

LEGENDARY STORIES

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LEGENDARY STORIES

This tome of lore and mythos provides details and suggestions to aid in implementing one or more legendary stories into your campaign. In this unique format, each story is first presented as it would be known or spoken of in the world at large, in storybooks, or rumor mills. These details are then refuted or expanded upon to reveal what really happened, and are followed by ways to incorporate the story and its relevant details as adventure hooks in your campaign. A suggested list of relevant magic items are included at the end of each story.

DUVRA, THE TRICKSTER DRAGON

This story features the following themes: the price of hubris and misplaced trust, as well as the importance of humility and a sense of humor.

The man whistled and idly flipped a coin between his fingers. His boots made a satisfying thunk against the harbor's wooden planks beneath him as the salty sea breeze baked his skin. He smiled and waved at a few locals who called out to him, but kept walking.

Out of sight, he took a turn down an empty alley and found the hidden latch of a door built into the wooden boards. Slipping into the darkness below, he felt the cool air of the cave he called home against his skin once more. He heard the gentle lapping of water against the stone floor from the nearby opening into the sea, and appreciated the glitter of gold, silver, and gemstones in the magical torchlight.

Only then did the man slip back into his true form: his skin growing silvered and scaled, his body massive and powerful. This was the den of a dragon, containing many of the world's most famous pirate treasures and lost artifacts. This was the home of an eclectic trickster and collector: Duvra.

STORY FROM THE *SILVER COIN OF DUVRA*

"After a long day of fishing, a Fisherman returned to shore with a bountiful catch. Greatly pleased, he loudly congratulated himself so that his neighbors could witness and envy his success.

When he showed the people his good fortune, the Fisherman found only barren baskets and torn nets: the fish he'd caught had simply vanished. Seeing nothing, the townsfolk mocked and jeered at his boastful lies and returned home.

Brought to his knees, the Fisherman wailed to the sky, "How can this be? My catch never left my sight!"

Before him, a massive, fattened Crow swooped down and landed in front of him. With a chuckle, it spoke:

"Your boastfulness brought misfortune to you, and a fattened stomach to me. You sought a hollow reward in the envy of your friends, and found only emptiness in return."

The Crow gave a mighty belch, and a single, silver fish scale flew from its beak and into the Fisherman's basket. Without another word, the Crow flew away, and the Fisherman remained silent."

—*The Fisherman's Lesson, a fable of Duvra*

DETAILS

The silver-scaled dragon named **Duvra, Legendary Trickster** (see *Legendary Stories Stat Blocks*) is a folk hero of the city of Breezeport. He is an incorrigible prankster, and his influence in the seafaring city has led to dozens of fables about talking animals, humility, and the value of a sense of humor. Duvra carries out pranks in the form of either an animal or humanoid, and collects trinkets which he keeps in his hoard beneath the city. Petty thievery and harmless pranks are often attributed to Duvra, although very few are actually his doing. In truth, Duvra sees himself as a quiet and benevolent ruler of the city, with its people as his pets. As an ancient dragon that sees himself as a ruler, Duvra despises braggarts that think themselves better than their peers. As a result, his typically mundane pranks will escalate if the subject is boastful until they're either made destitute or have learned a valuable lesson in humility. In doing so, the dragon has become a mysterious and cautionary tale to politicians, royalty, entrepreneurs, and even the most famous pirate captains to visit or live in the city.

ADVENTURE HOOKS

A New Fisherman. A particularly crafty nobleman has moved to the area and has taken special precautions to ward off Duvra's standard tricks. The dragon, in disguise, enlists the party to assist him in humbling the noble or, failing that, in driving him from the city.

Lost Jewelry. A party member's favorite piece of jewelry suddenly goes missing. A search through the city reveals both animals and people carrying it, and may ultimately lead the party to Duvra's hoard beneath the city.

Mysteriously Vanished. Without a trace or warning, the commonplace pranks trademark to Breezeport's streets have ceased. For the first time in centuries, the city's atmosphere of light-heartedness and good cheer has been replaced with dreariness as opportunistic merchants, and pirates quickly establish a self-serving monopoly to drive up costs and amass wealth. The citizens are desperate to determine what happened to their beloved prankster.

EXAMPLE TREASURE

Items that would be well-suited for adventures related to Breezport and Duvra include the *ambitious medic's box*, *Borbos's joyous wand of color*, *camper's respite*, *doodle ring*, *fanfare ammunition*, *firecracker crystals*, *gravity goblet*, *incredible mending tape*, *immoveable button*, *marlin lungers*, *profane mask*, *ring of gestures*, *riptide crossbow*, *steps of the trickster*, *tote of tricky treat*, *sugarbombs*, and *waterskin of voices*.

IRINA FLETCH'S PLANAR TRAVELS

This story features the following themes: planar exploration, the power of optimism, the lasting effects of scholarly research, and the importance of increasing public access to knowledge.

“The dreariness and cold monotony of that plane of existence never leaves you. You always remember the feeling of being muffled, even when you scream out with intensity. There is no passion there, only gray. The beasts there are the most horrifying things I have ever seen, and this stave is a testament to the evil, and possibly the good, that lives there.”

—Excerpt from the journal of the great planar explorer Irina Fletch

STORY FROM THE **SHAEDENSTAFF**

“In all my time traveling across the planes, I was always struck by the persistence of good and kindness. Even when I was in realms of screaming wind or wailing souls, I always found people that strove to leave the plane better than they found it. So, despite the many dangers and close calls, the pain and the scars, I’m forever grateful that I chose to begin my journey years ago. I know so much more now, and have seen so much more than I ever could have imagined. I can say with confidence that while my younger self would be unable to recognize me now, she would still be proud of the woman that I—she—had become.

And at the end of the day, no matter where in the multiverse you find yourself, that’s what matters most.”

—Epilogue, *The Chronicles of Irina Fletch, Planar Explorer: Volume 14* in her ongoing series

DETAILS

Despite spending very little time on the Material Plane, the prolific writings of Irina Fletch (**archmage** with *plane shift prepared*) have become quite popular among the elite few who find them or can afford their originals. Copies of her journals can be found, rarely, in libraries, conservatories, and magical schools, while many have been adapted into theatrical productions. As children familiar with these stories come of age, many choose to pursue adventure as a career. While most lack Irina’s innate talent for magic, that hasn’t stopped the most dedicated from trying; many young sorcerers and wizards refer to Irina’s stories as their inspiration. Over time, those dedicated to the pursuit of magic and adventure may grow to become **valiants** (see *Legendary Stories Stat Blocks*). The stories and musings left behind by Irina are often the only knowledge had about the nature of various planes of existence.

ADVENTURE HOOKS

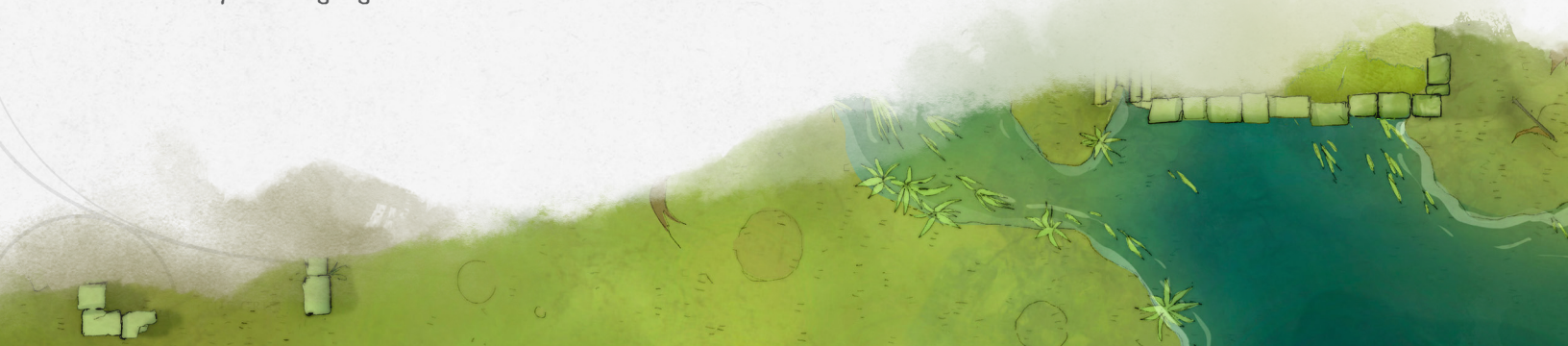
Clearing Her Name. Some xenophobic powers are making purposefully inaccurate copies of Irina’s journals to discredit her work. To clear her name, Irina is seeking travel companions to accompany her on her next excursion and confirm any of their collective findings. If the party is willing to pay or provide protective services, they are welcome to join the explorer’s company, and potentially even choose where to go.

Good Intentions. While exploring a cave, the party discovers a group of stranded children. Armed with sticks as swords and wands, they were trying to prove their mettle and bravery like Irina in the stories they’d been told. Trapped by the cave’s inhabitants, helping them return home would be an act of great kindness.

Travel Arrangements. In preparation for upcoming planar travel, the party learns that one of Irina’s least popular journals contains details about her experience there. Tracking down a copy could provide vital information about their destination and means of travel.

EXAMPLE TREASURE

When adventuring across the planes like she does, or traveling with Irina herself, adventurers are likely to find planar and spellcasting items, such as the *astronomer’s boon*, *gateway ring*, *night owl’s half-moon spectacles*, *pegasus quill*, *planar rapier*, *quiver of elemental chaos*, *shaedenstaff*, and *tome of lost knowledge*.



LEOLAN'S ESCAPADES

This story features the following themes: the consequences of embellishment, lying, and exaggeration, along with the dangers of hero-worship and meeting your heroes.

“The leather felt strange to the touch: it was so suffused with venom that it would numb the fingers ever so slightly. Without a doubt, the Venom Queen made for a miraculous bounty of raw materials. Well worth the risk. This, in addition to the bounty the marshal had promised, would make for a fine reward and story to tell.”

—Excerpt from the heroic journals of Leolan Garvel.

STORY FROM THE **VENOMBANE ARMOR**

“Midst dunes of sand our hero trudged
To seek the diamond from the rough.
For in the pyramid, lo—
Was loot of silver and gold.

‘Gainst deadly traps and monsters
Leolan would not falter.
From the tomb, the mummy rose
Linens wrapped round bleached bones.

The hero stood fast, blade drawn
Fighting fiend till break of dawn.
Defeated at last, the wraps
Of fearsome mummy collapsed.

Thus hero rose, triumphant—
From thrilling, dangerous hunt.
Returned with wealth and plenty
Pyramid cold and empty.”

