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WANDERER'S GUIDE TO PROSGIA



**An elemental blend of new rules and adventures, compatible
with the world's greatest roleplaying game!**

WANDERER'S GUIDE TO PROSGIA

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ON THE COVER

An enraged carcinoasis strikes at a weary traveller in the night, eager to earn a tasty meal! These dubious crustaceans are to be feared!

ON THE ALTERNATIVE COVER

Two robed figures explore the Grave of Titans, the Prosgian sun beating overhead. What treasures lie undisturbed?

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The Fallen Star

Sand Myxini Nest

Verdant Divide

City of Oasis

Grave of Titans

Gray Wastes

Isle of Loneliness

15 Miles

PROSGIA



AN INTRODUCTION TO PROSGIA

OASIS

This massive city occupies a large portion of the desert area. North of the Gray Wastes, Oasis has withstood the test of time, outliving its sister cities and many attempted rebellions. Ruled by a council of notable individuals known as the Heralds, Oasis thrives with activity during the annual Sun's End Festival. Despite its seemingly booming economy, hushed whispers and talks of rebellion again fill the underground and back alleys of the city.

Oasis began as a simple crossroads marketplace, rapidly growing until many merchants decided to settle there permanently, and establish a city. Originally, a single monarch ruled all of Oasis, growing wealthy by collecting heavy taxes on the thousands of different goods sold within the city's borders. The monarchy was tolerated for a time, but over generations, as taxes steadily increased, the wealthiest of the city's merchants became displeased with having to give up so much of their income. These merchants banded together to organize a rebellion, rallying the people of Oasis under the promise of freedom from the tyranny of an absolute ruler. In turn, the common citizens, even more devastated by the royals' economic policy, wholeheartedly supported the merchants, referring to them reverently as "heralds of a better age."

With the city's entire population behind them, the newly-christened Heralds overthrew the monarchy and established themselves as Oasis's new rulers. However, far from delivering the freedom they promised, the Heralds were more concerned with protecting their bottom lines. Quickly levying similar taxes to those imposed by the royals before them, the Heralds used their political power and influence to eliminate their economic rivals, and silence all dissent.

Having been betrayed by those they trusted to deliver freedom and prosperity, the citizens of Oasis have since attempted multiple revolutions against the Heralds. Each one, however has been brutally stamped out. Having learned from their own coup, the Heralds work tirelessly to prevent the same conditions that led to their initial uprising. One of the primary barriers preventing revolution has been the lack of trust between the lower and middle class. Almost all of the workers of Oasis remember the result of the first revolution, and have no desire to put their trust in yet another group of backstabbers. The merchants, on the other hand, are worried that the citizens might attempt to restrict their businesses even more than the Heralds do if an uprising was successful. These tensions are exploited by moles planted by the Heralds into budding revolutionary organizations, and the resulting infighting inevitably leads to the groups' collapse.

For some, this repeated failure has shown them that such rebellions are doomed from the beginning, and

now turn to other methods to earn their freedom. Some attempt to meld into modern society, maintaining the status quo rather than risking greater suffering. Others form cults dedicated to malicious gods, whom they hope will grant them the power political struggles cannot. A scant few, however, refuse to give up: To these idealists, no matter how slim the odds of victory, accepting tyranny is never an option.

SUN'S END FESTIVAL

One of the most celebrated events of the year for Oasis residents, the Sun's End Festival is a yearly festival that occurs at the end of a peculiar week-long day, coinciding with the summer solstice. Offering no reprieve from the sun's scorching rays, these days are blazing and sorrowful, and are often the hottest days of the year. The residents of Prosgia celebrate the fall of the sun with wild celebrations, parades, and feasts, and ending by welcoming in the new year with the following sunrise.

THE RING OF LIFE

The Ring of Life is the center of Oasis. Aptly named, the Ring is a circle of connected oases, forming a moat-like bed of water around the government tower in the center. The Ring is the center of mercantile and government business. Merchants' tents adorn the outside of the ring, each peddling wares to the notable individuals who cross the guarded bridges leading to the government tower.

THE OPAL ARCHIVE

South of the government tower and Ring of Water lies the white stone pyramid known as the Opal Archive. This monumental building holds troves of potent artifacts, and enormous libraries containing the lore of the desert. A group of historians known as the Opal Scribes maintains and protect the knowledge stored here, as well as guide those who wish to learn from the Archive's thousands of manuscripts. Some knowledge, however, is kept behind a tiered clearance system. Not necessarily denoting wealth or social status, clearance is assessed case-by-case by a governing body within the Scribes themselves.

