hit a creature with your Eminent Weapon, they have a 1d4 penalty to the next saving throw or attack roll they make in the next minute. This effect does not stack.

Regal Presence: You harness the pride of your oath, and shine with regal energy for a brief moment, giving your allies a surge of inspiration and a glowing shield of mauve light. Up to four allies within 30 feet of the you gain a bonus of 1d6 to their next attack roll or saving throw and temporary hit points equal to your proficiency bonus + your Charisma modifier. Both benefits last until the end of your next turn.

OATH SPELLS

You gain oath spells at the paladin levels listed.

3rd: *Bane, Protection from Evil and Good*

5th: *Borrowed Knowledge, Hold Person*

9th: *Speak with Dead, Hypnotic Pattern*

13th: *Locate Creature, Banishment*

17th: *Arcane Hand, Dominate Person*

AMARANTH AURA

Starting at 7th level, your presence becomes overwhelming, making those with ill-intent towards you incapable of harm.

Any creature within 15 feet that targets you with an attack or a harmful spell must make a Charisma saving throw after doing so. On a failure, they are incapacitated until the end of their next turn. A creature that succeeds this saving throw or the effect ends for it is immune to your Amaranth Aura until they finish a long rest. This feature isn't triggered by area effects, such as the *fireball* spell.

At 18th level, the range of this aura increases to 30 feet. Additionally, when you use your *Regal Presence* channel divinity, any enemy within 30 feet that has become immune to your Amaranth Aura can be affected by it again.

MAGIC RESISTANCE

Starting at 15th level, you have advantage on saving throws against spells and other magical effects.

EMINENT SOUL

At 20th level, you can use an action to call upon the power of your ancestry to bless you with Eminence. For the next minute, you gain the following benefits.

Limited Magic Immunity: You cannot be affected nor detected by spells of 6th level or lower unless you wish to be.

Eminent Protection: You become resistant to one of the following damage types (your choice): fire, cold, thunder, lightning, and poison.

Breach Space: Once per turn, you can use a bonus action to teleport to an unoccupied space within 30 feet.

Antimagic Smite: Whenever you hit a creature with your Divine Smite, any spells the creature was concentrating on end, as well as any ongoing magical effects bolstering them (such as a *mage armor* spell).

TENETS OF THE EMINENT STAR

Those who manifest Eminence through their oaths have a variety of tenets. In the end, their ideals are highly dependent on the illustrious history and customs they swore to protect and uphold.

The Uldanni, organized as they are, have a particular code, for those that would wield the Amaranth energy in defense of the Last Bastion.

Honor your City. Only the elves of Uldann are blessed by the Last Flame of the Teng. You must protect and honor your birthplace beyond anything else, for that is the purpose of your blessing.

Uphold Order. There is no freedom in chaos. Anarchy dissolves the tissue of society until all the liberty that is left is that of beasts to slaughter one another. Uphold the order for those who will continue your legacy after your passing.

Be Remembered. Ensure your purpose will reverberate through the ages. Protect your legacy by echoing it through your illustrious deeds.

Note: these tenets are demonstrably false. Many other races can become Eminent paladins beyond Uldann, and there is no particular pull towards order over chaos, as the Eminent star is an amalgam of both universal logics.



STALLS & SHOPS

Magic Is For Sale!

Millenary stories of a dozen cultures speak of great heroes, and how they had to make infernal bargains or perform epic quests to obtain their legendary equipment. After all, wondrous items are rare and coveted, not simple merchandise to be bought and sold in specialized shops, right?

Well, that may hold true in most of the material plane – perhaps in most of the universe. But it most definitely doesn't apply to Uldann, where on a good day, you can find magic items being sold in street markets. And they're no low tier, poorly enchanted trinkets either, but professionally made wonders of the weave.

Uldanni markets are certainly something else...

SENATORIAL CLOAK – 6.200 GP

Wondrous Item, Rare (requires attunement)

Only senators are allowed to wear the bespoke white and teal cloaks that are a symbol of undeniable status within Uldann. However, any common citizen can purchase a knock-off – just not in the same color.

