



VAL LINSIN

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VAL LINSIN, THE CITY OF TOWERS

The holy refuge of Val Linsin, the City of Towers, stands proudly within and a narrow yet wide canyon that shares its name. Four-hundred-foot-tall cliffs of granite serve as natural defenses to the city, while manufactured towers and keeps carved into and over the canyon provide additional coverage.

Hundreds of years ago, the people of Linsin, Val Linsin's progenitor settlement, fled to the narrow pass to avoid undead legions led by the vile necromancer Raventhia Fellsworn, the Lady of Crimson Bone and Commander of Skeletal Legions.

Were it not for a troupe of horse-faring pilgrims camping in the valley, the skeletal regions would have destroyed the escaping Linsinites. But as Fellsworn's undead cavalry bore down on them, the Riders unleashed a hail of arrows, magically incinerating the undead horde in a purifying light.

The horse-faring pilgrims have since become known as the Riders of Divinity. They worked alongside the Linsinites to rebuild their home in the canyon where they stood against Fellsworn's hordes. After they established the new settlement, the pilgrims trained the young Linsinites in their methods of husbandry and archery. They also shared their faith and devotion to their tenets:

- **Guard the Flock.** Your vigilant watch is the first line of defense against impending evil.
- **Harbor the Weary.** Your steadfast protection provides comfort and safety.
- **Show the Way.** Your patience and guidance shine a light for others to find their path.

POPULATION

Val Linsin boasts a population of approximately 11,000 people.

Humans account for roughly 76 percent of Val Linsin's population. Centaurs are the next largest demographic at 10 percent, followed by dwarves at 5 percent, and the remainder is divided between other humanoid groups such as wood elves, gnomes, and halflings. There is also a curiously large contingent of ettercaps that live around the city, using their natural climbing abilities to access hard-to-reach areas on the cliff walls. Giantkin are also common.

GOVERNMENT

Val Linsin's government is a curious blend of democracy, theocracy, and meritocracy. Every eight years, Linsinites gather to elect the city's leader, the Priest General. Only certified members of the Linsinite Faith may cast their vote. Priest Generals are chosen from the ranks of the Riders of Divinity (see below). Typically, nominees are soldiers who exemplify the original Riders' tenets, demonstrating both devotion and bravery. Priest Generals may only serve one term.

The current Priest General, Thibaut Barthet, is halfway through his eighth year. However, his tendency to place law and order above ethics has soured many Linsinites' opinions

of him. Those who've spoken out against Barthet have been labeled "heretics" and "traitors" by members of his administration and have been locked away by members of his secret police, The Quietude.

Barthet hopes to pass legislation to grant him an extended term, promising wealthy, influential Linsinite nobles benefits if they help him accomplish this task. So far, these efforts have been in vain, but Barthet's enemies fear that the tide is turning in the Priest General's favor.

DEFENSE

The last true Rider of Divinity passed away 250 years ago. However, the love and devotion the Linsinites had for their protectors allowed the Riders to hold their stations even in death. When Val Linsin comes under attack, the Riders rise from their graves and defend the city as spectral guardians. These spectral riders use the **righteous spirit** stat block included in the *Legendary Stories Saddlebag* setting document.

The spectral Riders aren't the only magical defenders. The archtransmuter, Oglexarth, uses magic to animate the boulders surrounding the canyon. These earthen defenders keep invaders from using the top of the canyon as a way to attack the city from above. See the **animated boulder** stat block on page 11 for their statistics.

Dozens of towers line the tops of the cliffs, too. These towers possess mechanical methods to rotate the towers, allowing the siege weapons and archers within a full view of the entire city and its surroundings. Magical wards keep the towers safe from breach. The towers' statistics are featured at the end of the document.

Although the original Riders of Divinity are no longer living, their legacy lives on. All Linsinites who come of age are required to serve as Riders, employing the same methods their ancestors used to defeat Raventhia Fellsworn's skeletal armies. These living riders use the **Rider of Divinity** stat block included at the end of the document. There are also many **centaurs** who serve as riders.

While the Riders are a powerful mobile force, they are not always effective in the more treacherous parts of the canyon and surrounding hills. As such, the dwarves of Val Linsin assist in scouting efforts with their ram riders. Dubbed the Bim Thorun in the dwarven tongue, these lightly armored riders mount **cerberean rams** (see the stat block at the end of the document) and patrol the badlands 10 miles in every direction.

Finally, the city can raise a militia of roughly 2,000 soldiers. These additional forces use the **tribal warrior** stat block and are led by 200 **veterans**.

COMMERCE

During the early days of Val Linsin, the city was relatively poor. It was built as a refuge, so natural resources were an afterthought. Early Linsinites offered their services as horse trainers and warriors to armies whose interests aligned with their own.

Later, as the settlement grew, Val Linsin's early leaders recognized the value of its location and built a road through the canyon that offered quick access to the realms at either side of it. Travelers that pass through this road and Val

Linsin must pay a steep toll. While travelers scoff at the high price—citing that Val Linsinites are nothing more than “extortionists in pretty, white robes”—they know that going “the long way around” is a fool’s errand.

Within the last few hundred years, dwarven immigrants helped the Linsinites find natural resources in the canyon itself, doubling the city’s gross domestic product. Of course, this also gave the dwarven population an edge in Linsinite politics. Although no dwarf has yet assumed the role of Priest General, their influence is still felt in modern politics.

ORGANIZATIONS

This section details the largest and most well-known organizations in Val Linsin. They are listed in alphabetical order.

GUIDES ON THE PATH

A full 71 percent of Val Linsin’s people follow the tenets of The Path, the holy book set forth by the pilgrims who helped the ancestral Linsinites establish the city.

Linsinites believe that there are four types of people who follow The Path. First, there are the Guides. They are the highest caste members of the church and are led by the democratically elected Priest General. Next are the Enduring, the church’s initiates, who make up the bulk of the clergy. Those who follow the tenets of The Path but don’t work directly for the church are called The Wanderers. Most of Val Linsin’s population consider themselves Wanderers and follow the teachings of the Enduring and the Guides. Finally, there are those who have not yet joined the church, the Lost. Areligious, agnostics, and followers of other religions comprise this group.

Beyond the different ranks of The Path’s worshippers, there are three separate factions all with different ideologies. Since Val Linsin has no true separation of church and state, these factions resemble political parties and work to put their candidates in important seats of power among The Guides, including the Priest General.

CHILDREN OF AYZEDO

Named for a fifth-generation Rider of Divine and former Priest General, the Children of Ayzedo are the most conservative faction within the church. They believe that the city should abandon its interest in commerce and revert to its original purpose as a refuge and holy site. Their critics accuse them of xenophobia and stubbornness.

THE ILLUMINATED

The Illuminated is not the newest faction, but they are often considered the most liberal. They believe that the church should reduce its involvement in government and commerce, an ideology that often puts them at odds with the Supreme Chosen, who wish to expand the church’s foothold. The Illuminated had more power a hundred years ago but have since been overshadowed by The Supreme Chosen’s rapid growth. Furthermore, Priest General Barthet labeled many of the Illuminated leaders as extremists, placing them into the city’s dungeons. Afraid of further reprisal, The Illuminated struggle to find their niche in the city.

THE SUPREME CHOSEN

The newest faction in the church, the Supreme Chosen, believes that the church should expand its reach into other settlements and regions. They believe that evangelism and commerce should go hand-in-hand and want to use their position in foreign markets to spread their beliefs. Those who disagree with the Chosen’s methods are often branded heretics, and interrogated by its internal police force, the Quietude.