The Opal Scribes are an organization much older than almost any other humanoid civilization in Prosgia. Their founding members shared the desert with the great titans who now lie dormant beneath the sands. As the titans lay gravely wounded after their terrible battle against Maord Sholae and their allies, the original Scribes recorded as much as they could of their ancient knowledge and wisdom, in hopes that even if the titans themselves did not survive, their legacy could still live on. To this day, they still work to record and preserve every scrap of knowledge the desert has to offer, treasuring it far more than even gold and water.

The Scribes have survived over the centuries by being flexible, and adapting to whatever the current social and political climate may be. They swore fealty to Oasis's original monarchs when they first took power, and when it became clear that the Heralds would succeed in their initial revolution, the Scribes swore fealty to them as well. In both cases, their loyalty was in name only; a Scribe is only ever truly loyal to their organization, and the safety and security of their ever-expanding archives.

The organization can maintain autonomy by carefully granting access to those in positions of power. The Scribes grant those with positions of authority within Oasis a higher level of access than they do to the average citizen, telling them that they have access to the Archives in their entirety. In reality, the true extent of the Scribes' wealth of knowledge is unknown, only accessible to members of the organization and those personally vouched for by senior members. The massive collection of ancient artifacts and magic items within the Archives are also reserved entirely for the Scribes, in case they feel the need to defend themselves against the "rulers" they serve.

The Opal Archives contain four distinct levels of access: The first is available to the general public, containing everything you might expect from a standard public library in an oppressive police state. The second level, available only to those with high status, as well as ordinary citizens who have earned the Scribes' trust, contains classified government records, and texts that have been banned or censored by the Heralds. The third level is available only to Scribes, and those they are certain they can trust not to reveal their secrets. This is where the answers to Prosgia's oldest mysteries are stored — the forgotten knowledge of the Titans, the history of the desert's ancient civilizations, the techniques for casting forgotten spells, and the recipes for crafting magical items. The fourth and final level can only be accessed by the Scribes' most senior members, and contains knowledge that the organization considers to be dangerous if left in the wrong hands. For instance: knowledge of the true nature of the Isle of Loneliness and the ancient evil imprisoned there.

FACTIONS OF OASIS

Oasis houses two rival political factions within its walls: the Heralds, and the Opal Scribes. The Heralds are the face of politics within Oasis, and what the common people view as the primary rulers. However, just as the integration of the church has proven to be a boon for many foreign kingdoms, the Heralds understand the importance of appeasing the Opal Scribes.

Since the Opal Scribes represent most of the advanced knowledge within Oasis, they often lead in areas such as architecture, cooking, hunting, and resource production. Additionally, the Scribes task themselves with the protection of Oasis from the desert itself. Despite the control they have over large swaths of Oasis's political sphere, the Scribes do not lead Oasis for one simple reason: They value their lives far too much to risk being viewed as the true leaders of Oasis. Scribes tend to live extremely

long lives, and harbor a fear of death so extreme that they assisted the Titans in their fight against Maord Sholae, in hopes of harnessing the dying Phoenix God's powers of reincarnation and immortality. The Scribes are still the leading scholars on Maord Sholae, and are perhaps the only force that has kept the Phoenix God slumbering centuries past their expected rebirth. As the original denizens of Prosgia, as well as the true fathers of Oasis, the Scribes use the Heralds as a way to ensure their actions are never scrutinized too closely; keeping themselves out of the political eye, and striving to be seen as an asset to keep by one's side, should you ever attempt to take power in Oasis.

This codependent political relationship is the cornerstone of Oasis's government, with any other political factions having to meet in complete secrecy, usually outside of the city's walls.

THE HERALDS

The political face of Oasis. A council of seven, the Heralds are a competent and dangerous force to cross. In an attempt to maintain their lavish lifestyle, the Heralds find themselves caught between shutting down revolutionaries and maintaining public approval.

THE OPAL SCRIBES

The forefront of knowledge in Oasis, and some of the oldest and most powerful mages in Prosgia. The only organized group of people during the time of the Titans, they witnessed the betrayal of Maord Sholae, the building of "The Immortal City" and the destruction of the area now known as The Gray Wastes.

THE MERCHANTS AND GUIDES

The Merchants of Oasis make up the Upper and Middle classes of Oasis, but hold very little power. During the dryer months, where little to no resources are available for them to sell to foreign visitors or to their own people, Merchants go through extremely tough times. This being the case, most Merchants are extremely cautious in their purchases, and always try to keep their margins as high as possible, to account for periods of slow business.

The Guides of Oasis are those versed enough in the dangers of Prosgia to venture outside Oasis walls for any extended period of time. They are the driving force of Oasis's economy. Due to the harsh nature of the Prosgian wilderness, there are never enough Guides to meet the constant demand. Typically, Guides are either educated folk who failed to become Opal Scribes, or ex-military who've previously worked for the Heralds.