—Leolan Garvel and the Mummy's Pyramid, an epic tale

DETAILS

Perhaps the only adventurer-author more famous than Irina Fletch is Leolan Garvel (**spy** that can cast a 1st-level bard spell of his choice twice per day; save DC 16). His stories and copies of his journals have spread considerably farther than his own travels. Despite his popularity and penchant for writing catchy songs about his escapades, Leolan is actually a charlatan. He may be a skilled writer and musician, but his legendary exploits are all massive embellishments of his actual adventures. As an example, his encounter with a single **skeleton** could easily escalate into an eerie tale about how he boldly faced down hordes of the spine-chilling, clattering undead. For the time being, his deception has yielded only fame and fortune—but such charades can only go on for so long.

ADVENTURE HOOKS

Cat's Out of the Bag. Having picked up a recent job to clear a nearby lair, the party learns that the last person to take up the job never returned. When they explore the area, they find Leolan, held captive by its denizens. He's willing to barter gold and advertising for the adventurers if they free him, but only if the party promises to never disclose these events.

Dragonslayer. When the town learns that the renowned hero Leolan will be visiting to advertise his latest novel about fighting a dragon, the party has an opportunity to interview him for helpful details. He gladly shares his advice, all of which is absolutely, certainly, true—after all, he survived to tell the tale! Whether his information will actually aid the adventurers or not is up to you.

Plagiarist. Leolan approaches the party in disguise and offers payment to travel with them through a dangerous stretch of land. After their time together, the party hears that the legendary Leolan Garvel has written a new novel about a death-defying adventure that sounds remarkably similar to their own...but without any of them included in it.

EXAMPLE TREASURE

Those unlucky enough to find themselves in Leolan's proximity for a time are likely to also encounter deceptive and performative items like the *book of instant copying*, *charlatan's wardrobe*, *detective's notebook*, *liar's lyre*, *second fiddle*, *spiderbite daggers*, *venombane armor*, and *wraps of the restless*.



SIR VARION'S HEROIC SACRIFICE

This story features the following themes: the power of innocence, inspiring heroics, honorable sacrifice, true nobility and honor, and recognition of personal self-worth.

“Sir Varion!
Please come help me! A dreadful green dragon has taken me hostage in his dreadful lair! It smells dreadful in here!

Please save me, my darling knight!”

—Princess Wingwumms of the Amphibious Court

“Dearest Princess,

I will come with great haste to your aid. No creature of any color, size, shape, origin, language, age... (the list continues with several repeated options over the next few lines) ...or orientation will stop me from saving you from its malicious clutches. Rest assured, my Lady, your hero is coming as quickly as my legs can carry me!

Stay strong, Princess Wingwumms. May the fresh tide grace your skin.”

—Sir Varion

“Postscript: Do tell the dragon, won't you? I eagerly await our dramatic encounter when I find you and its dastardly lair!”

“My darling Princess Wingwumms,

Now that I've found you and handed you this letter, rest easy! I will assuredly slay this dreadful green dragon to make them pay for their unjust abscension of you. This dreadful lair has seen the last of you, for certain! Be prepared, for you shall be met briefly again by me and my charming steed, Hops, as we return victoriously from our battle against this ne'er-do-well beast. We'll away together from this dreadful misadventure, with you safely in my protection! We shall spring into action! Leap into the future! Jump into the arms of the unknown! We shall swim against the tide of evil and emerge, glistening, ever stronger because of it!”

—Sir Varion

“Postscript: In the unlikely event that I do not return from my battle with your captor, please take care of my things, won't you? Hops gets terribly lonely. Give him a kiss for me.”

...

“Sir Varion—No, Alec.

It's been 10 years now. How so much has changed! When you came to my rescue, I felt relieved. After all, my hero had come to save me!

But when you never returned, I was devastated. ‘Maybe he just needs more time to slay the dragon!’ I told myself. Lied to myself, really.

But you made me realize that I could choose fearlessness. I could choose to be my own hero. What I lacked in martial prowess then, I made up for in time and determination. Your selfless sacrifice was the push I needed to be my best self. To be someone I could be proud of.

Because of you, I fought for and gained my own freedom. Because of you, I'm now a knight that saves others: people who can't save themselves. I am a leader and protector of my people, and I have you to thank for it.

I miss you, Alec. I hope you know, somehow, that you made the world a better place. Your heroism still drives me and my fellow men and women to this day. To be as dauntless as you, and leap into the fray to help those in need. You remind us to spread courage, strength, and kindness.

Hops is doing well—he gets lots of pets, baths, and walks still. Every once in a while I sense that he misses you, and in those moments, we both sit in silence and remember together.

Rest well, hero. You've earned it.”

—Anya Wingwumm, Knight Princess of Amphibios

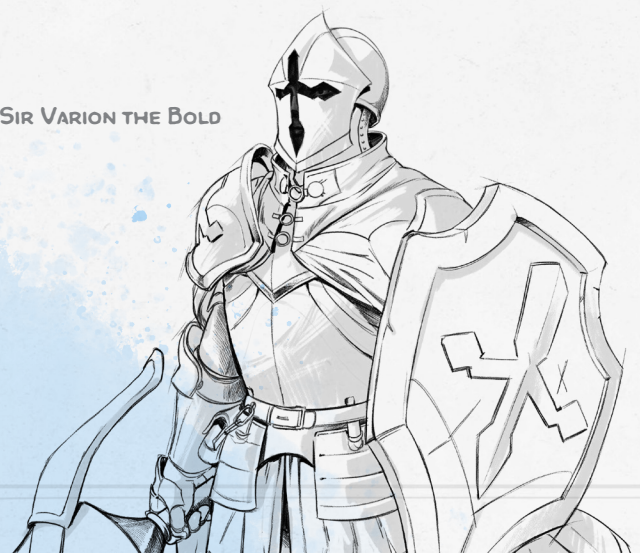
“Alec Wingwumm, my devoted son—

I hereby dub thee Knight Prince of Amphibios, and present to you this royal blade. May you ever be inspired by the bravery of your namesake, and may this weapon serve you in a manner befitting your station and skill. I know you will make our people proud.”

—Anya Wingwumm, Warrior Queen of Amphibios

STORIES FROM THE *SIR VARION'S HELM, LANCE, MANTLE, HELM, AND ROYAL BLADE OF AMPHIBIOS*

SIR VARION THE BOLD



*“Sir Varion the Bold, rode
aboard his trusty hopping steed
Gone off to save the princess—
As ever, famed for loyalty.*

*The brave was he, fate was cruel
For mighty dragon brought him low.
Amphibios’s defender,
Be remembered where’er we go.”*

—*The Heroic Sacrifice of Sir Varion the Bold*

DETAILS

Sir Alec Varion was a human knight that defended the frogfolk royalty of Amphibios. His bravery, though at times foolish, has saved the lives of many and inspired countless more to rise up in his footsteps. Sir Varion eventually fell to the **adult green dragon** Acridaethruix, a terror of the region, after trying to slay the dragon alone in a valiant (albeit reckless) attempt to rescue the princess from its lair. Grief stricken by the loss, Princess Anya Wingwumms eventually managed a clever escape and returned home to mount a retaliatory effort against the dragon. Countless frogfolk rallied to the call, and although they eventually failed to slay Acridaethruix, they did succeed in driving the dragon from its lair and restoring peace to the region.

Meanwhile, the stalwart soul of Sir Varion continues to linger after death as a **righteous spirit** (see *Legendary Stories Stat Blocks*), driven to bring about more good in the world. To this day, he inspires those who would shy away from adventuring to muster their courage and leap into the fight against evil.

ADVENTURE HOOKS

Bitter Resolution. Older, wiser, and devastatingly powerful, Acridaethruix has returned to his old lair once more with the intention of destroying Amphibios once and for all. Perhaps ridding the world of this toxic foe will help finally bring peace and closure to Sir Varion’s spirit and the royal family.

Heirlooms of Power. When the party finds one of the pieces of Sir Varion’s armor, they feel a gentle compulsion to bring the treasured, scattered pieces back together. In doing so, they discover a final, secret letter to Princess Wingwumm.

Lost Token. Warrior Queen Anya Wingwumm (**gladiator** with a Charisma score of 18) has donned a disguise and begun a quest to find a precious memento: the locket she gave to Sir Varion prior to his death. She is willing to pay adventurers for assistance on the final leg of this journey, but does her best to maintain a veil of secrecy about her identity and the locket’s relevance.

EXAMPLE TREASURE

When incorporating Sir Varion and Amphibios into an adventure, treasure might include frog-related and knightly items such as the *bullfrog totem*, *gloves of Amphibios*, *murk blowgun*, *poison armor of Amphibios*, *royal blade of Amphibios*, *Sir Varion’s helm*, *Sir Varion’s lance*, *Sir Varion’s mantle*, *Sir Varion’s shield*, *toadstone*, and *quagmire maul*.

THE BATTLE OF BAHRUN

This story features the following themes: the price of violence and conflict, the dangers of living by the sword, and the long-lasting pain of family feuds.

She stood before her throne and dared the world to defy her. At first, they did. But each day, as the pyres grew larger and more foul, fewer and fewer could deny her right to rule.

Two dozen men brought the queen a gift for her birthday: jewelry, armor, weapons, fantastical beasts, yet nothing pleased her. The old, soft-hearted jeweler was last, bringing a small crystal fish to her which drew laughter from the court, from all but the queen. The land was far from suitable for any average fish to live in her pond, the water hot enough to peel the skin off of most at a moment’s notice.

Now? Her pond is filled with the tiny swimming gems, and her garden decorated with twenty-three heads.

The walls of Cirn kept the populace safe from the horrors outside, but it was the sleek blue armors of the king’s vanguards that kept them safe from what bubbled up from the inside. They were swift to move, putting themselves straight into the middle of the fray, separating friend and foes with a single declaration. This never wavered even on the battlefield, breaking through lines of soldiers to single out high value targets with unhesitating efficiency, living up to their renowned title.

“Charges: theft and murder by dark magics.
Punishment: amputation at the elbows.”

The king knew the story but so much more was in the young man’s eyes, the need for validation in this world, to be known as someone. Barely a word was spoken before the mage was transferred to the cells in the castle, the dark, dark blue and purple chains cast across his chest, his soul bound to the magics within. What he lost had been replaced, allowing him to start anew but under one condition: to prove that he deserved to be someone.

By the time the moon had grown full again, the land knew of the king’s shadow, and trembled as the Infernal Court grew by one.

...

The king's love was endless and often to his own detriment. While he cared, his people thrived. That is, until he met the Queen.

Their spark was one for the ages. His calm and serene grace was a benevolent counterpoint to Her aggressive tendencies. Under their combined rule, the kingdoms rejoiced, and their reign spread. They were a bastion of compromise and balance, and there was seemingly nothing they could not handle together.