The current Priest General, Thibaut Barthet, leads this faction.

KHURN BOLDIHR

The dwarves of Boldihr emigrated to Val Linsin a little over two hundred years ago, working alongside the church to expand the city and secure resources in the hills. Highly detailed artisans, the Boldihr gave the city much of its current appearance. They were the ones responsible for creating many of its signature architectural hallmarks, including the Twin Keeps, the city’s rotating towers, and The Great Stone Bridge.

When word spread that the Val Linsin had a plethora of opportunities available to workers, more artisans flooded into the city. And unfortunately, not all of the new workers had the same eye for detail and respect for quality as the Boldihr.

To protect their name, the church allowed the Boldihr to establish the city’s first builders guild, Khurn Boldihr. Now, any artisan hoping to find work in Val Linsin must become an accredited member of Khurn Boldihr. Those who fail to secure this status rarely find work within the city. Furthermore, Khurn Boldihr works closely with the current in-power religious-political party, The Supreme Chosen. Those who reject Boldihr’s ways and practice without membership find themselves answering to the Quietude.

OGLEXARTH’S COVEN

The elven **archmage** Oglexarth is possibly the most powerful Val Linsin who is (proudly) not a member of the church. The Boldihr dwarves invited Oglexarth to Val Linsin nearly 150 years ago to assist them with building The Great Stone Bridge. A brilliant transmuter, Oglexarth fashioned the bridge from the natural rock of the cliffs, incorporating the Boldihr’s designs. Shortly after the bridge was created, Oglexarth further demonstrated his value by assisting the Riders of Divinity in the Crawling Wars, a conflict involving driders who hoped to claim the city as their own. The church rewarded Oglexarth with the status of honorary Guide (despite his protests), allowing him to live and work in the city without actually having to join the church.

Oglexarth, now thought to be in his early 500s, continues to work in the city, serving as the Priest General’s arcane advisor. The quirky wizard works alongside two apprentice mages, Sasta t’Fala and Antonis the Blind.

RIDERS OF DIVINITY

The Riders of Divinity is Val Linsin’s legendary mounted fighting force. Their roots stretch back to the city’s founding when the first Guides on the Path assisted the fleeing Lin-

sinites. Shortly after repelling Raventhia Fellsworn's skeletal hordes in the canyon, they led an offensive against the necromancer and destroyed her.

Although the original Riders of Divinity died hundreds of years ago, the organization still recruits and trains young Linsinites to serve as the city's defenders. The Riders are divided into four battalions, all named for a cardinal direction. There are six troops within each battalion, each with ten riders led by an experienced commander.

The Riders of Divinity are simultaneously part of the Guides on the Path and separate from it. And while the Priest General is the commander and chief of the city's mounted forces, he leaves the day-to-day operations to Captain Grand-er Fields, a high-ranking member of the Children of Ayzedo. Despite their difference in ideologies, Priest General Barthet and Captain Fields share a respect for each other.

LOCATIONS IN VAL LINSIN

Val Linsin is a huge city, filled with hundreds of homes and businesses. It would be impossible to detail each of them. Instead, here are several major sites of interest in Val Linsin that the characters are likely to come across during their stay.

GREAT STONE BRIDGE

The Great Stone Bridge is Val Linsin's most dominant feature: it hangs over the whole length of the valley, connecting the city's Twin Keeps to one another. Hundreds of people live beneath its shadow. Originally a natural rock formation, it was built up by Val Linsin's earliest settlers (working alongside Oglexarth, the archtransmuter) to serve as the city's first line of defense. The Great Stone Bridge is Val Linsin's "central nervous system," so to speak—as such, it may be the most important part of the city.

The Lifts of Tunbudir. Part of the retrofitting performed on the natural rock bridge involved the creation of mechanized lifts, championed by an ingenious gnome engineer named Arina Tunbudir. The lifts work night and day, ferrying citizens and visitors from the bottom of the valley to the top of the Great Stone Bridge.

Hustle and Bustle. Even at the quietest hours of the night, the Great Stone Bridge is a busy place. Whenever the characters first visit (or whenever you deem it appropriate), roll a d20. On a result of a 19–20, an event happens. Roll on or choose from the table below to see what trouble finds the characters:



RADIANT TEAPOT

GREAT STONE BRIDGE HUSTLE AND BUSTLE

d6 Event

- 1 A daring street urchin tries to make off with one of the character's coin purses. Characters with a passive Perception of 16 or higher catch the thief red-handed. Otherwise, a chase begins.
- 2 A street magician's harmless cantrip sends a **commoner** reeling back in surprise—they stumble over the edge of the bridge and begin to fall.
- 3 The next time one or more of the characters rides a lift, it breaks halfway through its journey and screeches to a halt. It takes 1d4 hours for engineers to fix the lift, during which time somebody aboard begins to give birth. Characters with proficiency in Medicine can assist; either way, the birth is successful. If a character assists, however, the baby is named after them (as is custom).
- 4 The characters see two centaurs kissing passionately as they take in the view.
- 5 If it is nighttime, the characters happen across a magical fireworks show. If it is daytime, they come across people setting up for the show, and are invited to attend.
- 6 Val Linsin comes under attack by a monstrous **roc**. It loses half its hit points from the city's defenses as it approaches the Great Stone Bridge, then lands with an unsettling thud. It hangs around for a round or two, then picks up a few guards or commoners and flies off with them. It takes 1d4 days for the damage to be repaired.

OGLEXARTH'S SANCTUM

The archtransmuter of Val Linsin, Oglexarth, is an ancient **archmage** who prefers to live and study in peace and quiet. Despite his position as the Priest General's arcane advisor, he is notoriously difficult to reach, even going so far as to magically conceal—and, on more than one occasion, teleport—his own sanctum. He relies on his two apprentices, Sasta t'Fala and Antonis the Blind, to deal with the bulk of his communications.

Private Sanctum. Oglexarth's residence is secured with a *private sanctum* spell, which confers the following benefits:

- Sound can't pass through the residence's walls.
- Sensors created by divination spells can't appear inside the residence or pass through the residence's walls.
- Divination spells can't target creatures in the residence.
- Nothing can teleport into or out of the residence.
- Planar travel is blocked within the residence.
- The spell is permanent; not even *dispel magic* will end its effects.
- The residence's walls are also secured with permanent *walls of force*; only a *disintegrate* spell or similar effect can penetrate them.

Where's Oglexarth? The archtransmuter tends to move his sanctum around several, often bizarre places. Sasta t'Fala and Antonis the Blind will always know where Oglexarth's

sanctum is, but will need compelling reasons to share that information; they're more afraid of Oglexarth than the characters. Whenever the characters are told where Oglexarth's sanctum is, roll on or choose from the following table:

WHERE'S OGLEXARTH?

d6 Location

- 1 Oglexarth has turned one particularly nasty toilet into a portal. The characters must find the right toilet and jump into it—head first.
- 2 Oglexarth has created an enchanted potato sack that, when placed over a creature's head, transports them into his sanctum.
- 3 Oglexarth has hidden his sanctum behind an enchanted (and very public) mirror. The characters must knock on the mirror's surface and speak a password (ideally, something embarrassing) in order to access the sanctum.
- 4 Oglexarth has made primal fear itself his sanctum—at least, the primal fear felt while falling from the Great Stone Bridge.
- 5 Oglexarth has shrunk himself and his sanctum to fit the dimensions of a small clay pot, which is kept in the safe hands of one of his assistants.
- 6 Oglexarth has teleported his sanctum into the depths of a bathhouse in Poolspire—nothing magical about it, but certainly not a place one would expect to find an archmage at work.