The Merchant and the Guides tend to despise the ruling elite, but are often appeased by the benefits they're provided by the Opal Scribes and Heralds. Coupled with their complete distrust of the workers below them, they sit idly, never kicking up enough of a fuss to change the status quo.

THE WORKERS

The Working class of Oasis makes up the majority of the population within the city. Movement through Oasis's class structure is near impossible under the Heralds rule, and the Heralds work to keep the workes uneducated, tired, and satisfied. The Heralds do this by providing the working class with free housing, food, and other basic amenities. In return, the Workers are largely in charge of keeping the infrastructure of Oasis sound, by ensuring sewage is drained into the wastelands outside the city, manually repairing broken city infrastructure, and serving as grunts in the Herald's army. In reality, the Workers have little to no freedom under the Heralds tyranny, but their above average living conditions keep them complacent and dissuade them from questioning the Herald's rule. Any dissatisfaction with the immense wealth gap is subtly channeled by the Heralds towards the Merchants, causing most Workers to harbor an immense distaste for those directly above them in the social hierarchy.

THE OUTSIDERS

Adventurers, political ambassadors, traveling merchants, and visiting scholars are the main source of income for Oasis. Oasis is often seen as an escape from the hellscape outside its walls, travelers flock to Prosgia for refuge. Additionally, despite it's harsh and unforgiving nature, Prosgia is an extremely rich in natural resources, knowledge, and magical artifacts. As a result, Oasis is frequented by travelers seeking guides for the surrounding region, magical items, or the knowledge within the walls of the Opal Archive. Local businesses in Oasis use the symbol of the Outsiders, a wheel travelling over the "road" of the desert, to signal that their business caters to their needs. Other Prosgian communities view Oasis as a tourist trap, where these ignorant travelers are exploited for their gold or their life.

FACTION SIGILS

HERALDS



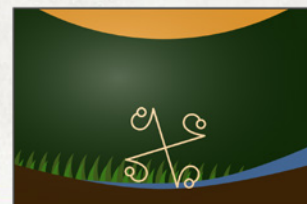
OPAL SCRIBES



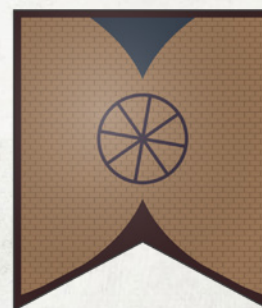
MERCHANTS AND GUIDES



WORKERS



OUTSIDERS



FEATURES OF PROSGIA

Prosgia's rich landscape is teeming with a variety of locations and wildlife. These features are detailed on the following pages.

THE WANDERING STORM

Prosgia, as it exists today, was born from the aftermath of a war between the colossal Titans who once walked its sands, and four terrible deities, known as the Demiurges, who wielded the power of the four elements. Though the Titans were wiped out in the process, they were able to imprison Maord Sholae, the Demiurges' leader, and the other three were slain outright. But while their bodies and minds were irrevocably shattered, the incredible elemental power of these deities still lingers, making the stain of their existence impossible for the people of Prosgia to ignore. In some cases, this residual power has a positive impact, as with the massive oasis from which Prosgia's largest city takes its name, born from the remains of the Tarqa La, the Demiurge of Water. But what was once the Demiurge of Air, Asaya Keo, has become a source of looming dread for all who walk the sands—the Wandering Storm.

The Wandering Storm is an enormous sandstorm, miles in diameter, that continually moves throughout Prosgia. The Storm's movements are violent and tumultuous, and some Prosgians believe it to be actively malevolent, changing course whenever travelers come near in order to swallow them up. Its gale-force winds and battering sands are far too strong for ordinary people to survive without some form of protection. Through years of experience, the Guides of Oasis have developed a method to track the path of The Wandering Storm, allowing them to partially predict its change in position.

The Storm's power waxes and wanes over the course of the year. It is at its weakest around the spring equinox, shrinking down to only a mile in diameter and moving slowly enough that most travelers can easily escape it. Conversely, the arrival of the fall equinox causes a massive surge in its size and strength, with it briefly growing large enough to shroud a region dozens of miles wide. Prosgia's denizens are deeply familiar with this annual cataclysm, and every settlement across the desert has developed their own methods for weathering the Storm.

According to Opal Archive records, strange phenomena have been recorded in the wake of the Storm. In the wreckage left behind the path of the storm, petrified bodies have been observed, with Air Elementals lingering near the remains. It has been theorized that this phenomenon is the last remnant of a terrible power once possessed by Asaya Keo, and the reason that colossal petrified corpses are all that remains of the Titans. In addition, there are semi-tangible structures that appear wherever the Storm's core passes over, and vanish in its absence. Archeological analysis of these structures finds very little similarity to any known cultures or architectural styles,

which would make them older than any other civilization on the continent.