To celebrate their love, the King commissioned two royal blades from a curious smith: a deft and clever rapier to match his wit, and a powerful, steadfast glaive to harness her powerful reach.

The smith was none other than a vengeful genie, whose lands had been occupied and family slain by the Queen's imperialist militias. He crafted two stunning blades to match the King's request, but traced into them a powerful, digging magic that would ultimately be their undoing.

The blades never left the pair's side. What's more, their personalities grew more intensely divided. What was once a relation of compromise was now a battle for authority.

Less than a year went by before the Kingdom was split. Civil war between those that believed that the Queen's strength meant safety, and the other that believed the King's empathy led to a sustainable future.

Some histories claim the Queen's anger overran the King. Others say the King's kindness outlasted the Queen's fiery temper. One thing is for certain: in the end, the only winner was the genie.

...

*"Hush now darling, dry your eyes,
This sleep is not our last goodbye.
Dream of peace and flowers bright,
Be troubled not by dark of night.*

*My wayward soul, long here may linger,
Bound fast by blade and blood,
Forgotten, marching evermore
To beat and drum of battle's cry—*

*I beg thee, darling, lift not a finger,
Lest ye join us in the mud,
To join the faceless souls of war
Mourning lives you've left behind."*

—Marching Evermore, a Children's Lullaby

"When the crowns clashed and the land burned, the green knights stood by the side, watching, unable to act. No one cursed them though, for they knew a knight cannot serve two monarchs."

The warriors who fought and fell in the Battle of Bahrnun would never be forgotten. Not if they could help it.

"We live, we march. We fight, we die.
Death's no comfort but it's a well dressed lie.
We rise, we sway. We serve, we fall.
Death's no comfort but we'll answer the call."
—Marching chant from the Battle of Bahrnun

STORIES FROM THE *RED QUEEN'S BURDEN*, *ROSE QUARTZ KOI*, *YELLOW HARBINGER'S PATH*, *BLUE VANGUARD'S GLORY*, AND *INDIGO STRAY'S CONVICTION*, *VIOLET KING'S PROMISE*, *GREEN KNIGHT'S VOW*, *PIKE OF THE FORGOTTEN LEGION*, AND *MOURNINGSTEEL WAR BANNER*, RESPECTIVELY.

*"Bloody Tide,
Drowned dissent.*

*Tribute, or trial?
Test, or treasure?*

*Differences divide,
Rainbow revolts.*

*Legionnaires lost,
Grave village.*

*Verdant bridge,
Knife's edge.*

*Asben child,
Royal circlet.*

*Seven stars,
One sun."*

—A Medusan Oracle's Prophecy. Delivered without invitation or request to Agony, the Red Queen, on her birthday.

DETAILS

Remembered across the land in legend and song for its brutality and number of casualties, the Battle of Bahrnun was the pivotal battle in the civil war between Agony the **Red Queen** (see Legendary Stories Stat Blocks) and Kaivius the **Violet King** (see Legendary Stories Stat Blocks). Years later, the

tense border between the two splintered nations remains, mostly guarded by the neutral Green Knights. Much of the border is a large chasm, created during the fall of Bahrun, with outposts interspersed. While it might seem like the chasm between the monarchs could never be bridged, rumors and scraps of a forgotten prophecy hint that a so-called ‘Gray Heir’ might be able to claim the true seven-pointed crown of the Infernal Court and bring peace.

ADVENTURE HOOKS

Memorial. Despite numerous attempts by the Violet King to find and name his fallen soldiers of the Forgotten Legion, the monarch has been thus far unsuccessful. With most of his resources tied up on the borders and with other affairs, he asks for help honoring the lost warriors by finding their names.

Prophesied Crown. When rumors of the Gray Heir and crown resurface, tensions rise between the monarchies—but some, perhaps even a few members of the royal courts, could aid in bringing a true heir to the prophesied Reforged Throne. Perhaps then, a lasting peace will be assured.

Scavenging. Due to its placement on the border of the nations, Agony relies on hired contractors to scavenge the fields of Bahrun for mourningsteel. Though the Violet King refuses to use the morbid metal, the Queen has no such qualms about capitalizing on the potent, soul-infused substance. She pays well, viewing the metal as a way of honoring the fallen, but the party might also wish to seek out the monks of Durheim to lay the bound souls to rest at last.

EXAMPLE TREASURE

Adventures centering on the Infernal Court and the Battle of Bahrun might easily include royal and mourningsteel items like the *Blue Vanguard’s* glory, *Green Knight’s* vow, *Indigo Stray’s* conviction, mourningsteel demi-gauntlets, mourningsteel ghost candle, mourningsteel half plate, mourningsteel saber, mourningsteel war banner, *Red Queen’s* burden, rose quartz koi, *Violet King’s* promise, and *Yellow Harbinger’s* path.



THE COURT OF FOUR SEASONS

This story features the following themes: the call to adventure, the conflict between organized evil and the chaos of nature, the trickery of fey, and the importance of making and keeping promises.

Syre walked to his death. He knew this was how he would end. But he decided that the fiends that took this place from them would never know victory. He would take from them their glory. Their pride. Their story.

“The Court of Four Seasons is a powerful diplomatic force among the fey. They’re a chaotic people, and any semblance of order is highly prized. The Court handles valuable decisions, such as whose turn it is to live, die, freeze, or burn.”

“Again. Chaotic. Now, about your taxes, Missus Abberdeen.”

STORIES FROM *SILVERWIND, THE CLEANSING BREEZE* AND THE *SIGNET RINGS OF THE FEY COURT*

“Then that fiendish Malfuriel, driven by vile avarice and his endless hatred against the fair folk, blew his huntmaster horn and let loose the hounds of war...”

When the gateway opened to the feys’ home, the fiend’s flaming legions began mowing down the forest, constructing fortifications and all manner of engines of destruction...

Faced with utter annihilation, and after these many deliberations, the squabbling courts of seasons finally reached a compromise, birthing the Court of Four Seasons...

When the Court completed the formalities, the newly-appointed Marshal Syre began his quest to assemble the Court’s first multi-seasonal unit—the Fey Knights, Seasons’ Warriors...

After much travail, Syre’s Knights, in conjunction with other rallied allies of the Court, forced the last of the fiendish legions through an old, forgotten gateway to the Material Plane...

In the wake of that mighty battle, the last remnants of Malfuriel’s forces retreated, regrouped, and launched one final assault on the home of their greatest enemy, the forest of the Knights’ Marshal, the Syre Wood...

After decades without news and presuming success given no further incursions occurred, an expedition was sent by the Court to search for Syre...

When the exhausted expedition returned home, they brought tales of a horrific, bloody swamp where Syre's Wood once stood—but no trace of the fiends, Malfuriel, or Syre...

Thus was completed the memorial to Syre's sacrifice, commemorated by song and by dance, to be remembered by the fey of the Court of Four Seasons forevermore."

—The Ballad of Knight Marshal Syre, wielder of Silverwind, translated from the original Elvish and spliced for brevity by Estra, Archivist and Transmutation instructor for the Spire of Aristaeus, Peak of Reason

DETAILS

After the forces of the Court under Knight Marshal Syre pushed the invading fiends out of the fey homeland, they continued warring on the Material Plane. The valiant Court warriors thinned the hordes of fiends, until the final battle in the Syre Wood. In an attempt to stop Malfuriel from ever returning, Syre sacrificed himself and used his blade, Silverwind, to petrify the fiend and trap his legion within the Wood. Doing so caused a fount of the fiend's blood to pour through the region, and over time, transform it into the Bloodmire.

In Syre's absence, the Court of Four Seasons has had only minor (often internal) squabbles, and has faced very few threats from beyond their plane of existence. Those dedicated to Syre and his memory still take up the mantle of Fey Knight, and focus on eradicating fiends on the Material Plane wherever they can. Some of these warriors, as well as their squires, are so devoted to Syre or their Knight that they become **valiants** (see *Legendary Stories Stat Blocks*). These fey are often the origin of fairy tales about seemingly inconsequential people being called to greatness with the gift of a magical weapon from a river, lake, stone, or other mysterious source.

ADVENTURE HOOKS

Amnesiac Fey. While traveling near the Bloodmire, the party meets a Fey Knight that is mysteriously unable to enter the area—and seems to forget about its existence as soon as it's out of sight. They ask the adventurers to investigate where they cannot, potentially leading to the legendary blade Silverwind, the Cleansing Breeze, the release and defeat of Malfuriel, and the beginning of the Syre Wood's healing process.

Call to Adventure. In a stretch of forgettable farmland, the party meets a young and eager tiefling farmhand named Stalwart. The tiefling was recently given a magical sickle by an animated scarecrow that had been magically possessed by a Fey Knight. The woman is a **valiant** (see *Legendary Stories Stat Blocks*) and unsure of her abilities, but has been chosen to free the Knight from imprisonment in a nearby dungeon. She could use some orientation and assistance in facing the dangers within, but is resolute and brave in her newfound purpose.

Invasion Preparation. There are rumors in both the fey and the Material Planes about rising tension and conflict between the individual seasons of the Court, threatening dissolution if not outright war. As a result, the Knights—being the most integrated group of seasonal fey—are torn between loyalty to the Court and their homes, which has distracted them from their protective duties. They need to be united because of an impending—but secret—fiendish invasion from the fiend that replaced Malfuriel in the Magmarath Caldera.

EXAMPLE TREASURE

Loot and treasure during quests that feature dealings with the fey and particularly the Court of Four Seasons likely include nature-themed and worthiness-judging items like the *feywatch shield*, *feywood ivy*, *glaive of the forest guardian*, *null chalk*, *seed of rebirth*, *signet rings of the fey court*, *tethervine quiver*, and *weapon of verdict*.

THE RENEWED HALLS OF ARTIFICE

This story features the following themes: the corruption and danger of avarice and ambition, the dual blessing and curse of innovation and advancement, and the importance of preserving the true essence of creativity.

“It is forever in our nature to seek truth. To seek power. To seek understanding. We struggle tooth and nail to find perfection.

But it is also our nature to fail. We're doomed to fall short of the paths left for us by the strong and the wise. But we must always try, no matter our weaknesses. For while our efforts and skill are found lacking, we continue to attempt to usurp the power of gods and kings. In the end, our own tenacity may be the poison in our veins.

They call our magics a perversion: an insult to the beautiful, flowing art they spent millennia crafting. They choose to hoard it all for themselves. Without their guidance, we are free in our supposed degeneracy to discover, practice, fail, and succeed on our own. For we are more than what we are born as: we are what we are determined to become.”