POOLSPIRE

Over the years, as Val Linsin expanded its influence and wealth began flowing into the city, a need arose for the construction of a high-end and isolated living district. To accommodate this need, Khurn Boldihr—the city's first and oldest masonry guild—was contracted to build the aptly named Poolspire: a roughly hundred-foot-tall butte of rock sculpted to support an artificial lake on its surface. An intricate irrigation system keeps the water cycling throughout the lake, to prevent stagnation; its surface is always clear and twinkling at high noon.

Around the lake (and to a lesser extent, beneath the shadow of the butte itself) are homes owned by some of the richest members of Val Linsin society. A variety of upscale businesses and services can also be found in Poolspire—but only for those of a "certain" quality.

RAVENTHIA'S FALL

At the city's center, directly below the Great Stone Bridge, lies Raventhia's Fall, a monument to the defeat of Val Linsin's first and most dire adversary. The marble statue depicts Raventhia Felsworn in her final moments: she lies supine on the cavern floor, her body crisscrossed by grievous cuts and stab wounds; the craftsmanship is superb, as each ripple in the marble suggests trickles of blood. The base of the statue has been carved to resemble a pile of bones, representative of her vanquished undead horde.

Once a popular spot to visit, Raventhia's Fall and its surrounding gardens (wild-growing desert flowers and ivies,

mostly) have become somewhat deserted, though no one can say for sure what's driven people away. The most common sentiment amongst visitors is that the monument emanates an intense feeling of foreboding. Unbeknownst to most, this is due to Raventhia herself influencing events from beyond the grave; even now, her Fellsborn cultists gather in secret beneath the monument's shadow to hear her voice. The cult is Val Linsin's enemy within, and their time of ascendance is quickly approaching.

TOWERS

Along the edges of the city, typically nestled beneath or above the topmost edges of the cavern walls, are great carved towers that serve as watchpoints and sentry positions. Though they may appear disconnected from the city proper, the towers for which Val Linsin is known are actually part of an intricate, magical teleportation network; this marriage of technology and magic allows attuned members—guards and high-ranking officials, for example—to travel great distances with ease. In martial terms, this means that any point of Val Linsin can be reinforced almost instantly.

Attunement Crystals. In order to utilize the teleportation network of Val Linsin, a creature must possess the proper identification, represented by a magical stone called an attunement crystal. The soldiery, officials, and esteemed guests of Val Linsin all carry such crystals.

TWIN KEEPS

Guarding the borders of Val Linsin's canyon walls are the mighty Twin Keeps, which serve as the city's primary entrances and—along with the Great Stone Bridge that connects them—its primary line of defense. These fortified stone halls were the first of many contributions made by the dwarves of Boldihr who immigrated to the city during its founding; upon arriving at the nascent settlement, the dwarves saw not a mere canyon, but a portrait upon which to paint a cultural masterpiece.

Like the many towers surrounding Val Linsin, the Twin Keeps are part of the vast technomagic teleportation network connecting the city.

THINGS TO DO IN VAL LINSIN

Players looking to spend a little downtime in Val Linsin won't be lacking for things to do. The list below is just a few of the activities available to them.

ASSISTING THE CHURCH

Characters who wish to aid any of the church's different factions may do so, provided they're willing to keep their affiliation a secret; as the different sects vie for control of the city's seat of power, the characters might find themselves in the middle of the schism. Tasks for the church vary from faction to faction (see below for more details).

The Supreme Chosen. The Supreme Chosen, led by Val Linsin's current Priest General, Thibaut Barthet, believes in power above all else. As an organization, their ultimate goal is propagation via aggressive evangelism and commercial influence. Thibaut Barthet's more immediate goal, however, is to establish himself as Val Linsin's permanent ruler—to

transcend the title of “Priest General” and become “Supreme Chosen.” To that end, he has entered into a campaign of bribery, threats, and mass arrests, using his secret police force—the Quietude—to imprison those he brands as “heretics” and “traitors.”

Whenever the characters wish to aid The Supreme Chosen, roll on or choose from the following table to see what task they’ve been assigned:

THE SUPREME CHOSEN TASKS

d6 Task

- | | |
|---|---|
| 1 | Pay a visit to an influential noble in Poolspire. Give them a good scare. |
| 2 | Shadows are stirring within Val Linsin, and it has something to do with Raventhia. Investigate rumors of a mysterious cult. |
| 3 | A few members of the Children of Ayzedo have been preaching in public. Arrest them. |
| 4 | It’s been revealed that a popular tavern is a front for The Illuminated. Investigate, infiltrate, and report back. |
| 5 | A high-ranking official of The Supreme Chosen has made a mess. Clean it up. |
| 6 | Sacrilegious graffiti is on the rise, thanks to a street artist with a hidden identity. Find them and bring them before the Quietude. |

Children of Ayzedo. Named after the former Priest General of the same name, the Children of Ayzedo believe in restoring Val Linsin to its foundational roots as a place of worship. A fifth-generation Rider of Divinity, Ayzedo was one of the most pious—and conservative—Priest Generals the city’s ever seen; his “Children” have since been forced into the shadows by Thibaut Barthe’s secret police, the Quietude, but their resolve has not wavered. Scattered as they are, the Children of Ayzedo work tirelessly to see the Path realized... for the “right” people.

Whenever the characters wish to aid the Children of Ayzedo, roll on or choose from the following table to see what task they’ve been assigned:

CHILDREN OF AYZEDO TASKS

d6 Task

- | | |
|---|---|
| 1 | Stand guard during a secret meeting. If trouble starts, make sure people get away safely. |
| 2 | A powerful noble in Poolspire is beginning to fall under The Supreme Chosen’s influence. Remind them of their sacred obligation to the Path. |
| 3 | Some of the Children’s more disillusioned members have abandoned the cause for something else. Investigate rumors of a mysterious cult forming in Val Linsin. |
| 4 | Word has gotten out that the Quietude are planning a raid. Keep the Children of Ayzedo from being arrested. |

d6 Task

- | | |
|---|--|
| 5 | A venerated member of the Children of Ayzedo is currently languishing in the Val Linsin dungeons. Free them. |
| 6 | A high-ranking official of The Supreme Chosen has an exploitable history. Frame them for something. |

The Illuminated. What began as a liberal countermovement to the Children of Ayzedo’s proud xenophobia has since been coopted and overshadowed by The Supreme Chosen, who cannibalized The Illuminated’s liberalism and intertwined it with an aggressive commercial agenda. Now, the remnants of The Illuminated—those few who weren’t swept up by The Supreme Chosen’s theocratic rhetoric—are hunted by Thibaut Barthe’s secret police, the Quietude. Despite their weakened position, The Illuminated still work to restore Val Linsin to its original purpose as a place of worship—and not just for a chosen few, but for *all* Linsinites.

Whenever the characters wish to aid The Illuminated, roll on or choose from the following table to see what task they’ve been assigned:

THE ILLUMINATED TASKS

d6 Task

- | | |
|---|--|
| 1 | A collective of street artists needs eyes on the ground as they do their work. Protect them. |
| 2 | The Quietude are planning to move a valuable member of The Illuminated to a more secure location. Intercept them and free the prisoner. |
| 3 | The Illuminated do charity work as a means to spread their message without attracting negative attention. Help out with some of the work. |
| 4 | Some of The Illuminated’s more disillusioned members have abandoned the cause for something else. Investigate rumors of a mysterious cult forming in Val Linsin. |
| 5 | A powerful merchant in Val Linsin is gathering political influence. Try to make an ally of them for the legislative battles ahead. |
| 6 | The Quietude are planning something. Infiltrate their ranks and report back. |

KRICHOKE PIE EATING CONTEST

The Krichoke Pie Eating Contest is held once a year as a celebration to honor the kinship between Val Linsin’s various peoples and cultures.