THE MYXINI NEST

The Myxini Nest is a porous glass structure the size of a city, similar in appearance to a gargantuan glass sea sponge. Every year at the spring equinox it forms in a random section of the desert, drawing massive quantities of sand into itself in order to grow to titanic proportions. Thousands of sand myxinis instinctively swim towards the Nest and remain there for the duration of its existence. Myxinis are usually solitary creatures, almost never entering each other's territory for any reason, but the Nest's appearance is the one time that they all come together in order to mate and produce eggs. Once the eggs are fertilized, the female myxini entraps them in a protective layer of glass, forcing the newly-hatched young to learn their glass-manipulating abilities quickly in order to escape. After about three weeks, the myxinis all swim back to their territory, and the Nest crumbles back into sand, disappearing as quickly as it grew.

Most denizens of Prosgia assume that the Myxini Nest is created by the myxinis themselves using their glass manipulation. The Opal Scribes, however, know this to be untrue. The Nest is born each year from a massive surge of elemental power—the last remnant of the Gea Choul, the Demiurge of Earth, who fought the Titans alongside her brethren long ago. sand myxinis as a species have incorporated the Crystal Leviathan's lingering power into their biology, and have developed a symbiotic relationship with the Nest born from her remains.

The three-week period surrounding the Nest's appearance holds a unique place in Prosgia's culture. Since the desert's myxinis are all concentrated in a single area, travel is somewhat safer, and many merchants use the opportunity to travel to new settlements and sell their wares. Most Prosgians would not dare approach the Nest, with any towns close to where it forms evacuating as soon as it begins to grow. However, whether due to the high demand for glass amongst Oasis's upper classes or the glory of conquering such a dangerous location, many adventurers take the opportunity to band together and storm the Nest. Few make it back alive, even fewer with any kind of reward to show for their efforts. Those who return claim that even beyond the threat posed by the myxinis, the Nest itself was hostile to their presence, constantly shifting its porous passageways to confound their sense of direction. While one would think that the high death rate of adventurers would deter future excursions, the slowly building horde of treasure and magic items from previous victims of the nest provides yet another enticing reward for the foolhardy to seek out every spring.

THE FLOATING ISLANDS

When the Titans and the Demiurges waged war over Prosgia eons ago, the land was devastated, lush grassland being reduced to barren desert. Seeing this, the Titans raised several pieces of land high above the earth, protecting them from the divine conflict. These floating islands

still remain above the desert, serving as some of the last bastions of peace and plenty within the hostile land.

Each island is a miniature paradise full of vibrant plant and animal life, almost none of which is dangerous to humanoids. Though the islands' flora and fauna clearly share common ancestors with each other, each island has developed slightly different subspecies, forming a unique ecosystem on each one. The plants and wildlife also have subtle magical properties, and are highly prized ingredients in potion-making. The islands' ecosystems are supported by a beautiful lake or pond present on each one, with small streams flowing out into waterfalls that cascade down into the desert below. Thanks to the enchantment placed on each island by the Titans, their water sources will never be exhausted no matter how much flows down below. Though the waterfalls are a major source of water for settlements throughout Prosgia, they are saturated with volatile magic that makes them dangerous to drink from, but can be purified through a method developed by the Opal Scribes.

While many of the islands, have little if any humanoid life, several of them are inhabited by their own small, self-sufficient tribes. Much like the islands' ecosystems, no two tribes have the exact same culture or system of governance, due to each one having developed over millennia of isolation. The tribes do share a few commonalities, though, a major one being that they all worship deities of dreams, such as Atmi, albeit in different ways depending on the tribe. Though the tribes have little contact with Prosgia's surface or with each other, the Opal Scribes have sent a few emissaries to each in order to learn their secrets. A few attempts have been made by the Heralds, and other rulers throughout Prosgia's history, to conquer the islands and harvest their resources, but the infeasibility of reaching the islands, let alone transporting armies up there, renders this largely impossible.

FALLEN STAR

A massive warship made of silver, now almost fully buried beneath the sands. Legend says that it was once a star in the sky, before it fell down to the desert centuries ago. What little is known about Fallen Star comes from the journal of an adventuring group found dead near the ship, with vague warnings of what lurks within. The further the adventures delved, the more illogical, and appearingly out of this realm's knowledge their surroundings became. Signs unfamiliar to even the highest scholars of The Opal Scribes mark the pages and a message repeated over and over which The Scribes loosely translated to "Eclipse " are all that can be found within the Opal Archive about the star. Adventurers who dare travel the deserts of Prosgia at night and pass near Fallen Star have often stated that they hear otherworldly sounds from the bowels of the ship.