—Kaeril, first master of the Renewed Halls of Artifice

STORY FROM THE **FAILED PURITY SPEAR**

“Mankind.

Hubris. Avarice.

The Halls of Artifice, born as a space for creatives and innovators to collaborate for the betterment of mankind, have been defiled.

Wretched horrors are produced there now, as they twist and mimic our glorious creations, thinking themselves better than us, their divine creators.

Let this day be one remembered in infamy. We will scour the land clean from their filth, leaving nothing but ash and memories.

Our legions of angels and our warriors of light will root out and incinerate any rats that scurry away from the blast—then, and only then, will this day end and turn to night.

And if they refuse to learn, if they return to their cud—we will return with wrath and butcher them like the cattle they so emulate.

So let it be.

Begin.”

—The Divine Decree, ordering the events recorded as The Day the Sun Froze

DETAILS

When the innovations of short-lived humans began to flourish, it led to a divide between those who sought to build a better world and those who wanted to bend it to their will. When humankind’s temple to technology, the Halls of Artifice, began to experiment with unmentionable magic and science, the gods saw fit to reduce it and every self-proclaimed inventor alive to ash. The Day the Sun Froze, as it came to be known, functionally reset the world’s level of technology to zero. With it, the pantheon issued a parting vow to wipe the slate completely clean if mankind ever returned to such forbidden, heinous inventions again.

In dark and secret circles, rumors have begun to catch of an inventor who claims to have found the remnants of the Halls. He seeks to rebuild them, and is intent on continuing the work that humanity’s ancestors were once forced to abandon. The members of this Renewed Halls of Artifice have in fact been growing in number, and work on horrible bastardizations of magic such as the *failed purity spear*. If Kaeril, the artificer leading these corrupt innovations and a **cult fanatic** that has proficiency with tinker’s tools, isn’t stopped, his hubris could very well bring about the end of humanity.

ADVENTURE HOOKS

Blood Money. The party is approached by a mysterious stranger, who offers magical items as payment for fresh monster carcasses. The items are potent, but have a strange aura about them. In reality, this furtive figure is one of Kaeril’s followers, and is helping to rebuild the Halls by pushing the boundaries of sickly magic and science.

Creation vs. Corruption. Upon hearing the rumors, the legendary tarrasque crafter Voja began a quest to find and destroy the Renewed Halls of Artifice. With her patron, the Astral Griffon Criir, she is enlisting—and arming—as many adventurers as she can to help her track down the hidden laboratory, and capture or kill the rogue inventor Kaeril.

Rotten Luck. The notorious gambler/inventor Medzo (**spy** that has proficiency with tinker’s tools) has found himself heavily indebted to and blackmailed by a nameless and faceless member of the Renewed Halls. He needs friends with cash or blades to help free him from the debtor, and would gladly help craft less world-risking items for the adventurers as payment.

EXAMPLE TREASURE

When adventurers are interacting with the Renewed Halls of Artifice, they could obtain nightmarish, mechanical, and hate-fueled items like the *armor of icarus*, *death’s shadow*, *eternal slayer*, *eyes of the beheld*, *failed purity spear*, *heart of damned intervention*, *insatiable tome*, *lightning pylons*, *nightmare flask*, *Ogramau’s graveyard*, *Orner’s venomous crossbow*, *ring of seething*, *scroll of momentary omniscience*, *scroll of nightmares*, *shaedenstaff*, *thalamus thread*, *unstable arkanite cluster*, *wand of necrosis*, *weapon of spite*, as well as *verax weapons quenched in celestial, fey, or humanoid blood*.

THE RIDERS OF DIVINITY

This story features the following themes: the righteous wrath and glorious purpose that comes from the destruction of true evil, the scarcity and importance of innocent life, and the need to fight evil on all fronts with strategy, instead of just force.

“The Riders of Divinity were fervent in their purpose. Filled with repulsion at the stench of cruelty and fiendish intent, they would draw their bows at the first sight of evil rather than rush headlong toward it. Loosing volleys of arrows like rain upon their wretched targets, evil would wither and burn in the wake of the Riders’ wrath.”

“The Divine reaches out not when you call for it, but when it is needed.”

—Proverb from “The Path” by Father T’ran of Val Linsin”

STORIES FROM THE **REDEEMER’S REGARDS** AND THE **CROSIER OF DIVINE POWER**

“The people of Linsin fled to their homes to escape the corrupting reach of a powerful necromancer: Raventhia Fellsworn, the Lady of Crimson Bone and Commander of Skeletal Legions. With a wave of her sickly hand, the Lady sent one of her lieutenants and a hundred undead cavalry to pursue the fleeing villagers.

Were it not for a troupe of horse-faring pilgrims that had been staying there, the people of Linsin would have been overrun, slaughtered, and then risen as new members of

Raventhia's army. These pilgrims have since become known as the Riders of Divinity, and it was through their bravery and capable archery that the advance of undead was slowed as the people of Linsin attempted to outrun them.

After weeks of pursuit, the undead cavalry finally threatened to overrun them. In a desperate dash for safety, the refugees escaped through a narrow mountain pass and into a rocky valley. As the undead cavalry bore down on them in a final assault, the Riders unleashed a hail of arrows that magically incinerated the undead horde in a purifying light.

It was then, with distance and a defensible pass on their side, that the Riders and refugees began to build the camp and fortifications that would one day grow to become Val Linsin, the City of Towers.

Soon after, the young men of Val Linsen came of age and sought to emulate their heroes: the Riders of Divinity who now lived among them. Knowing that their tactics would need to change to suit the rough terrain of their new home, the Riders focused on teaching skill with the bow, and embraced the higher altitudes of their watchtowers and mountainous borders. This strategy, in conjunction with their holy devotion and formal oaths, allowed the Riders and the people of Val Linsin to survive, and eventually, slay Raventhia Fellsworn herself.

After decades of devoted service and instruction, the beloved Riders finally faced the effects of age, passing peacefully in their sleep. However, their love and loyalty to their people was stronger than the bands of death, for as soon as a Rider slipped through the gates of death, they'd return as a spiritual guardian of the city. To this very day, these ancestral protectors keep their constant vigil over Val Linsin and protect their beloved land and its people."

—Excerpt from *A History of Val Linsin*

DETAILS

In life, the Riders of Divinity continued their pursuit of smiting evil wherever it arose using divine ammunition. Many similar stories to Val Linsin's have come to pass as a result of the Rider's influence, where people left helpless in the face of evil were saved by a rain of heavenly arrows.

In addition to inspiring many warriors to take up their bows and follow the divine calling of their forebears, the **righteous spirits** (see Legendary Stories Stat Blocks) of the Riders of Divinity occasionally empower **valiants** (see Legendary Stories Stat Blocks) with the power they need to follow the call of adventure.

ADVENTURE HOOKS

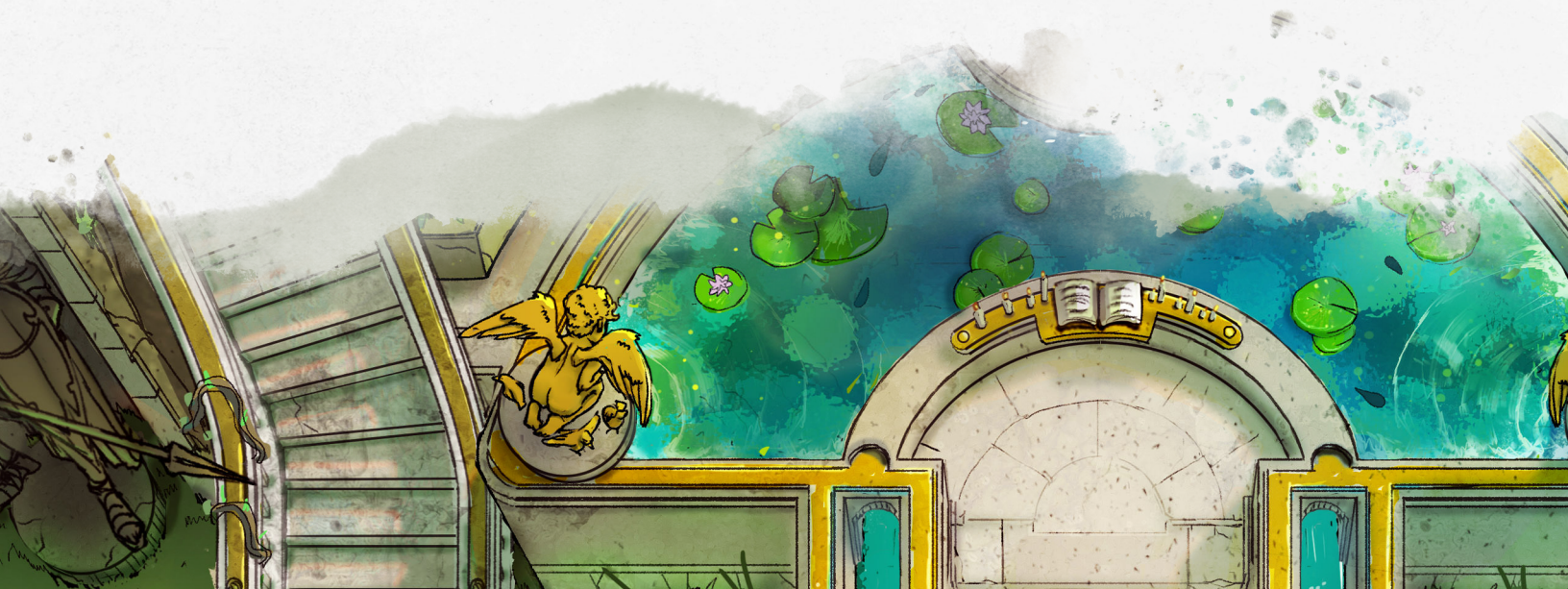
Missing in Action. One of the Riders' descendants, a daring but perhaps overeager young man, did not return from a recent skirmish in the mountains. Scouting parties were unable to recover a body, so the boy's family members seek assistance in returning him, or at least his corpse, home. The shuffling tracks leading away from the site indicate that he's either alive but injured, or has been forced into undeath.

Raventhia's Return. Amidst whisperings that the Lady of Crimson Bone (**lich**) has returned, the party have an opportunity to obtain vital first-hand experience by interviewing the Riders who fought her legions and lieutenant. Perhaps they or their capable descendants will even provide aid in destroying this evil once and for all.

Vanished. The town of Val Linsin is in panic—one of their spirit protectors, a legendary Rider, has vanished. A generous reward has been posted for anyone that can provide information leading to his location, with a bonus for helping to ensure his safe return.