Krichoke Widetoe, a half-ogre baking enthusiast, began selling cakes, cookies, and pies out of her home several years ago. Since then, her baked goods have become renowned across Val Linsin (as much for their quality as for the non-traditional nature of their creator). The very first Pie Eating Contest began when a Boldihr dwarf boasted aloud that he could eat more than even the half-ogre chef. Krichoke, as they say, “took that personally,” and thus the Contest began; to her surprise, hundreds of people showed up, which drummed up enough business to pay for the pies ten times

over. Krichoke won—in fact, she is still the undisputed champion of pie eating.

If the characters would like to participate in the Krichoke Pie Eating Contest, they must succeed in a series of Constitution saving throws *and* consume more pies than the competition.

Intestinal Fortitude. For every hour that passes in the competition, participating characters must succeed on a DC 10 Constitution saving throw. The DC of this saving throw increases by 3 for each hour after the first.

Whenever a character succeeds on one of these Constitution saving throws, they roll 1d4 and add their Constitution score bonus: the result is the number of pies they successfully consumed during that hour of the competition.

A character who fails one of these Constitution saving throws becomes violently ill and cannot continue.

Million Pie Baby. To defeat Krichoke, a character must consume at least twenty pies. Krichoke does not make Constitution saving throws; her high score will always be 19 at the end of the competition. If a character successfully dethrones Krichoke as the champion of pie eating, the half-ogre awards them free pies for a year, and officially names the competition after them.

SPIDER FIGHTING

Because Val Linsin is situated in the middle of a canyon, a common issue for its citizens—especially those living on the outskirts—are infestations of desert **giant wolf spiders**. It's not uncommon for inquisitive children, for instance, to go missing while exploring; there's even been reports of infants being stolen from their beds by "gargantuan" spiders, though these reports are likely gross exaggerations.

Whenever the characters wish to hunt some spiders, roll on or choose from the following table to see what they encounter:

SPIDER HUNT

d4	Encounter	Reward
1	3 giant wolf spiders in their webbed nest; an unconscious child (commoner with 1 hit point remaining) is webbed up nearby.	3d8 sp, and for every result of 8, add 1 gp.
2	2 giant wolf spiders in the attic of an elderly woman.	2d8 sp, and a plate of cookies!
3	4 giant wolf spiders nesting in the basement of an abandoned house; the desiccated body of its previous owner is in the corner.	4d8 sp, and for every result of 8, add 1 gp.
4	3 giant wolf spiders have absconded with a few babies/children and retreated to their webbed nest in the cliffside.	6d8 sp, and for every result of 8, add 2 gp.

DANGERS TO VAL LINSIN

Although Val Linsin is well protected by its militia and the famous Riders of Divinity, it isn't without its troubles. Below are just a few of the dangers that your players may come across while exploring the City of Towers.

RANDOM ENCOUNTERS IN VAL LINSIN

While the characters will have plenty to do while wandering around the City of Towers, sometimes a random encounter can help spice things up or bring the location to life. Every hour that the characters spend in the city, roll a d20. On a result of 19–20, something happens. Roll on or choose from the table below to determine what the characters encounter.

RANDOM ENCOUNTERS IN VAL LINSIN

d10 Encounter

- 1 Four members of the Quietude (three **tribal warriors** led by one **veteran**) accost the characters, accusing them of some vague kind of heresy. They ask for a bribe first before drawing swords. Their goal is to arrest the characters, not kill them outright.
- 2 The Fellsworn cult summons two **vrocks** from the outer planes.
- 3 A shady merchant attempts to sell the characters a fake legendary magic item.
- 4 The Children of Ayzedo are staging a protest against Thibaut Barthet and The Supreme Chosen; as Quietude agents close in, things look to take an ugly turn.
- 5 The characters hear a muffled scream; following it, they discover two **bandits** and one **thug** mugging a blind beggar.
- 6 A fortune teller bids the characters to enter her tent. If they accept the invitation, the fortune teller reveals something important—or just lies—and demands 5 gp as payment.
- 7 One of the characters is kicked by a passing mule or horse for 4 (1d4 + 2) bludgeoning damage, and is knocked prone.
- 8 The characters pass by a very enthusiastic street magician (**commoner** with expertise in Sleight of Hand) doing tricks with their *deck of illusions*; if the characters stick around long enough, the magician attempts to steal something from the characters.
- 9 One of the characters notices a silver coin on the ground. If they pick it up, a child comes running out of the crowd, yelling "Thief! Thief!" The child's goal is to shame the characters into giving them more money.
- 10 Somebody throws their toilet waste out of a nearby window. Have the characters make a DC 16 Dexterity saving throw. Whoever fails gets drenched by filthy water and must succeed on a DC 11 Constitution saving throw or contract sewer plague.

RANDOM ENCOUNTERS AROUND VAL LINSIN

Val Linsin is built into a twisting mountain pass, beyond which are scrubby badlands broken up by occasional crops of hills and black pine forests. The first time the characters enter the 5-mile-radius area surrounding the city, or every once every 8 hours, roll a d20. On a result of 19–20, something happens. Roll on or choose from the table below to determine what the characters encounter.

RANDOM ENCOUNTERS AROUND VAL LINSIN

d10 Encounter

- 1 The characters come across two **commoners** trying (and failing) to fix a broken wagon wheel. Their **draft horse** is tied to some shrubbery nearby. They warn the characters that the road ahead is being blocked by a stubborn **hill giant**; they narrowly escaped, but the wagon wheel snapped after hitting a ditch.
- 2 The characters see three **giant vultures** circling something in the distance. If they investigate, they find an unconscious woman (**commoner** with 1 hit point remaining) bearing the symbol of The Illuminated. If returned to town safely, she explains that she was on the run from the Quietude, and warns the characters to stay out of their way.
- 3 The characters stumble onto a spider nest (roll on the Spider Hunt Table on page 8, ignoring results of 2 and 3).
- 4 The characters see a flock of ravens heading toward the city.
- 5 A **xorn** emerges from the earth and attempts to eat something precious to the characters.
- 6 Choose one character at random, and have them make a DC 12 Dexterity saving throw. If they fail, they're bitten by a **poisonous snake**.
- 7 A bloodied **draft horse** bolts past the characters. A successful DC 12 Wisdom (Survival) check leads the characters to a **ghoul** feasting on the horse's owner. A silver dagger lies on the ground nearby.
- 8 Two **ankhegs** burst from beneath the characters' feet. They attempt to isolate one character and drag them underground; failing that, they retreat and continue tracking the characters for another ambush.
- 9 The characters see a **young red dragon** gliding on the horizon. It turns toward a mesa and disappears from view. A successful DC 12 Wisdom (Survival) check leads the characters to the mesa and the dragon's lair. The lair does not contain a treasure hoard, but rather three precious dragon eggs.
- 10 The characters come across a **tribal warrior** named Max and his pet dog, whom he calls Dogmeat.

RAVENTHIA FELLSWORN'S LEGACY

Raventhia Fellsworn was the necromantic general who threatened Val Linsin during its founding. Without the timely intervention of the Riders of Divinity, it is likely that Raventhia would have succeeded in crushing the Linsinite refugees for good. Though her corporeal form was eventually destroyed after a protracted battle, Raventhia's spirit yet lingers in Val Linsin—and she's slowly gaining strength.