THE GRAVEYARD OF TITANS

The Graveyard of Titans is the site of an ancient battle from the dawn of Prosgia. The tale goes that a great war was waged between the elemental Demiurges and

the Dreaming Titans, shaking the continent to its core.. The Graveyard itself is home to the bodies of hundreds of titans, as well as colossal avian skeletons said to have been the kin of Maord Sholae. The Graveyard is the largest concentration of magical energy in all of Prosgia, and magic-users who travel there find that their spellcasting is transformed in chaotic and unpredictable ways.

THE GRAY WASTES

The Gray Wastes are a large patch of the desert, hundreds of miles wide, where Prosgia's golden sands give way to ash-gray dust. This was once the site of the most thriving city in all of Prosgia, The Immortal City. The resources so sought after in Prosgia—precious gems, water, and food—were abundant until the downfall of the city's fiery destruction.

Towards the end of its history, the city's leadership was overtaken by cultists of Maord Sholae, and they enacted atrocities on the city's population in their deity's name. Women and children burned alive in a hope to appease the dying god, and civil uprisings against the elite rose up in response. This has since become known as the War of Fire, and is said to be the most brutal war since the birth of Prosgia. It is said that at some point during the war, one of the seals imprisoning Maord Sholae was shattered, unleashing the Phoenix God's wrath upon the city and its populace. When Maord Sholae is reborn, their entire body molts itself, creating a wave of fire capable of turning everything within hundreds of miles to ash. Their fiery wrath razed the Immortal City to ash, incinerating rebels and cultists alike, leaving the Gray Wastes a desolate region housing little to no life. It is said that even after the city's destruction, the cult of Maord Sholae still survives in secret within Oasis.

DAJAUL

While none of Prosgia's other settlements even approach the size of Oasis, the nomadic community of Dajaul is large enough to be well-known throughout the desert. The nomadic town is able to survive in its harsh desert environment thanks to the protection of the council of druids who rule it, shielding the community from the harsh desert elements. Their buildings are designed to be easy to pick up and move at a moment's notice, allowing them to move around in order to take advantage of the floating islands' shadows and escape the ever-present threat of the Wandering Storm.

The Heralds of Oasis consider themselves rulers of all of Prosgia's people, and would like to think of Dajaul as being under their jurisdiction. However, due to the extreme difficulty of traveling throughout the desert, as well as the fact that Dajaul has no set location, sending armies from Oasis to enforce their will has proved a near-impossible task. As such, Dajaul and its council remain almost completely independent from the political forces within Oasis. Because the community is outside the reach of the Heralds' law, it is frequented by many criminals—as well as by the bounty hunters who seek to bring them to justice.

THE DREAMING TITANS

Wander Prosgia's sands long enough, and you are sure to encounter at least one—towering humanoid figures of gray stone, most with only their heads and hands yet unburied by the dunes. These petrified bodies are all that remains of the Dreaming Titans—an ancient race of extra-planar beings, said to be responsible for the founding of civilization in Prosgia.

According to the Opal Scribes oldest records, the Titans are said to have originated on the Plane of Dreams, where mortal thought and imagination takes on a tangible form, and were direct descendants of the powerful deities of dreams who rule that plane. While they lived, they had iridescent skin that shone in every color of the rainbow, and were beautiful in a way no mortal could match. They were revered by the people of ancient Prosgia for their ability to transform dreams into reality. Grand feats of architecture, technological wonders, magical artifacts—if it could be imagined, the Titans could create it with but a thought.

ARRIVAL IN PROSGIA

As the legend goes, there was once an impoverished woman living in ancient Prosgia, in possession of a brilliant mind. Every night she dreamed of the incredible things she wished to create—works of art, new inventions, new ways of life—and lamented that, with no wealth or innate magic to her name, she would never be able to pursue her dreams. The Titans took notice of her dreams, and were impressed by her boundless imagination. Taking pity on her, they traveled to the Material Plane and

appeared before her, gladly bringing her ideas into reality, as well as teaching her secrets of science and arcane magic. Their creations brought prosperity to the region, and inspired the imaginations of countless others across Prosgia. The Titans grew to love humanoids and all that they could imagine, and so chose to remain on the Material Plane, watching over the formation of a glorious new empire with the woman who drew them there as its first empress.