EXAMPLE TREASURE

Interactions with the Riders of Divinity are likely to result in encounters with divine and archery-related items like the *arrow of anchoring*, *beads of meditation*, *crozier of divine power*, *healing arrow*, *gorget of the holy soldier*, *knight's standard of valor*, *knight's standard of vigor*, *knight's standard of virtue*, *mourningsteel saber*, *ring of solar's sight*, *redeemer's regards*, and *sagittarian vestments*.



THE SAVRAYAN WARS

This story features the following themes: the duality of fire's cleansing and corrupting flames, the weight of expectations, and how the long-lasting repercussions of conflict impact regrowth.

The soul of fire was never so brightly manifested in any as it was in Fara. Where she walked, her men had the fortitude and bravery of titans. Where she fought, her foes fell like reeds to a flame. She dealt and staved off death in equal measure, and none would ever be her equal in courage, vivacity, and daring. Long may her memory burn in our hearts and minds, for we are left here to carry on the torch she left for us."

"I was there for the final battle of the Savrayan Wars. None of us will—or can—ever forget. Fara, the tears of unbearable loss still streaming past clenched teeth, was brought down time and time again only to burn yet brighter — as did we. Even as our host fell from pain and exhaustion around her, her will was unclipped.

None had been able to stand against the Withering Flame... Fara did for the one who no longer stood with her, even as life was torn from her by a twisted mockery of her own blazing light.

She did not live to see her vengeance done. Yet with the final burst of her burning resolve... we could."

—*Iris, inheritor of the Soulfire*

"I... still miss you. I know you always hoped we'd leave the war behind us, but we have no choice; the few loyal to the Withering Flame will never concede, and those who weren't, take advantage of her destruction. It's been a trial, but what the defiler's generals left behind was sorely needed—macabre as it may be. Despite that, I have to believe what we've accomplished would make you proud. This is all I can do to thank you."

—*Letter from Queen-Marshal Iris, left at the Savrayan Memorial*

STORIES FROM THE *GALEA OF THE SOULFIRE PHOENIX*,
PHOENIX BREASTPLATE, AND THE *ROYAL INCINERATOR*

"Chorus:

Quench your fear, now quench your fear.

Show the en'my we're not weak

Let your soul flame bring forth beat.

Just quench your fear, now quench your fear.

Feel the beat, focus here, to quench your fear.

Feel the beat, focus here, feel the beat

When the With'ring Flame

Leads her forces nigh—

Quench your fear, now quench your fear.

Steel your valiant strength, heed the Phoenix cry—

Bring the light, hope: ignite, and quench your fear.

(Chorus)

We've no need for fame

For our hearts we fight—

Quench your fear, now quench your fear.

March for right today, for the fiend's nearby—

Hone your eye, face the fright, to quench your fear.

(Chorus)

Bring unerring aim

'Gainst our foe we vie—

Quench your fear, now quench your fear.

Under sword and bow, evil's forces die—

Forceful strike, souls be bright, just quench your fear.

(Chorus)"

—*The Soulfire Phoenix's Flight, a military march*

DETAILS

In the wake of the devastating Savrayan Wars, Queen-Marshal Iris, Soulfire Inheritor, worked hard to pick up the pieces. The Withering Flame's arsonist following had destroyed nearly every city, town, and building in over a hundred miles, united by the belief that an unjust world brought to cinders could then rise up anew, fair and free of their material tethers. The effects of the assaults scorched and scarred the land, but also its people. Ultimately, it was the inspiring efforts of Iris and the fallen Fara that helped the people rebuild. Although Withering Flame adherents are known to still exist, their destructive zealotry is almost always kept at bay.

Though greatly diminished, the Soulfire Phoenix Fara was able to return as a **righteous spirit** (see *Legendary Stories Stat Blocks*) to give additional nudges of guidance, though she has kept her presence hidden from the Queen-Marshal. She trusts Iris's capabilities enough to lead without her assistance, but she also feels it would be too painful for them both. Instead, Fara works quietly in the shadows—empowering and instructing additional warriors to bolster the region's defenses and hunt down the Withering Flame's cultists wherever they can.



ADVENTURE HOOKS

Forever Extinguished. Due to the immediate threat of the cult and the ever-present possibility of the Withering Flame's return, it seems as though Fara's soul may never be able to rest. If a more lasting solution can be found, perhaps then she will be able to pass on and reunite with her lost love.

Search for the Scythe. Queen-Marshall Iris has been trying to find and destroy one of the Withering Flame's most potent remnants, the *soul-searing scythe*. Surely it must be in the hands of the cult's current leadership, but every branch of cultists they stamp out is immediately replaced by another. She seeks adventurers willing to aid in acquiring, and ideally destroying, the horrible weapon.

Smother the Embers. One of the Soulfire Phoenix's **valiants** (see *Legendary Stories Stat Blocks*) is looking for heroic adventurers willing to help them track down a particularly insidious branch of Withering Flame cultists.

EXAMPLE TREASURE

If the party become associated with the events and repercussions of the Savrayan Wars, they might acquire fire-based items like the *fire dervish cloak*, *fireweaver gloves*, *galea of the soulfire phoenix*, *phantom fire staff*, *phoenix breastplate*, *royal incinerator*, and *soul-searing scythe*.

THE SOLDIER'S LEGEND

This story features the following themes: the inspiration of role-models, stoicism, and the importance of retaining accurate historical records for posterity.

“The skeletal remains were cradling a similar skeletal sword. Its edges, abrasive and stained from long-dried blood, seemed to match some of the markings left on the figure holding it. Beneath the blade was a badly faded manuscript. It was seemingly handwritten, and repeated like a mantra:

Embrace Self-Sacrifice. To forget the familiar as a price for greatness is admirable.

Conquer your Limits. To become more powerful is to embrace the purpose of life.

Enforce your Will. To conquer all obstacles in your path is to ensure success.

The lines kept repeating, even off the bottom of the page. Whoever, or whatever, this was, they had had a serious conviction.”

— *Excerpt from the diary of Garold, the soldier.*

...

“We came upon a group of warriors this morning by mistake. Larenth, who had been holding the bulk of our supplies and cookware, gave away our location with a sharp bang and clatter as they tripped and fell. The band of warriors turned to look at us in unison, their faces covered in dark and foreboding crocodile masks with movements filled with the strength and purpose of true predators. It was a moment that seemed to drag on forever, and I could no longer hear the nearby river over the sound of the blood pounding in my ears.

We escaped, for lack of a better word, unfollowed for a panic-ridden minute. We assumed they didn't plan to give chase, since we didn't hear the sound of moving underbrush behind us. How wrong we were.

We stopped after another minute to catch our breaths, hiding in a secluded glen under a fallen pine. Just as we thought we were safe, we saw the warriors once more—now holding spears and wearing masks of lions, hawks, and jackals.

Once more my blood pounded in my ears. It was so loud I feared the warriors would hear it as clearly as I was. One of the warriors, a woman in a lion's mask, sniffed the air and turned to the old pine under which we sat. She said something to her companions and walked to where we hid, holding her spear in one hand and something else in the other.

She walked to the tree and placed a mask on the ground: a mule's. Without a word, she returned to the rest of the group and vanished as easily as they had come.”

— *Excerpt from the diary of Garold, the soldier*

“Garold had received some of the most rigorous training available to his kind. He was stoic in the face of pain and resolute in his decisions to finish fights. The only teachers that could teach him now were the ones long lost to time. He needed ancient guidance. He needed magic.”

STORIES FROM THE *BLOODTHIRSTER SCIMITAR*, *MASKS OF THE SACRED BEASTS*, AND THE *TOME OF ADVANCED FIGHTING STYLES*



*“When a person goes to war, we call them a soldier.
A soldier follows orders, and protects their home.*

*When the war is done, the soldiers make their return.
They carry sorrow and the fallen alongside their scars.*

*When a soldier seeks adventure, we call them a hero.
But Garold the Soldier refused this title.
With stalwart dedication, he fought for kin and country.
He was humble and simple, brave and kind.*

*Across the land, he fought for us,
But he never, truly, returned from the war.”*

—*The Soldier’s Legend*

DETAILS

Although he’s been dead for centuries, the legendary exploits and stoicism of Garold the Soldier are well known. Thanks to his meticulous journaling, both oral and written stories featuring Garold are found across the Material Plane. While his focus on deeds over fame is clear, he earned the adoration of generations of children. Unbeknownst to most, his **righteous spirit** (see *Legendary Stories Stat Blocks*) lingers still, quietly granting power and inspiration to those most in need of some hope and assistance. His actions after death have resulted in countless people of all ages mustering their courage and breaking free from their bonds of abuse, self-doubt, persecution, and oppression.

ADVENTURE HOOKS

Delivering Recompense. A retired soldier turned adventurer wants to follow the example of Garold the Soldier. Her first job as a caravan guard ended abruptly when one of the wagons exploded. Now, she’d appreciate assistance in tracking down the culprit while also collecting funds to support the surviving family members that were injured and rendered destitute by the attacker.

Letters of Atonement. A man sits in quiet meditation in a prison cell. The door remains open, but chooses to remain there in penance for the wrongs he committed years ago as a cultist. He asks the party to deliver a handful of letters to the families of the people he knows he impacted. If the party can provide evidence of delivering the letters, he offers one of Garold’s journals as thanks.

Lost Journal. When the party finds a lost journal of Garold the Soldier, they discover that it records his infiltration of a hidden dungeon full of lost treasure. He took what he could carry to donate, but the remainder could still be there—they just have to find it.

EXAMPLE TREASURE

Bold heroes that follow in the footsteps of Garold the Soldier are likely to encounter items similar to his adventures and personality, like the *amulet of the sentinel*, *bloodthirster scimitar*, *canister of Vreyval’s soothing tea*, *masks of the sacred beasts*, *robe of the altruist*, *status signets*, *tome of advanced fighting styles*, and *turtle brooch*.

THE TWILIGHT VALKYRIES

This story features the following themes: life and death, the cycle of life, balance, and the inevitability of fate.

The balance of good and evil, of right and wrong, and light and dark, is always a great challenge. Without light there is no shadow, yet we can only see the stars when it’s at its darkest.

STORY FROM THE *BOW OF THE TWILIGHT VALKYRIES*

“As the flames caused the roof to crumble, I clutched my son close, amazed that we were both ok. But then, a shining, winged being walked up to me, and held out a hand as if to help. My son, who was always too trusting, grabbed hold, and before I could even blink—it wrenched my boy from my arms, and threw him back into the blaze. I tried to run and save him, but the horrible, beautiful creature grabbed me. I tried to get away, but the fiend didn’t let go until the last wall collapsed, long after my child’s cries ceased ringing in the air. They still echo in my ears, though, to this day.”