The shadow of Raventhia whispers to the vulnerable and misguided, compelling them to commit profane and violent acts upon the good citizens of Val Linsin. Her ultimate goal is to achieve lichdom, for which she requires three things: raw magical power (found in sorcerers and enchanted objects), a ritual performed (the instructions for which she whispers incessantly), and blood. Lots of blood. Upon achieving lichdom and a new corporeal form, Raventhia shall call forth a new Skeletal Legion and claim Val Linsin as her personal throne.

Raventhia's Return. The Fellsworn Cult is actively working in Val Linsin to raise Raventhia as a **lich**. This is represented in game terms as a variable, which begins at 1 (when the characters first arrive at Val Linsin) and ends at 20, at which point Raventhia is successfully raised (see All Hell Breaks Loose below for more information). Keep this variable a secret.

Every time one or more of the characters takes a long rest inside Val Linsin, increase the variable by 1. Then, roll a d20: on a 19–20, a Fellsworn Cult event happens. Roll on or choose from the table below to see what cult activity occurs:

FELLSWORN CULT EVENT

d4 Event

- 1 A magic-user (sorcerer, wizard, etc.) is abducted. Add 3 to the variable, then roll a d20. On a result of 10–19, the magic-user abducted is one of Oglexarth's apprentices. On a result of 20, the magic-user abducted is one of the characters.
- 2 The cult infiltrates and raids one of the church's reliquaries, taking anything with even a trace amount of enchantment magic. Add 3 to the variable.
- 3 A botched summoning ritual ends with several cultists dead and a horned devil on the loose. Add 3 to the variable.
- 4 Several desiccated bodies are dumped from the Great Stone Bridge. They splatter to the city below—strangely, however, it appears that they were completely drained of blood. Add 3 to the variable.

All Hell Breaks Loose. When the variable hits 20, the Fellsworn Cult enacts their dark ritual at the Raventhia's Fall monument the following midnight, sacrificing captured magic-users and themselves to fulfill their blood oath to the necromancer. Raventhia manifests into the world with a burst of necrotic energy that wilts all plant matter within a mile of the monument; now, reborn as a **lich**, Raventhia may finally take her revenge upon Val Linsin.

- First, Raventhia raises her fallen cultists into an army of 100 **skeletons** and 30 **flesh golems**; she raises the

most powerful of the fallen magic-users into 4 lieutenant **mummy lords**.

- Second, Raventhia desecrates five artifacts stolen from the church reliquaries, transforming them into her personal phylacteries. She gives four of the phylacteries to her lieutenant mummy lords, then buries the fifth beneath the monument itself.
- Finally, Raventhia begins her march across Val Linsin. Her goal is to dethrone the Priest General, destroy the church, and raise all who fall before her into undeath.

In a straight up fight, Val Linsin's militia would be enough to repel Raventhia's new Skeletal Legion. However, since the attack is coming from the center of the city, the militia is caught completely by surprise. As the city's defenses trickle in, they may unwittingly add to Raventhia's ranks.

Without the characters' intervention, the city will fall. They must rally the militia, form ranks, and march upon the enemy. For every hour that passes without a character-led battle, $10d20 + 20$ of Val Linsin's militia and $10d20 + 20$ Linsinite civilians are slaughtered without mercy; then, half of those casualties are raised by Raventhia as **zombies**. If eight hours pass without the characters intervening, Val Linsin falls, and the canyon city becomes a nightmarish stronghold of undeath.

Final Encounter. Once the battle is joined, the characters (and any allies present, such as Oglexarth) cut their way to Raventhia, beginning the final encounter. Treat Raventhia as a **lich** in her lair. Depending on the characters' average party level, you may want to include one or more of Raventhia's **mummy lord** lieutenants and/or lesser undead minions.

Each round, an event from the larger battle raging around the characters will occur, culminating in the arrival of the Riders of Divinity at the beginning of round six.

BATTLEFIELD ROUND

Order Event

- 1 A flaming **warhorse** with 1 hit point remaining bolts across the field: each creature in the encounter must succeed on a DC 15 Dexterity saving throw or get knocked prone.
- 2 A woman and her child (**commoners**) are stuck on the thatched roof of their home. Three **skeletons** are beginning to climb toward them; after three rounds, they reach the Linsinites.
- 3 A **knight** atop their **warhorse**, both with half their hit points remaining, joins the battle to help the characters.
- 4 Two of Oglexarth's **animated boulders** (see the appendix) burst from the earth and join the battle to help the characters.
- 5 A volley of arrows launched from the Great Stone Bridge falls onto the battlefield: each creature in the encounter must make a DC 16 Dexterity saving throw, taking 14 (3d8) piercing damage on a failed save, or half as much damage on a successful one.
- 6 A piercing bright light illuminates the night—the Riders of Divinity have come at last! All enemy creatures take 14 (3d8) radiant damage from the Riders' arrival. Characters and creatures friendly to the characters gain Inspiration.

EXAMPLE TREASURE

Val Linsin is a religious settlement, and as a result is more likely than others to have (or hide) holy magic items therein. Such magic items can include, but are certainly not limited to, the *celestial circlet*, *crozier of divine power*, *gauntlet of the divine feud*, *radiant teapot*, *reliquary of holy memories*, *ring of solar's sight*, *scepter of faith*, *scroll of the new dawn*, *solar staff*, and *warding staff*. Clerics and paladins in Val Linsin may discover exciting armaments for themselves, such as the *aegis of radiance*, *breastplate of the morning light*, *caduceus flail*, *hammer of willpower*, *lifeburst*, *maul of the guiding star*, *oathkeeper's resolve*, *radiant defender*, *radiant war pick*, *sagittarian vestments*, *solacesteel mitigator*, and otherworldly *sunfire*. Bow-wielders, including paladins looking to take the Oath of the Watchtower (detailed at the end of this document), may also be able to find the *radiant quiver*, *redeemer's regards*, or *slaying longbow*.

The city's prevalence of stone workers, such as artisans from the Boldihr builder's guild or even Oglexarth, also warrants the inclusion of stone-related and dwarven magic items, such as the *armor of the stone citadel*, *bag of bellstones*, *ball of wild earth*, *candy xorn*, *no-stones*, *rod of instant pillars*, *siege staff*, and *stonemason's companion*.

Lastly, the teleportation network that the city uses to patrol and defend the surrounding mountains means that there may be other similar items to be found in the city, such as the *cube of teleportation*, *homeward boots*, or *gateway ring*.



APPENDIX: VAL LINSIN STAT BLOCKS

ANIMATED BOULDER

Animated constructs created by the archmage Oglexarth. These boulders remain motionless when not defending the city from attack. While active, they use their considerable weight to crash through and crush enemy lines.

GERBEREAN RAM

Ridden by the dwarven Bim Thorum that patrol the wild mountains, these rams have three heads that, for the most part, get along with each other. These massive mounts can easily navigate the terrain and cliff faces of the mountains.

HERETIC

Heretics are tricksters that interface with deities but aren't called to serve a single one. These rogues are able to broker tenuous, temporary accords with them to cast a limited spectrum of magic. These Heretics often play as pivotal roles in the Upper Planes' greater machinations as the clerics and paladins that devoutly serve them.

RAVENTHIAN ACOLYTE

The lingering cultists of the fallen Raventhia. They seek to revive their leader as a lich and finally destroy Val Linsin, the very stronghold their presence forced to create years ago.