DIVINE CONFLICT

How that empire fell—how the cataclysmic war between the Titans and the Demiurges began—has been forgotten by time, and is a subject of great debate amongst the Opal Scribes. Some say that the Demiurges were simply evil beings who sought to bring death and destruction for its own sake. Some say that they were the original deities honored by the people of Prosgia before the Titans' arrival, and they sought revenge against the Titans for causing their worshipers to forget them. Some say that they were directly provoked—one story goes that the Titans, saddened that humanoids did not share their eternal lives, attempted to rob Maord Sholae of their immortality and give it to the people. Some—particularly those whose stories come from oral traditions beyond the Opal Scribes' records—claim that the Titans themselves were an evil, corrupting force, encouraging their followers to destroy nature and lead sinful lives, and that the Demiurges were fighting to reclaim Prosgia for the wilds. But regardless of the cause, the stories all agree on the war itself, and the destruction it wrought.

PROSGIAN DEITIES

The Demiurges	Alignment	Provinces	Common Symbol
Asaya Keyo	CE	Elemental air, poison, sandstorms	Snake eye encircled by a vortex
Tarqa La	LE	Elemental water, oasis	Icy crab claw rising from an oasis
Maord Sholae	CE	Elemental Fire, undeath	Eagle skull surrounded by ghostly flames
Gea Choul	NE	Elemental earth, earthquakes, gems	Crystal whale tail broken in three pieces
Dreaming Titans	Alignment	Provinces	Common Symbol
The Beholden	NG	Oaths, loyalty	An intricate knot
The Brooch	LN	Truth, magic	Four small lights surrounding a glyph
The Chorus	CN	Sound, harmony	Three circles of decreasing size set within each other
The Chronicle	N	History, memories	Six interlocking circles in a triangle formation
The Promenade	N	Foresight, despair	A line passing through a triangle
The Relentless	CN	Chaos, uncertainty	A line that branches to a square and circle
The Winding	CN	Lust, illusion	Five wavy vertical lines, parallel to each other
Diety	Alignment	Provinces	Common Symbol
Atmi	N	Dreams, sleep, divination	Open book underneath the night sky
Kueh Ser	CN	Fortune, craft	Gold coin in the palm of a hand
Qannsy	N	Judgement, law, the afterlife	Scale weighing two drops of blood
Sa-dostay	CG	Navigation, discovery	Palm tree beneath the sun
Sha Sabashi	NG	Nightfall, nature, stars	Three silver stars over a mountain
Tavaz	LG	Renewal, spring rain, farming	Shrub with golden flowers

Though the Titans were masters of dreams, imagination, and the mind, their physical forms were still vulnerable, especially to the Demiurges with their mastery over the material world and its constituent elements. As mere descendants of deities, each individual Titan was orders of magnitude less powerful than the true deities that they fought. Fortunately for them, they numbered in the hundreds, and unlike the Demiurges, their powers were not limited to a single elemental domain. However their foes assailed them, they could quickly imagine a new enchantment or innovation to counter it, using their creativity and ingenuity to gradually turn the tide of battle in their favor.

If the Opal Scribes' biased records are to be believed, the Titans never lost sight of their love for their humanoid followers, even through the chaos of war. The floating islands that drift across Prosgia's sky were originally raised into the air by the Titans, sparing at least those small patches of land and their inhabitants from the destruction. They were said to have built great domes around entire cities in an attempt to spare them from the Demiurges' wrath, though most of them were eventually destroyed. The humanoids, in turn, aided the Titans in their war efforts however they could, imagining new weapons and strategies so that their protectors could create and implement them.

FALL OF THE TITANS

Eventually, Maord Sholae was imprisoned, and the other three Demiurges were slain. Looking over the newly created desert sands, the few dozen surviving Titans declared their victory. They and their followers were overjoyed that the cataclysm had ended—but their celebration was not to last. Every single remaining Titan soon discovered that they were afflicted with one of Asaya Keo's myriad plagues—one that was slowly petrifying their flesh. Despite all efforts to dream of a cure, the disease seemed completely resistant to all attempts to understand and counteract it. When the Titans realized that they would not survive, they used their remaining time to pass down as much knowledge as they could to their followers, hoping that the civilization they guided to fruition could one day be rebuilt. Those who were tasked with recording and preserving the Titans' knowledge were the predecessors of the Opal Scribes.

As for the wonders of magic and technology used by the Titans' original empire, the specific details have been long forgotten. It is said that many of their creations remain buried deep, deep beneath Prosgia's sands to this day. A few artifacts have been excavated, but the Opal Scribes are convinced that even greater potential remains hidden from them. Their primary goal is to recover all the knowledge and power that was lost to them with the Titans' demise, rebuild the forgotten dreams buried beneath the desert—and, if possible, restore the petrified Titans to life.