While attuned to a Senatorial Cloak, your AC equals 13 + your Dexterity modifier. Additionally, you gain the many benefits it bestows upon those who are meant to serve to public interest.

- You gain a fly (hover) speed equal to your walking speed which you can use for ten minutes between rests. Useful to speak above a crowd...
- You can cast the Thaumaturgy cantrip at will. Useful to make sure the crowd can hear you...
- You have a +2 bonus to Charisma (Persuasion and Intimidation) checks. Useful for all kinds of things, both benevolent and unspeakable.



MAUL OF CONSTRUCT TURNING – 31.000 GP

Weapon (Maul), Very Rare (requires attunement)

This Maul was made by a very zealous, very capable cleric who believed that constructs would one day rebel and spell doom for organic creatures. Clearly, she did not intend to go down without a fight.

You have a +2 to attack and damage rolls made with this maul. When you hit a construct with this weapon, they take an additional 4 (1d8) lightning damage, and must make a DC 14 Constitution saving throw or be *Incapacitated* until the end of their next turn.

If wielded by a Cleric, the Maul of Construct Turning can be used as a focus for their *Turn Undead* or *Control Undead* feature. When used in this way, the Channel Divinity targets constructs instead of undead.

CLOCKWORK NEEDLE – 800 GP

Wondrous Item, Common

When people think of medicinal needles, it's usually a crude tool made to close the wounds of the flesh. The elegant clockwork needle serves a much more elegant and complex purpose: the fast repair of highly advanced constructs and machinery.

Three times per day, you can use an action to tend to the damage dealt to a construct or mechanical object within 5 feet of you. The needle unfolds a dozen tiny appendages to meticulously repair and rewire, restoring $2d8+5$ hitpoints to the target. You can also attempt to stab an organic creature with it instead, causing the appendages to tear into the flesh. Make an improvised weapon attack. On a hit, you deal $18 (3d8+5)$ piercing damage to the target, and the needle breaks.



GLOVES OF PERFORMANCE

Wondrous item, Rare (requires attunement)

A favorite of high paid charlatans and visual performers, these gloves allow you to project beautiful illusions to accompany your words. If you are speaking of a waterfall, your words will be laced with the soft cascading pour of it. If you speak of an object you have seen, it will appear as an illusion in front of you.



While attuned to the gloves of performance, you have advantage on performance, persuasion and deception checks. If you were already proficient, you gain expertise instead. Additionally, you can cast the *major image* spell (5e SRD) at will whilst wearing them.

MASK OF THE PLATINUM OWL

Wondrous Item, Legendary (requires attunement)

This legendary mask represents the likeness of a platinum owl, giant majestic creatures from a distant past. According to legend, ambassadors and warriors of the ancient Teng civilizations rode them into battle, or as gallant mounts for diplomatic missions.

While attuned to a Mask of the Platinum Owl, your Wisdom score increases by 2, up to a maximum of 23, and you gain truesight up to a range of 30 feet.



Additionally, if you are a druid of 11th level or higher, the true power of the mask is revealed and unlocked to your use. You can use your Wild Shape feature to assume the shape of a Giant Platinum Owl, a greater version of the Giant Owl (5e SRD) that has the following features and actions:

Ancient Constitution. The Giant Platinum Owl has 77 ($9d10+27$) hitpoints instead of 19 ($3d10+3$), an armor class of 15 instead of 12, a Constitution score of 16 instead of 12, a Wisdom score of 18 instead of 13, and a Dexterity score of 20 instead of 15. In addition, it has truesight out to a range of 60 feet.

Blessing of Knowledge. The Giant Platinum Owl can understand and speak all languages, and it has advantage on rolls made to understand coded messages and other extraneous script.

Paralyzing Breath (recharge 6). The Giant Platinum Owl exhales paralyzing gas in a 15-foot cone in front of it. Each creature in that area must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARCANA OF THE SKIES

ONE CAN ONLY EXPECT THE ARCANISMS OF A PLACE as unique and powerful as Uldann to be unique and powerful themselves, and it is definitely the case – but rather than bore you with lengthy descriptions, have a look. The runes and glyphs, and the way they're elegantly woven together... this magic speaks for itself.