RIDER OF DIVINITY

Paladins of Val Linsin that are trained in the bow. Often mounted on horseback, these defenders seek out evil and smite it from afar, protecting those in harm's way with a magical aura.

GUARD TOWER

Typical towers designed to record or bar passage through key areas. They are fortified with a variety of optional artillery and can hold a wide range of occupants. Taking a guard tower is a feat of strength, cleverness, and tenacity.



ANIMATED BOULDER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft. (20 ft. when moving uphill, 60 ft. when moving downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	3 (-4)	3 (-4)	1 (-5)

Damage Vulnerabilities bludgeoning, thunder

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 3 (700 XP)

Antimagic Susceptibility. The boulder is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the boulder must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Charge. If the boulder moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Constructed Nature. The boulder doesn't require air, food, drink, or sleep.

Earthen Vigor. If the boulder moves at least 20 feet across rocky ground on its turn, it regains 10 hit points.

False Appearance. While the boulder remains motionless, it is indistinguishable from a normal boulder.

Rocky Roll. Difficult terrain composed of earth or stone doesn't cost the boulder extra movement.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Rollout (Recharge 5–6). The boulder moves up to 30 feet in a straight line without provoking opportunity attacks. Each creature in the line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, the creature is pushed 5 feet to an unoccupied space of its choice outside the path of the boulder's movement.

CERBEREAN RAM

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 19

Languages —

Challenge 4 (1,100 XP)

Charge. If the ram moves at least 20 feet straight toward a target and then hits it with its horns on the same turn, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Sure-Footed. The ram has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Three Heads. The ram has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The ram makes three attacks with its horns. It can choose to simultaneously make all three attacks against the same target; if it hits with at least two of these attacks and uses its Charge, the target has disadvantage on its saving throw against being knocked prone.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

HERETIC

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	17 (+3)	15 (+2)

Saves Dex +4, Int +2

Skills Deception +6, Persuasion +4, Religion +4, Stealth +6

Senses passive Perception 13

Languages Common, Thieves' Cant, plus any one language

Challenge 3 (700 XP)

Evasion. If the heretic is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the heretic instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It also gains this benefit for any saving throw it makes to prevent radiant damage, even if it's not a Dexterity saving throw.

Heretic's Curse. As a bonus action, the heretic can curse a creature it can see within 60 feet of it for 1 minute or until it uses this effect again. For the duration, whenever the cursed creature makes a saving throw against a spell the heretic casts, it must roll a d4 and subtract the number rolled from the total.

Sneak Attack (1/Turn). The heretic deals an extra 14 (4d6) damage when it 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 the heretic that isn't incapacitated and the heretic doesn't have disadvantage on the attack roll. If the target is under the effects of the Heretic's Curse, the heretic can choose for its Sneak Attack damage to be radiant, and it can use its Sneak Attack against the target even if it doesn't have advantage on the attack roll, but not if it has disadvantage on it.

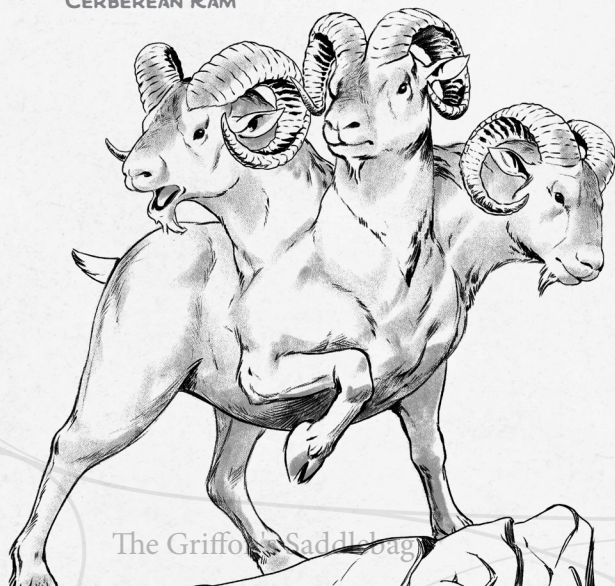
Spellcasting. The heretic is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following cleric spells:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st–2nd level (2 2nd-level slots): *bless, cure wounds, lesser restoration, spiritual weapon*

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

CERBEREAN RAM



RAVENTHIAN ACOLYTE

Medium humanoid (any race), typically chaotic evil

Armor Class 14 (leather armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	19 (+4)

Skills Arcana +5, Perception +4, Religion +5

Senses passive Perception 14

Languages Common plus one other language

Challenge 5 (1,800 XP)

Mimicry. The acolyte can mimic simple animal sounds and the voices of humanoids it has heard. A creature that hears the acolyte mimicking sounds or voices in this way can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Raven Servant. The acolyte can cast *find familiar* as a ritual. When it does so, the familiar takes the form of a raven, but it has an Intelligence of 6, can understand Common, and has advantage on saving throws against spells and other magical effects.

Spellcasting. The acolyte is a 11th-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): *chill touch* (3d8), *mage hand* (appears as a raven), *minor illusion*, *prestidigitation*

1st–5th level (3 5th-level slots): *animate dead*, *blight*, *darkness*, *dream*, *fear*, *fly*, *gaseous form* (self only; appears as a swarm of ravens), *mirror image*, *misty step*, *polymorph*, *scrying*

1/day: *eyebite*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

RIDER OF DIVINITY

Medium humanoid (any race), typically lawful good

Armor Class 17 (splint)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	14 (+2)	18 (+4)

Saves Wis +4, Cha +6

Skills Athletics +6, Insight +4, Perception +6

Senses passive Perception 16

Languages Common plus one other language

Challenge 3 (700 XP)

Aura of Vigilance. The rider and friendly creatures within 10 feet of it can't be surprised, and opportunity attacks against them are made with disadvantage.

Spellcasting. The rider is a 7th-level spellcaster. Its spellcasting ability is Charisma (+6 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *cure wounds*, *guiding bolt*, *heroism*, *longstrider*

2nd level (3 slots): *branding smite*, *see invisibility*, *warding bond*

ACTIONS

Multiattack. The rider makes two attacks.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Transfer Aura. The rider touches a creature, making that creature the origin of its Aura of Vigilance. The aura returns to the rider if the creature is more than 150 feet away from the rider, if the creature dies, or if the rider uses a bonus action to end this effect. If the rider uses this action again, the aura's origin is removed from the first creature.



GUARD TOWER

Gargantuan structure, Tier 3 encounter

Armor Class 15

Hit Points 300

Damage Threshold 10

Damage Resistances poison, psychic; piercing and slashing from nonmagical attacks

Challenge 16 (15,000 XP)

Archery Tower. Damaging the tower simultaneously reduces its hit points and kills archers inside it. When the tower is destroyed 4 (1d6 + 1) archers rush out of it and attack unless the tower has already been breached and the archers have been killed (see below). The archers use the **scout** stat block.

The tower is magically warded, preventing creatures from entering it via teleportation or by interplanar travel. The door to the tower is barricaded but can be breached. It can be forced open with a successful DC 25 Strength check, or it can be destroyed (AC 13, 60 hit points, immunity to poison and psychic damage); damage dealt directly to the door doesn't reduce the guard tower's hit points.

If a creature breaches the door or otherwise gains entry to the tower while it still has hit points, the tower has four archers inside it, plus one additional archer for every 30 hit points the tower has remaining. The archers share the tower's initiative, but they take their turns immediately before the tower's. If at least four archers don't forgo their turns, the tower can take no actions (but can still use its legendary actions).