THE DEMIURGES

Prosgia is widely known for its abundance of elemental energy, and for the many creatures there who incorporate that energy into their bodies. Few outside the historians of the Opal Scribes still remember the original source of that energy; four primordial deities whose wrath transformed Prosgia into the barren desert it is today. Even the Scribes know little more than half-remembered myths, filtered through the eyes of the Titans who waged war against them; the original truth has long been buried by the sands of time. But what little the Scribes do know paints a terrifying picture of four unfathomably powerful beasts who, if they ever returned, could effortlessly wipe out all civilization within the desert.

ASAYA KEO

Embodying the element of Air was Asaya Keo, the Miasma Queen. Surviving records depict her taking the form of a colossal myconid made of clouds, with a powerful whirlwind in place of legs and feet. During the ancient war against the Titans, she was said to have blanketed the skies in tempestuous storms made from her own spores. In addition to weathering the full force of the storms themselves, the Titans and their allies were beset by the countless horrific plagues and curses caused by the spores, and assaulted by the powerful Air Elementals that grew out of the corpses of the spores' victims. The most famous of her spores' effects was the curse of petrification—the devastating attack that ensured that the Titans would not live to enjoy their victory. After being slain by the titans, the Miasma Queen's remains became Prosgia's Wandering Storm.

TARQA LA

Embodying the element of Water was Tarqa La, the Armored Sea, depicted as a massive pistol shrimp with a carapace made of never-melting ice. He is said to have been capable of siphoning away all moisture within miles around him, then unleashing the absorbed water as a concentrated, scalding blast from his cannon-like right claw, capable of boiling entire cities alive. Some legends also describe his water as being capable of healing his allies' wounds or alleviating their fatigue, making the Demiurges yet more difficult for the Titans to slay.

It is said that when the Titans finally cracked his frigid shell open, a torrent of pure water flowed out and pooled within the center of Prosgia, becoming the oasis from which the desert's largest city takes its name. Once every year on the winter solstice, his remaining power surges, causing clean water to erupt from the oasis and rain down upon the city, ensuring clean drinking water for all that the Heralds and Scribes are unable to control or restrict. Perhaps because of the positive impact his remains have on the lives of Oasis's inhabitants, a few legends have circulated over the ages that the Armored Sea betrayed the other Demiurges in aid of humanoids at some point in the ancient war, though the Opal Scribes' records generally do not support this. His power also lives on in the form of Prosgian monsters such as the Carci-noasis.

GEA CHOUL

Embodying the element of Earth was Gea Choul, the Crystal Leviathan, depicted as a sperm whale the size of a small landmass, with a body made of glittering polished gemstones. Legends described her as swimming through soil, sand, or stone as though they were water, breaching the earth in order to swallow Titans whole. She could also manipulate the earth in order to create colossal tidal waves of stone, burying entire landscapes and anyone who stood upon them. After the Titans slew her, they shattered her crystalline body into countless pieces that quickly sank beneath Prosgia's sands. Her elemental power lies dormant underground for most of the year, but at the spring equinox, it surges out of the ground, generating the beautiful and menacing glass structure known as the Myxini Nest. Monsters such as the sand myxini and jaweitaf incorporate its power into their bodies.

MAORD SHOLAE

Finally, the element of Fire was embodied by Maord Sholae, the Dead Flame, also referred to as the Phoenix God. They are depicted as a skeletal bird of prey, with vibrant multicolored flame in place of flesh and feathers. Many legends depict them as being the leader of the Demiurges, and the original instigator of the ancient war, while others say that all four shared power equally. Regardless, they were apparently the enemy that the Titans and their allies feared most, and the only one of the four that they were unable to kill outright. This is because of Maord Sholae's power of resurrective immortality—when ever they die, they burst into an apocalyptic wave of fire that immolates everything within miles, consuming their bodies and souls in order to be reborn from the ashes. Because their attempts to slay the Dead Flame only resulted in even greater destruction and loss, the Titans instead opted to imprison them, preventing their power from scorching Prosgia's sands again.

Sources disagree on the location where they are imprisoned, and there is some evidence that they were locked away in multiple pieces, such that opening any one seal would unleash only a small fraction of their power. Despite the Titans' seals, Maord Sholae's power still leaks out into the Material Plane, peaking at the summer solstice and causing an excruciating week-long day each year.

ALTERNATE PERSPECTIVES

While these descriptions of horrifying foes are the ones preserved by the Opal Scribes, other sources, such as the oral traditions passed down by the druids of Dajaul, paint a somewhat different picture. Their stories speak of Asaya Keo filling the air with aromatic mist that improved health, Tarqa La summoning gentle rains that allowed crops to grow, Gea Choul scattering beautiful diamond dust across the sky through her blowhole, Maord Sholae incinerating hordes of invading undead to keep their worshippers safe. They speak of primordial guardians of nature, and of the elements that compose it, who would reward those who lived in harmony with the natural world

and punish those who twisted or destroyed nature for their own ambitions.