ACTIVATE

2nd level transmutation

Casting Time: 1 action

Range: touch

Components: S, M (a shard of conductive metal)

Duration: instantaneous

You use your own prana to fuel the functioning of a depleted magic item or arcane mechanism. Make a spellcasting ability check with a DC of 10 + 3 for every tier of rarity above common in the case of a magic item, or a DC up to the DM's discretion in the case of a mechanism. On a success, you momentarily reactivate the item or mechanism, enough to use it once before it falls back to its drained, dormant state. Items that have charges can expend any amount of charges when reactivated in this way, regardless of its actual charge. Once you attempt to activate an item or mechanism, the DC to do it again on the same object increases by 5. If this takes the DC over 30, it becomes impossible.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you gain a bonus of +2 to the roll for each slot level above 2nd, up to a maximum of +6.

PRAGMATISM

4th level enchantment

Casting Time: 1 action

Range: self

Components: S, M (a black, tough stone)

Duration: Concentration, up to 1 minute

You magically temper your mind against the influence of emotion, from within or without, becoming purely logical. You still retain your alignment and principles, but follow your nature (whichever it may be) with ruthless abandon of feelings and empathy of any sort. You are immune to being charmed or frightened and have advantage on Intelligence, Wisdom and Charisma saving throws. Additionally, you gain resistance to psychic damage.

While under the effects of *Pragmatism*, relating to others is not your strong suit. You have disadvantage on persuasion, deception and performance checks. The death of emotion is the death of art.

ZEPHRAHIM'S PURPLE ORB

6th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a round carved amethyst)

Duration: concentration, up to one minute

You create an orb of pulsing violet energy and launch it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 13 (2d12) force damage and the purple orb reverberates violently within them.

On subsequent turns, you can use your action to deal the damage again, but it is doubled each time: 4d12 the second time it hits, and 8d12 the third time. Once you deal damage with this spell three times, the reverberations reach their summit before finally subsuming; after taking the damage, the target must succeed on a Constitution saving throw or be *stunned* until the end of their next turn. The spell then ends.

At Higher Levels: When you cast this spell with a spell slot of 9th level, the initial damage is doubled.

TESLA FIELD

8th level evocation

Casting Time: 1 action

Range: 120 feet

Components: S, V, M (a fulgurite worth at least 1,000 GP)

Duration: concentration, up to 1 minute

You create a 30-foot-radius sphere of crackling, fulgurating energy centered on a point you choose within range. The electricity spreads around corners. It lasts for the Duration or until your concentration ends. Its area becomes difficult terrain for creatures wearing metallic armor, as the electromagnetism you generate holds them down.

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 Constitution saving throw taking 27 (6d8) lightning damage and being *stunned*, or taking half as much damage and not being *stunned* on a successful one. A creature can repeat the saving throw at the start of each of its turns, ending the effect on themselves on a success.

On subsequent turns, you can use a bonus action to move the Tesla Field up to 10 feet in a direction you choose.

“HEED ME, FOR I AM ACCOMPLISHED IN THE WAYS OF SORCERY. *The spellcasting customs of Imrath were always... deviant, if I am to be courteous. And after the tragedy, these despicable fallen have taken their depravity farther still, into the very realm of blasphemy.*

— Chancellor Zephrahim, Lord of Skies

POWER WORD: OPEN

9th level omnitrúgy

Casting Time: 1 action

Range: unlimited

Components: V

Duration: 1 hour

You speak a word of irresistible authority upon an obstacle of any kind and size, forcing it to grant you safe passage to your objective. This spell considers and respects your intent when applying its effect.

For the next hour, whatever was blocking your path opens to your command. Seas and rivers part to make way, magical locks are dispelled, hills and mountains crack and break to generate a tunnel, and even the gates of planar realms open, regardless of their divine owner's wishes.



THAT'S ALL, FOLKS!

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