ACTIONS

Multiattack. The tower makes four archer attacks, or two archer attacks if it has half its hit points or fewer. It can make a ballista attack in place of two archer attacks.

Archer. *Ranged Weapon Attack:* +10 to hit, range 200/800 ft., one target. *Hit:* 11 (2d10) piercing damage.

Ballista (Recharge 5–6). *Ranged Weapon Attack:* +10 to hit, range 300/1,200 ft. (can't hit targets within 30 feet of it), one target. *Hit:* 33 (6d10) piercing damage.

LEGENDARY ACTIONS

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

Archer Shot. The tower makes one archer attack. If the tower has been breached, one of the archers can instead make an attack against a target inside the tower.

Reload (Costs 2 Actions). The tower's Ballista action immediately recharges.

Volley (Costs 3 Actions). The tower's archers launch a simultaneous barrage of arrows, which rain down in a 40-foot-radius, 40-foot-high cylinder centered on a point within 800 feet of the tower. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one. If the tower has half its hit points or fewer, a target instead takes 11 (2d10) piercing damage on a failed save, or half as much damage on a successful one.

VARIANT: GUARD TOWER WITH BEACON

For an added challenge, you can place a large, flaming beacon atop the guard tower. Such a guard tower has the modifications below, and its challenge rating increases to 18 (20,000 XP).

Whenever a guard tower with a beacon deals damage—either from an archer or ballista attack or from its Volley legendary action—a target takes an extra 7 (2d6) fire damage. In addition, the guard tower can use an action to send up a flare from the beacon to signal for help. Doing so may warn other nearby towers or allies to prepare for an attack, or it may be used to call for reinforcements, which arrive in 2d10 minutes. These reinforcements may be a platoon of foot soldiers, mounted cavalry, or even monstrous flying allies such as a manticores or dragon.5) force damage if the swarm has half of its hit points or fewer.



GUARD TOWER



OATH OF THE WATCHTOWER

NEW PALADIN OATH

Paladins are zealous warriors given might by their cause. Some swear oaths to rid the world of certain creatures or to be a champion of peace, whereas others exist simply to restore a sense of balance in the world as they see fit. Most paladins are good, although some of the strongest and most feared have turned to work in support of evil instead. Regardless of their virtues, it is this unwavering conviction among paladins that serves as the source of their strength: a commitment to righteousness, or at least their version of it, that fuels their every decision.

There are countless paladins across the multiverse, many of whose views are at odds with the next one's. What creature or cause has wronged you, or is so important to you that it drives you headlong into the forces that oppose you? These beliefs will impact the oaths and paths you take to in order to uphold them.

OATH OF THE WATCHTOWER

The Oath of the Watchtower is devoted to the stewardship of its land and the people who live there. While traditional paladins leap to meet danger head-on, paladins who swear

this oath are empowered to smite evil where it stands from afar. Often reserved by their very nature, these paladins stand as stoic landmarks in the midst of turmoil, and offer guidance and safety to those in their care. Many have served as town guards or stood watch atop castle battlements, and are equally likely to favor a bow and arrow as they are a sword and shield.

TENETS OF THE WATCHTOWER

The tenets of the Oath of the Watchtower hold a paladin to protect their flock and keep an ever-mindful eye, as danger is always lurking in the shadows.

Guard the Flock. Your vigilant watch is the first line of defense against impending evil.

Harbor the Weary. Your steadfast protection provides comfort and safety.

Show the Way. Your patience and guidance shine a light for others to find their path.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE WATCHTOWER SPELLS

Paladin Level	Spells
3rd	<i>guiding bolt, longstrider</i>
5th	<i>see invisibility, warding bond</i>
9th	<i>magic circle, sending</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>flame strike, hallow</i>

CHANNEL DIVINITY

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

Divine Sniper. You can empower a weapon with divine precision using your Channel Divinity. As a bonus action, you touch a bow or crossbow within your reach. You can use your Charisma modifier, instead of Dexterity, for any attack and damage rolls you make with it for the next 8 hours or until you finish a short or long rest. For the duration, you can use your Divine Smite feature when you hit a target with a ranged weapon attack using it. When you do, the extra damage dice are d6s, instead of d8s.

If you later gain the Improved Divine Smite feature, you deal an extra 1d6 radiant damage whenever you hit a creature with a ranged attack using this bow or crossbow.

Warding Tower. During a short or long rest, you can create a magical ward around you to safeguard your respite using your Channel Divinity. At the start of the rest, you can spend 10 minutes warding the area in a 15-radius circle on the ground, after which point a 15 foot tall cylinder extends upward from the circle. The cylinder remains until the rest ends, you roll initiative, or you leave the area, up to 8 hours. The cylinder is transparent from the inside, but is shrouded by camouflaging illusions from the outside, allowing creatures to see to the other side of the cylinder, as if it weren't there. Creatures outside the cylinder only become aware of it with a successful Wisdom (Perception) check against your paladin spell save DC, but make the check with a penalty equal to half your paladin level (rounded up). In addition,

you are mentally alerted whenever a Tiny or larger creature whom you haven't designated, as per the alarm spell, comes within 30 feet of the cylinder.

Any light from open flames inside the space, such as a campfire, torches, or similar, isn't visible outside it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the rest ends or you leave the cylinder, you can command the interior to become dimly lit or dark.

If you have no more uses of your Channel Divinity, you can still use this option by expending a spell slot of 1st level or higher as part of creating the magical ward. When you do, the maximum number of hours that it can remain is equal to twice the level of the spell slot used.

AURA OF VIGILANCE

Starting at 7th level, you gain a bonus to Wisdom (Perception) checks you make that rely on sight; this bonus is equal to your Charisma modifier (minimum of +1). You also exude a watchful aura, which extends from you and protects you and friendly creatures within 10 feet of you. Affected creatures within the aura can't be surprised, and opportunity attacks against them are made with disadvantage.

You can choose to move the origin of your Aura of Vigilance to another willing creature. As an action when you touch a creature, or as part of the action to use your Lay on Hands feature, you can choose to make that creature the origin of your Aura of Vigilance. Alternatively, when you deal damage to a target with your Divine Smite, you can move the origin to a willing creature that you can see within 5 feet of that target. The aura originates from this creature until you're more than 150 feet away from it, until it dies, or until you use a bonus action to end the effect, at which point the aura returns to you. Moving the aura's origin to a different creature removes it from the first. While the aura is originating from another creature, you can use an action to sense the direction of its location. Any other aura that you have is not moved by this feature.

At 18th level, the range of this aura increases to 30 feet.

SENTINEL'S AID

Beginning at 15th level, you can use your Lay on Hands feature on a creature that you can see within 60 feet of you, instead of a creature you touch. To do so, you must expend twice as many hit points from your pool as normal.