—*Account from a survivor of the Poethrin Fire, recording a Valkyrie’s inscrutable motives*

DETAILS

The enigmatic **Twilight Valkyries** (see *Legendary Stories Stat Blocks*) are a group of militant celestials that originate from the outer planes but call nowhere their home. Believed by some to be formerly angels, devils, demons, or other such creatures, these winged warriors appear throughout existence to maintain balance and ensure that specific creatures meet their end at the proper time, using their limited gift of future sight to navigate the lasting effects of the world’s most powerful influences. As such, they appear in myths, legends, and eyewitness accounts as both saviors and villains—a fact supported by their unusual ability to wield both positive and negative energy depending on the situation. Some folklore use the visage of Death or even the goddess of justice to represent a Twilight Valkyrie. Within their ranks, individual Valkyries can specialize in different styles of combat and magic, but are always fueled by an equal measure of radiance and shadow.

ADVENTURE HOOKS

Clipped Wings. Against all odds, the party discovers the remains of a slain Valkyrie. Their possessions indicate that their mission was to slay a particularly pernicious lich, whose lair is nearby. A letter without signature indicates that the other Valkyries are spread thin—there will be no reinforcements until it’s too late.

Hearts Torn. While traveling towards their current objective, the adventurers are stopped by a **valiant** (see *Legendary*

Stories Stat Blocks) of the Valkyries. They claim that instead of their current target, the fate of the world depends on them working together to stop a different, deadlier threat. Doing so would maintain the cosmic balance, but almost certainly allow the party's original plan to fail.

Lambs to Slaughter. Rumors of an isolated invasion of winged fiends leads the party to a large group of refugees. They're desperately trying to reach safety, but are being picked off by the Valkyries. Party members that attempt to intervene are admonished that the balance requires the death of these innocents. The resulting quandary could lead to world-shattering conclusions.

EXAMPLE TREASURE

In addition to the bow of the twilight valkyrie, adventures related to these dual entities often feature items based on duality, light, shadow, stars, and balance. Some examples are the *breastplate of the morning light*, *caduceus flail*, *dagger of first light*, *dawn and dusk*, *give and take*, *half plate of the blind martyr*, *radiant war pick*, *seer's starlight cloak*, *seraphim's stiletto*, *shadow drinker*, *shooting star*, *snuff*, *starbreaker*, *void arrow*, *wand of stars*, and *wand of necrosis*.

VENNOMATRIA THE WRETCHED

This story features the following themes: betrayal, misunderstanding, the dangers of stereotypes, post-mortem resolution, martyrdom, and the senseless loss of innocent life.

“Hey, new guy. We gotta dress up the statues for tonight's gala. Take that box of jewelry and jazz up those ones over there.”

—Excerpt from the night that Vennomatria the Wretched awoke from her long, stony slumber

STORY FROM THE **MEDUSAN LAVALIER**

“We are pleased to announce that the quick action of the House Guards successfully warded off a horrific attempt upon our Master's life, made mere hours before the anniversary Gala. Rest assured, the fiend responsible for this spurious deed will be apprehended—not even an assassin's wretched medusa will stand in the way of Lord Havrisal's endeavors.”

—Official proclamation released the morning after the awoken medusa Vennomatria the Wretched was slain

DETAILS

In complete contrast to the story released to the public, the **medusa** named Vennomatria the Wretched was a kind-hearted soul that used her magic to help those cast out by society. Because of this, her fellow medusae, who felt that she was besmirching their bad names, labeled her ‘Wretched’ and

subjected her to petrification by their own hand. For decades, her petrified form was passed from hand to hand as an exotic art piece, the ironically petrified medusa—but eventually the legend faded, and she was auctioned off to the dwarven Lord Havrisal, a collector of antiquities, as a simple statue. Around the same time, Havrisal also obtained the medusan lavalier, once again believing an item of great significance to be completely mundane.

These circumstances eventually led to the necklace being placed upon Vennomatria's stone form, reviving her. Confused, the medusa quickly realized that she was surrounded by innocent servants. She attempted to escape the grounds, running blindly to avoid harming those around her, but she was assaulted by overeager guards. Despite her pleas for mercy, proclaiming her peaceful intent, they eventually slew her and reported their twisted version of events to the manor's Lord. The tragedy of her death resulted in Vennomatria's spirit remaining, but her kind soul sought enlightenment instead of revenge. To this day, she seeks out the lost and forgotten as a **righteous spirit** (see Legendary Stories Stat Blocks), encouraging and empowering them to fight valiantly against the dark ambitions of medusa and man alike.

ADVENTURE HOOKS

Cruel Collector. Made popular by the supposed assassination attempt, Lord Havrisal has continued to expand his vast collection. Although Vennomatria and her followers haven't pursued vengeance on the one responsible for her death, the dwarf's cruelty has recently led him to build a twisted menagerie of beasts and creatures. For their sake, the ethereal medusa or her followers are looking for help to coordinate the animals' escape. They don't want the noble dead, but perhaps the party will decide that the world would be better without him.

Necklace or Noose. Amidst other loot, the party finds a *medusan lavalier*. Unlike the well-known legends, the item seems steeped in tragedy instead of malice. If they investigate, perhaps the true story of Vennomatria the Wretched can be told, especially if they can make contact with her spirit or through a *legend lore* spell.

Serpents' Strike. Annalynn Talviron, a young female human **valiant** (see Legendary Stories Stat Blocks) under the patronage of Vennomatria, approaches the party on her death's door. She was gravely injured by the followers of hostile medusae, and pleads for healing and protection from her pursuers. Whether she recovers or not, the adventurers will likely find themselves confronted by enemies looking to tie up loose ends.

EXAMPLE TREASURE

Besides the medusan lavalier previously mentioned, adventures that involve or explore the real story of Vennomatria can feature items relating to communication with spirits and ghosts, the protection of innocents, and the danger of jumping to violence prematurely. Such items might include the *amulet of the spirit naga*, *deathly diadem*, *knight's standard of valor*, *knight's standard of vigor*, *knight's standard of virtue*, *scepter of faith*, *soul pendant*, *weapon of verdict*, and *wisplight lantern*.

LEGENDARY STORIES STAT BLOCKS

DUVRA, LEGENDARY TRICKSTER

As the guardian and patron of Breezehome, the metallic dragon Duvra is a mighty force of chaos and good. Through his copious use of transmutation magic and polymorphing effects, the trickster has mastered the art of shapechanging and altered his very essence accordingly. Although his age and power mean that his true form is still that of a behemoth dragon, he considers the form of a younger dragon or humanoid to be a better representation of his capricious soul.

RIGHTEOUS SPIRIT

Standing in stark contrast to most ethereal undead, a righteous spirit forgoes moving on to the afterlife in order to accomplish a greater good on the Material Plane. Often, these individuals are highly devoted knights and warriors, but virtually any good-aligned creature that dies with an unfinished, righteous purpose could follow this path. Compared to more typical spirits, they often retain elements of their past abilities such as skill with magic and the like. As goals are completed and time passes, they may decide to pass on, or they may take up a new purpose, such as guarding a graveyard, temple, or a particular lineage.

Undead Nature. The spirit doesn't require air, food, drink, or sleep.

CUSTOMIZING A RIGHTEOUS SPIRIT

A righteous spirit can be made from any non-evil creature by adding additional traits to the base righteous spirit statistics that are in line with the desired creature's abilities. When doing so, the creature's attacks and its respective damage should usually remain unchanged, other than granting it the ability to attack at range, if appropriate (as in the Ranged Strikes trait below).

Below is a list of some sample traits you can add to the righteous spirit stat block to help tailor it to a particular entity. For example, one could create Soulfire Phoenix Fara as a righteous spirit by adding the Elemental Immunity (Fire), Fiery Spirit, and Swiftiness traits. The GM can also add other traits, specific actions, and legendary actions, at their discretion, as appropriate for the creature they would like to make into a righteous spirit.

Elemental Immunity. The spirit is immune to one of the following damage types: acid, cold, fire, lightning, or thunder.

Fiery Spirit. The spirit sheds bright light in a 30-foot radius and dim light for an additional 30 feet. A creature that touches the spirit or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Petrifying Gaze. When a creature that can see the spirit's eyes starts its turn within 30 feet of the spirit, the spirit can force it to make a DC 20 Constitution saving throw if the spirit isn't incapacitated and can see the creature. If the

saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the spirit until the start of its next turn, when it can avert its eyes again. If the creature looks at the spirit in the meantime, it must immediately make the save.

If the spirit sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the spirit is, due to its curse, affected by its own gaze.

Ranged Strikes. The spirit can make ranged spell attacks with a spectral weapon, with a range of 120 feet. These attacks use the same attack bonus and deal the same damage as the Spectral Strike attack.

Siege Monster. The spirit deals double damage to objects and structures.

Skilled. The spirit is proficient in any two additional skills (+7 bonus).

Smite (5/Day). Once per turn when the spirit hits with an attack, it can choose to deal an extra 18 (4d8) radiant damage to the target.

Spellcasting. The spirit inherits the spellcasting capabilities of the monster it is designed to be a righteous spirit of.

Swiftiness. The spirit has a flying speed of 60 feet or 120 feet.

Truesight. The spirit has truesight out to a range of 60 feet or 120 feet.

THE FORGOTTEN LEGION

When an entire legion of the Violet King's spearmen became surrounded during the Battle of Bahrun, they fought valiantly for hours before finally succumbing. As the front line migrated, their remains were trampled so thoroughly that identification afterward was impossible. These nameless souls, driven by devotion to their monarch, returned to the field bound to the one intact pike that remained. Although they can manifest in other places and ways, the *pike of the forgotten legion* anchors them to the plane and can always call upon them for aid. See the sidebar on page 19 for details on how to make groups of spirits like this.

DUVRA, LEGENDARY TRICKSTER

Gargantuan dragon (shapechanger), chaotic good

Armor Class 18 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., fly 80 ft. (use creature's speed in beast or humanoid form)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 28 (+9) | 18 (+4) | 27 (+8) | 18 (+4) | 15 (+2) | 23 (+6) |

Saves Dex +11, Con +16, Wis +9, Cha +13

Skills Deception +13, Perception +16, Sleight of Hand +11, Stealth +18

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Thieves' Cant

Challenge 24 (62,000 XP)

Innate Spellcasting. Duvra's innate spellcasting ability is Charisma (spell save DC 21). Duvra can innately cast the following spells, requiring no material components:

At will: *mage hand*, *minor illusion*

3/day each: *mirror image*, *suggestion*

1/day each: *hypnotic pattern*, *mislead*

Legendary Resistance (3/Day). If Duvra fails a saving throw, he can choose to succeed instead.

Shapechanger. Duvra can use his action to polymorph into a humanoid or beast that has a challenge rating no higher than his own, or into a Medium or larger silver dragon, or back into his true form, which is a young silver dragon. His statistics, other than his speed, are the same in each form, as appropriate to his form; for example, in the form of a panther, he would have a walking speed of 50 feet and a climbing speed of 40 feet, and he wouldn't be able to use his tail attack. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Sneak Attack (Humanoid Form Only; 1/Turn). Duvra deals an extra 21 (6d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Duvra that isn't incapacitated and Duvra doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Duvra can use his Frightful Presence. In beast or dragon form, he then makes three attacks: one with his bite and two with his claws, if able. In humanoid form, he instead makes two attacks with his daggers.

Bite (Beast or Dragon Form Only). *Melee Weapon Attack:* +16 to hit, reach 10 ft. (or 15 ft. if Gargantuan), one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw (Beast or Dragon Form Only). *Melee Weapon Attack:* +16 to hit, reach 5 ft. (or 10 ft. if Gargantuan), one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail (Beast or Dragon Form Only). *Melee Weapon Attack:* +16 to hit, reach 10 ft. (or 20 ft. if Gargantuan), one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d4 + 9) piercing damage.

Frightful Presence (Dragon Form Only). Each creature of Duvra's choice that is within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Duvra's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Duvra uses one of the following breath weapons.

Cold Breath. Duvra exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Polymorphing Breath. Duvra exhales a wave of shapechanging magic in a 90-foot cone. An unwilling creature in the area must succeed on a DC 17 Wisdom saving throw to resist the transformation, and an unwilling shapechanger automatically succeeds on the save.

The transformation lasts on each target for 1 minute, until the target drops to 0 hit points or dies, or until Duvra's concentration ends (as if concentrating on a spell). The new form is the same for each target and can be any beast whose challenge rating is equal to or less than that of the target with the lowest challenge rating that failed the save (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

Each target assumes the hit points of its new form. When it reverts to its normal form, the target returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the target's normal form to 0 hit points, it isn't knocked unconscious. The target is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The target can't activate, use, wield, or otherwise benefit from any of its equipment.

LEGENDARY ACTIONS

Duvra 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. Duvra regains spent legendary actions at the start of his turn.

Hide/Seek. Duvra makes a Dexterity (Stealth) check or a Wisdom (Perception) check.

Move. Duvra moves up to his speed.

Tail Attack (Beast or Dragon Form Only). Duvra makes a tail attack.

Wing Attack (Dragon Form Only; Costs 2 Actions). Duvra beats his wings. Each creature within 15 feet of Duvra must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Duvra can then fly up to half his flying speed.

VARIANT: SWARM OF RIGHTEOUS SPIRITS

Some entities may be better represented by a collection of many spirits, such as the Forgotten Legion or the Riders of Divinity. Such an entity uses the righteous spirit stat block, with any applicable custom traits and the following changes:

- It has a challenge rating of 23 (50,000 XP).
- It is a Gargantuan swarm of Medium undead.
- It has resistance to all bludgeoning, piercing, and slashing damage.
- It has the Incorporeal Swarm and Swarm Tactics traits, and its Spectral Strike attack is modified (all described below).

Incorporeal Swarm. The swarm can occupy another creature's space and vice versa. The swarm can also move through any opening large enough for a Medium spirit, and it can move through other creatures and objects as if they were difficult terrain. The swarm takes 5 (1d10) force damage if it ends its turn inside an object.

Swarm Tactics. The swarm has advantage on an attack roll against a creature if the creature is in the swarm's space and there are no more than four hostile creatures within 5 feet of the swarm.

ACTIONS

Spectral Strike. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) force damage, or 18 (3d8 + 5) force damage if the swarm has half of its hit points or fewer.

DUVRA, LEGENDARY
TRICKSTER



RIGHTEOUS SPIRIT

Medium undead, any non-evil alignment

Armor Class 20 (natural armor)

Hit Points 380 (40d8 + 200)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 20 (+5) | 20 (+5) | 20 (+5) | 20 (+5) | 20 (+5) |

Saves Wis +12, Cha +12

Skills History +12, Perception +12

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 22

Languages any languages it knew in life

Challenge 21 (33,000 XP)

Ethereal Sight. The spirit can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The spirit 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.

Magic Resistance. The spirit has advantage on saving throws against spells and other magical effects.

Turn Immunity. The spirit is immune to any effect that turns undead.

ACTIONS

Multiattack. The spirit makes two attacks.

Spectral Strike. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) force damage.

Etherealness. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

LEGENDARY ACTIONS

The spirit 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 spirit regains spent legendary actions at the start of its turn.

Attack. The spirit makes a Spectral Strike attack.

Move. The spirit moves up to its speed.

THE RED QUEEN

Medium humanoid (tiefling), lawful neutral

Armor Class 18 (plate)

Hit Points 237 (25d8 + 125)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 13 (+1) | 20 (+5) | 18 (+4) | 15 (+2) | 17 (+3) |

Saves Str +10, Con +10

Skills Athletics +10, Intimidation +8

Damage Vulnerabilities psychic

Damage Resistances fire

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common, Infernal

Challenge 15 (13,000 XP)

Impose Will (5/Day). The Red Queen can issue one of the following orders.

Cower. When the Red Queen hits a target with her glaive, she can force all hostile creatures within 15 feet of her to succeed on a DC 17 Wisdom saving throw or be frightened of her until the end of her next turn. The target of the attack has disadvantage on this saving throw.

Execute. Immediately after the Red Queen makes an attack with her glaive on her turn, she can command a willing creature to use its reaction to make one weapon attack. The creature must be able to see and hear her. If the attack hits, it deals an extra 7 (2d6) fire damage.

Survive. As a bonus action, the Red Queen can grant a creature other than herself a 10 temporary hit points. The creature must be able to see and hear her.

Innate Spellcasting. The Red Queen's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 16), requiring no material components:

At will: *thaumaturgy*

1/day each: *hellish rebuke* (as a 2nd-level spell), *darkness*

Spellcasting. The Red Queen is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *message*, *prestidigitation*

1st level (4 slots): *burning hands*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *hold person*, *misty step*, *shatter*

3rd level (3 slots): *counterspell*, *fireball*

4th level (1 slot): *fire shield*

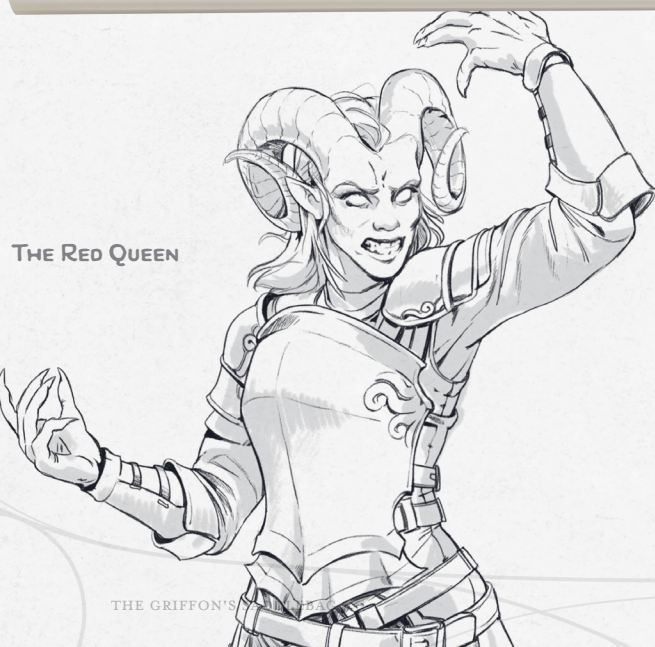
ACTIONS

Multiattack. The Red Queen can use her Pillar of Defense if she hasn't moved yet this turn. She then makes four glaive attacks.

Red Queen's Burden (Glaive). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 3 (1d6) fire damage.

Pillar of Defense (Recharge 5–6). The Red Queen's speed becomes 0 until the start of her next turn. For the duration, she gains the following benefits:

- She gains a +2 bonus to AC.
- She can use her reaction up to three times, instead of once, before the start of her next turn. She can use no more than one reaction per turn.
- When a creature within 10 feet of her makes an attack against her or another target, she can use her reaction to make a melee attack with her glaive against the attacking creature.
- When she hits a creature with an attack using her glaive, that creature must make a DC 15 Wisdom saving throw. On a failed save, its speed becomes 0 until the start of its next turn.



THE RED QUEEN

THE RED QUEEN

Agony, the Red Queen is renowned as a fearsome glaive-wielding warrior, ruthless expansionist monarch, and eminently skilled blacksmith and weaponsmith. Her origins are poorly documented, but it is certain that while she was not born to royalty, it unquestionably suits her. She rules her nation with an iron fist, tolerating no lawbreaking, but ensures that the laws themselves are even-handed in their harshness. Brought on by a genie's cursed gifts exacerbating their differences, her nation is currently in a tense, treatyless cease-fire with the land ruled by her estranged husband, the Violet King.

THE VIOLET KING

Medium humanoid (tiefling), lawful neutral

Armor Class 17 (studded leather)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 20 (+5) | 14 (+2) | 17 (+3) | 17 (+3) | 20 (+5) |

Saves Dex +10, Wis +8, Cha +10

Skills Acrobatics +10, Insight +8, Performance +10

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Infernal

Challenge 12 (8,400 XP)

Battle Decree (5/Day). The Violet King can issue one of the following orders.

Clemency. When the Violet King casts a spell of 1st level or higher that restores hit points to a single creature, he can use his reaction to cause a different creature within 10 feet of the original target to regain 4 (1d8) hit points per spell level. When he does so, each creature has advantage on the next ability check or saving throw it makes before the end of its next turn.

Condemn. When the Violet King casts a spell that deals damage to a single creature, he can use his reaction to cause that target as well as a different creature within 10 feet of it to make a DC 18 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) fire damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a successful save, a creature takes half as much fire damage and makes its next attack roll as normal.

Overrule. After the Violet King rolls dice to restore hit points to a single creature or rolls damage for a spell attack or an attack using his rapier, he can change the result of two of those dice to their highest number possible instead of the numbers he rolled.

Bonded Weapon. As a bonus action, the Violet King can summon his rapier, causing it to teleport instantly to his hand.

Innate Spellcasting. The Violet King's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *thaumaturgy*

1/day each: *hellish rebuke* (as a 2nd-level spell), *darkness*

Spellcasting. The Violet King is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18). He knows the following bard spells:

Cantrips (at will): *light*, *message*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *healing word*, *heroism*, *silent image*, *unseen servant*

2nd level (3 slots): *heat metal*, *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *hypnotic pattern*, *lightning bolt*, *tongues*

4th level (3 slots): *dimension door*, *polymorph*

5th level (2 slots): *scrying*, *wall of force*

6th level (1 slot): *disintegrate*

ACTIONS

Multiattack. The Violet King makes two rapier attacks and casts a cantrip.