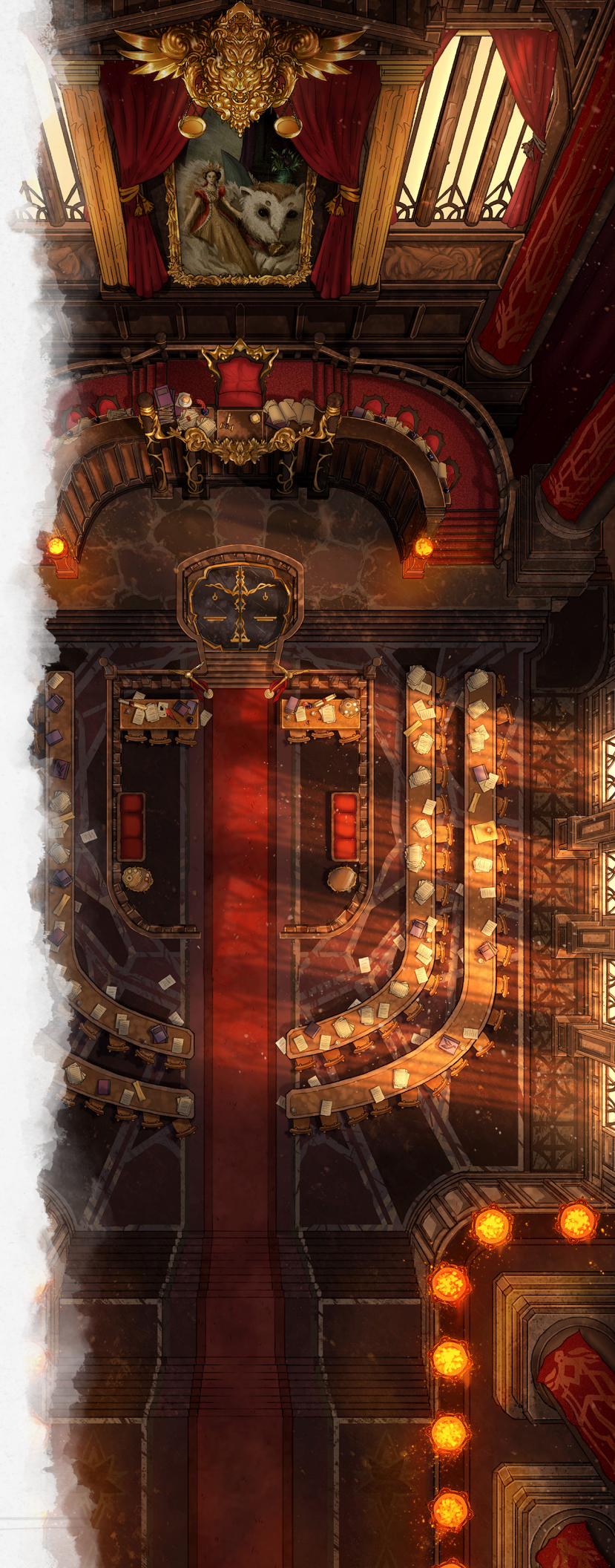
In addition, you can take the Search action as a bonus action on your turn.

AVATAR OF THE WATCHTOWER

At 20th level, your steadfast presence provides your allies with boundless confidence and protection. You can use an action to gain the following benefits for 1 minute:

- You have resistance to bludgeoning, piercing, and slashing damage.
- You regain 10 hit points at the start of each of your turns while you have at least 1 hit point.
- Friendly creatures in your Aura of Vigilance are considered to have half cover against hostile attacks and effects.

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





HERETIC

NEW ROGUE ARCHETYPE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

HERETIC

You are inspired to lead change by divine force. Regardless of any personal oaths or beliefs you carry, your deep conviction to a greater purpose provides you with a limited scope of divine power. You are tethered to the will of multiple deities, instead of one, and in doing so can call on their versatile strengths to aid your work. As an arbiter of the greater will of the divine, you are always capable of reaching and beseeching a deity to aid in your endeavors, especially if doing so also disrupts the interests of a competing power. These deities willing to lend their strength to you also accept that your expert hand moves by the grace of all deities, not just theirs, and understand that your actions may not always be congruent with their motivations. Sometimes called white wolves

among the devout for being independent and outspoken, Heretics are by all means wolves in sheeps' clothing.

GUISE OF THE DEVOUT

Starting when you choose this archetype at 3rd level, maces have the finesse property for you. In addition, whenever you make an Intelligence (Religion) check to recall information about a religion or deity, treat a roll of 7 or lower on the d20 as an 8.

When you reach 11th level in this class, your Reliable Talent feature also affects any Intelligence (Religion) check you make, even if you're not proficient with the skill.

HERETIC'S CURSE

Starting at 3rd level, you can use a bonus action to place a baneful curse on a creature that you can see within 60 feet of you. This curse lasts for 1 minute or until you use this feature again. For the duration, whenever the cursed creature makes a saving throw against a cleric spell you cast, it must roll a d4 and subtract the number rolled from the total. In addition, you can use your Sneak Attack against the cursed creature even if you don't have advantage on the attack roll, but not if you have disadvantage on it. When you do, you can choose for the Sneak Attack damage to be radiant.

You can use this feature twice, and you regain all expended uses of it when you finish a short or long rest. You can use it three times between rests when you reach 9th level in this class, and four times at 13th level.

SPELLCASTING

When you reach 3rd level, you gain enough divine favor to cast a limited variety of spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the cleric spell list.

CANTRIPS

You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

SPELL SLOTS

The Heretic Spellcasting table below shows how many spell slots you have to cast cleric spells of 1st through 4th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your cleric spells of 1st level or higher, you must expend a spell slot. You regain all expended Heretic spell slots when you finish a short or long rest.

When you reach 13th level in this class, you gain a special spell slot, in addition to your normal ones. This spell slot is the same spell level as your other Heretic spell slots, but is only regained when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

When you gain this feature, choose a Divine Domain from the cleric class. Until you finish a long rest, the cleric spells you know are the ones listed in that domain's spell list, provided that you have the spell slots with which to cast them.

You can choose the same or a different domain whenever you finish a long rest.

For example, when you are 13th level, you have two 3rd-level spell slots. If you chose the Life domain, you must spend one of those slots to cast the 1st-level spell *cure wounds*. When you do, you cast it as a 3rd-level spell.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells, which you gain from a temporary affiliation with a deity associated with the domain you choose. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

HERETIC SPELLCASTING

Rogue Level	Cantrips Known	Spell Slots	Slot Level
3	3	1	1
4	3	1	1
5	3	1	1
6	3	2	1
7	3	2	2
8	3	2	2
9	3	2	2
10	4	2	2
11	4	2	2
12	4	2	2
13	4	2	3
14	4	2	3
15	4	2	3
16	4	2	3
17	4	2	3
18	4	2	3
19	4	2	4
20	4	2	4

For the purposes of multiclassing, treat this spellcasting feature as if it were the same as a warlock's Pact Magic. You can use the spell slots you gain from other Spellcasting class features to cast any domain spells that you have Heretic spell slots for.

CONVERSION

Starting at 9th level, your familiarity with religion and divinity has grown to serve you in new ways. You can change your chosen cleric domain to a different one using a bonus

action. Once you do, you can't do so again until you finish a long rest.

You can also use your Evasion feature for any saving throw you make to prevent radiant damage, even if it's not a Dexterity saving throw. Further, you can add your proficiency bonus to saving throws against the spells and special abilities of celestials.

BLASPHEMOUS SENSES

Beginning at 13th level, you can use an action to detect the presence of any aberration, celestial, elemental, fey, fiend, or undead within 60 feet of you, provided you aren't blinded or deafened. You know the number and type of any being whose presence you sense, but not its identity or exact location. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

HERETIC'S BLESSING

At 17th level, your Heretic's Curse can guide your allies' strikes. Whenever a friendly creature (including yourself) attacks a target under the effects of your Heretic's Curse, that creature can roll a d4 and add the number rolled to the attack roll.

In addition, you can cast the *commune* spell once without expending a spell slot. You must finish a long rest before you can do so again. This version of the spell allows you to contact a deity aligned with your current chosen cleric domain, although it may not regard you with the same familiarity that it would a devout follower.

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