Violet King's Promise (Rapier). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) fire damage.

REACTIONS

Superior Parry. When the Violet King or a creature within 5 feet of him would be hit by an attack, he adds 5 to the target's AC against that attack. To do so, he must see the attacker and be wielding his rapier.

THE VIOLET KING

Kaivius, the Violet King has a well-earned reputation for empathic leadership, cunning politics, and a thirst for historical knowledge. In fact, visiting dignitaries often bring gifts in the form of a rare story, scroll, or tome as thanks for granting them an audience. His soft-hearted nature, which previously balanced his wife's harsher rulings, was increased by the genie's gift and further split their diverging paths. To protect his people and the land roundabout, he guards his borders and strives to combat his wife's imperialist policies without breaking their tenuous peace.



TWILIGHT VALKYRIE

Large celestial, lawful neutral

Armor Class 18 (plate)

Hit Points 262 (21d10 + 147)

Speed 40 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 20 (+5) | 24 (+7) | 19 (+4) | 20 (+5) | 23 (+6) |

Saves Str +13, Wis +11, Cha +12

Skills Intimidation +12, Perception +11

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 300 ft., truesight 120 ft., passive Perception 21

Languages all

Challenge 20 (25,000 XP)

Angelic Weapons. The valkyrie's weapon attacks are magical. At the start of the valkyrie's turn, she chooses either necrotic or radiant damage; when the valkyrie hits with any weapon that turn, the weapon deals an extra 11 (2d10) damage of that type (included in the attack). The valkyrie can't choose the same damage type two rounds in a row.

Flyby. The valkyrie doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The valkyrie's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 20), requiring no material components:

At will: *detect evil and good*, *sanctuary* (self only)

3/day each: *dispel evil and good*, *harm*, *heal*, *raise dead*

1/day each: *finger of death*, *flame strike*

Twilight Aura. As a bonus action, the valkyrie can begin shedding an aura of twinkling starlight in a 30-foot radius around herself, which lasts until her concentration ends (as if concentrating on a spell). For the duration, all bright light and darkness within the aura magically becomes dim light; a creature with darkvision can't see in this dim light as if it were bright light. The valkyrie and her allies have half cover while in the aura.

Valkyrie's Providence. The valkyrie can't be surprised and has advantage on all attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The valkyrie can use her Divine Charge or cast one spell. She then makes two glaive attacks.

Glaive. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage plus 11 (2d10) necrotic or radiant damage (see Angelic Weapons trait).

Divine Charge (Recharge 4–6). The valkyrie moves up to her speed in a straight line; this movement ignores difficult terrain and allows her to move through a hostile creature's space, regardless of its size. Each creature in the line must make a DC 21 Strength saving throw. On a failed save, a creature takes 27 (6d8) radiant damage and is pushed up to 10 feet away from the valkyrie's path and knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone.

REACTIONS

Censure. When a creature the valkyrie can see within 60 feet of her succeeds on an attack roll, ability check, or saving throw, she forces the creature to reroll the d20 and use the lower roll.

TWILIGHT VALKYRIE

Standing simultaneously opposite to and between the fiends and angels, the neutral-aligned Twilight Valkyries are winged warriors wielding the power of both light and shadow. The focus of their devotion is maintaining the balance between those dual opposing forces, for neither can exist without the other. To that end, they appear throughout the multiverse in order to ensure that when an individual is fated for death or for life, events unfold as the multiverse intends. Most often, this causes them to appear as alternating villains and heroes in seemingly obscure locales, causing domino effects that cascade into a solid, binding fate.

VALIANT

Valiants are stoic warlocks that form a pact with creatures like Fey Knights, righteous spirits, or other famed warriors of ages long past and ageless power. Sometimes, valiants find themselves confused or conflated with paladins or clerics, but these warriors draw their magic through an arcane pact with an entity of great renown, rather than via divine methods. Warriors of truth, justice, and other similar heroic ideals, valiants make stalwart and trustworthy companions.

VALIANT

Medium humanoid (any race), any non-evil alignment

Armor Class 18 (half plate, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 13 (+1) | 16 (+3) | 11 (+1) | 12 (+1) | 18 (+4) |

Saves Wis +4, Cha +7

Skills History +4, Intimidation +7, Perception +4

Damage Resistances see Heroic Resistance trait

Condition Immunities frightened

Senses passive Perception 14

Languages Common plus one other language

Challenge 7 (2,900 XP)

Heroic Resistance. Whenever the valiant finishes a short or long rest, it can choose either bludgeoning, piercing, or slashing damage. The valiant has resistance to that damage type until it chooses a different one with this trait.

Innate Spellcasting. The valiant's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *speak with dead*

1/day each: *mass suggestion*, *slow*

Repelling Blast. When the valiant hits a creature with *eldritch blast* or its Eldritch Blade, it can push the creature up to 10 feet away from it in a straight line.

Spellcasting. The valiant is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (3 beams, +4 to each damage roll), *minor illusion*, *prestidigitation*, *true strike*

1st–5th level (3 5th-level slots): *banishment*, *beacon of hope*, *blur*, *dispel evil and good*, *find steed*, *fire shield*, *fly*, *healing word*, *heroism*, *hold person*, *protection from evil and good*

ACTIONS

Multiattack. The valiant makes three Eldritch Blade attacks. It can make an attack with its longsword in place of one Eldritch Blade attack.

Eldritch Blade. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) force damage.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 4 necrotic damage.

REACTIONS

Vengeful Shield (Recharges after a Short or Long Rest). When the valiant is hit by an attack, it casts the *shield* spell, without expending a spell slot and requiring no components. For the duration of the spell, whenever a creature attacks the valiant (including the triggering attacker), that creature takes 10 force damage.

RELEVANT MAPS

Cze & Peku battlemaps appropriate for heroic stories are available at thegriffonssaddlebag.com/stories.



NEW CHARACTER OPTION: WARLOCK

Not all who possess magic come by it naturally. A warlock forges a pact with a powerful being in exchange for a portion of its knowledge and strength. Some of these arrangements become cruel forms of indebted servitude, but most are closer to that of an apprentice and its master: the warlock learns and grows in strength in exchange for rendering the occasional service on behalf of their patron. As a warlock, you may find your patron by circumstance or by hard work, but regardless of your circumstance, your need for power will continue to grow and shape you as you benefit from your pact and patron.

THE VALIANT

The life of a natural born hero isn't in the cards for everyone. Comparatively few are naturally built for combat or glory, as most folks' talents lie elsewhere and in relative safety. By choosing this patron, you call upon the strength of warriors, archmages, or other heroes whose legacies have stood the test of time: transforming their living memory into a powerful force all its own. Your patron could be one such a person,

or even the collective force of a famed platoon. As a warlock of this patron, you have made the choice to trust your heart in the face of adversity to follow the path of a hero.

EXPANDED SPELL LIST

The Valiant lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE VALIANT EXPANDED SPELLS

| Spell Level | Spells |
|-------------|--|
| 1st | <i>healing word, heroism</i> |
| 2nd | <i>blur, find steed</i> |
| 3rd | <i>beacon of hope, mass healing word</i> |
| 4th | <i>fire shield, guardian of faith</i> |
| 5th | <i>dispel evil and good, legend lore</i> |

BRAVEHEARTED

At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. In addition, you gain proficiency with medium armor and shields.

ELDRITCH BLADE

Also at 1st level, you gain the *eldritch blast* cantrip if you don't already know it. This cantrip doesn't count against the number of warlock cantrips you know. When you use an action to cast *eldritch blast*, instead of the spell manifesting as a beam of energy, you can choose to create an eldritch weapon in your hand called an eldritch blade. To do so, your hand must either be empty or carrying a rod or wand, from which the magical weapon extends.

When you create the eldritch blade, you can make one melee spell attack with it for each beam the *eldritch blast* spell would have created when you cast it. If the attack hits, the target is treated as if it were hit by a beam from your *eldritch blast*. When you cast *eldritch blast* in this way, you can move between the attacks you make as part of the action. The eldritch blade remains in your hand until the start of your next turn or until you dismiss it early and end the effect (no action required). If a hostile creature's movement would provoke an opportunity attack from you while you're holding the eldritch blade, you can use your reaction to make a single melee spell attack against it using the weapon.

The eldritch blade can take whatever form you choose. Warlocks whose patrons are known for a particular weapon may make this spell's effect resemble that weapon. Regardless of the weapon's form, it can't change your reach for the purposes of making your melee spell attacks with it.

When you reach 3rd level in this class, the damage die of your eldritch blade becomes a d12. If you gain the Pact of the Blade feature, you also gain the following benefits:

- Your attacks with your pact weapon can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.
- You can replace one of the spell attacks you make with your eldritch blade with a weapon attack from your pact

weapon, even if you aren't holding it. If you can make multiple attacks with your pact weapon as part of the Attack action, you can replace the same number of attacks using your pact weapon in this way. When you do, the pact weapon magically appears and replaces the eldritch blade in your hand for the duration of the attack, provided that your hand is otherwise free. After the attack, the pact weapon returns to its extradimensional space and the eldritch blade reappears in your hand.

VENGEFUL SHIELD

At 6th level, you can use your reaction when you're hit by an attack to cast the *shield* spell, without expending a spell slot and requiring no components. For the duration of the spell, whenever a creature attacks you (including the triggering attacker), that creature takes force damage equal to half your warlock level + your Charisma modifier.

Once you use this feature, you can't use it again until you finish a short or long rest.

HEROIC RESISTANCE

By 10th level, your patron's protection is permanently extended to you. You are immune to being frightened, and whenever you finish a short or long rest, choose either bludgeoning, piercing, or slashing damage. You gain resistance to that damage type until you choose a different one with this feature.

VALIANT STRIKE

At 14th level, you've become a figure worthy of your patron's legacy. As an action, you can invoke your patron's name as you summon the eldritch blade to your hand and swing it down in front of you. The weapon then grows to become a massive, shimmering version of your normal eldritch blade and crashes down in front of you in a line that is 30 feet long and 5 feet wide. Each creature in the area must make a Dexterity saving throw against your warlock spell save DC. On a failed save, a creature takes 6d12 force damage and is knocked prone, and it has disadvantage on attack rolls until the end of your next turn. On a successful save, a creature takes half as much force damage and suffers no other effects.

A creature is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Once you use this feature, you can't use it again until you finish a long rest.

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