The narrative maintained by the Opal Scribes is that the Titans were noble guides of humanoid civilization, and that the Demiurges were evil, violent invaders determined to tear down all the dreams that they had fulfilled. But those who remember these oral histories believe instead that the Titans were the invaders, corrupting the people of Prosgia into disrespecting nature and betraying their gods, and that the Demiurges were merely defending themselves. Both versions of the story have almost certainly been warped and exaggerated by millennia of retelling—it is possible that the truth is somewhere in between the two. Regardless of the truth, the Opal Scribes are highly defensive of their version of the narrative, and make no effort to preserve records of alternative accounts. This is one of several reasons that Dajaul's ruling council is determined to remain independent from Oasis—they do not want this aspect of their culture and history to be erased.

CULT OF THE DEMIURGES

The majority of Prosgia's lower classes are opposed to the tyrannical rule of the Heralds. The Titans are considered heroes within Prosgian culture, and reverence for them is emphasized within the Heralds' propaganda. Thus, it should be no surprise that a sizable number within the lower classes form and join cults worshipping the Titans' enemies, the Demiurges. The cult of Maord Sholae is by far the largest and most influential of these, as the Dead Flame is the only deity still alive and able to answer prayers, but the other three have somewhat sizable followings as well. These cults gain more power and influence with every failed revolution in Oasis, with many rebels concluding that devotion to these powerful entities is the only method left to gain the power needed to challenge their oppressors. The cults have some influence within the upper class as well, and at least one of the seven Heralds is even known to support Maord Sholae's cult, not wishing to share their power with the other six.

The primary goal of these cults is to locate and destroy the seals imprisoning Maord Sholae. Even the cults of Asaya Keo, Tarqa La, and Gea Choul share this goal, as it is assumed that, once freed, Maord Sholae will attempt to resurrect their three compatriots. Their hope is that the gods will spare their true believers from the destruction that will follow their rebirth, and grant them the power to accomplish their goals. In reality, both the Titan-worshipping Opal Scribes and the naturalistic druids of Dajaul agree that, were the elemental deities to return, no humanoid in Prosgia would be safe. Humanoids sided with the Titans in the war, and thus, the gods consider them to be the enemy, and hunger for revenge. Even those who believe the gods were unjustly aggrieved by the Titans agree that they are now too far gone to be reasoned with, and that Maord Sholae must remain sealed.

FLORA AND FAUNA

Many of Prosgia's most notable flora and fauna can be found upon the floating islands, whose environments are like miniature tropical rainforests. The magic of the Dreaming Titans amplifies and transforms the growth of the creatures there, resulting in magnificent and unique forms of life. Some of this wildlife is dangerous if approached carelessly—large carnivorous plants with psychic abilities, for instance, which cause slumbering nearby prey to sleepwalk directly into their maws. Herbs known as Jade Plants contain a poison that locks up the nervous system, and are used by the island tribes to create paralytic arrows. Most life on the islands is far less threatening, however. One can also find beautiful moss, ferns, and orchids, surrounded by canopy trees growing thousands of feet tall. The bark of these trees are often sewn into cloaks worn by members of the island tribes. The Heralds and other wealthy members of Prosgian society also wear such cloaks, showing off their access to the islands as a status symbol.

Many rare and magical creatures dwell on the forests of the floating islands. The parrots there are intelligent enough to recite entire spell incantations with perfect inflection, should they hear a spell be cast. A species of spider has a bite that induces horrific waking nightmares, distracting prey as the spider siphons their psychic energy. Fortunately, they usually target creatures their own size, rarely bothering humanoids. Though most jaweitaf are found within the desert, small populations also exist on a few of the islands, combining the magic of the Titans with their existing elemental abilities to create even more beautiful gems. The island's wildlife are often hunted down for their useful abilities, and thus rarely make themselves known to visitors.

In stark contrast to this floating island paradise of is the barren desert below. The ecosystem there has been transformed by the lingering power of the Demiurges, magically infusing the denizens of the desert with latent elemental energy. The main flora found within the desert of Prosgia are the enormous cacti, towering over their surroundings like massive trees. Their spines are as sharp as any blade, and in desperate times, clever adventurer's have been known to use them as improvised weapons. The stores of water found within these cacti are an important source of sustenance for the denizens of Prosgia.

Perhaps the most rare and precious plant within Prosgia's desert is the Dichotomous Steam Yucca. The yucca requires an immense amount of water to grow, and can only survive underneath the waterfalls from the floating islands. During the day, they reach subzero temperatures, causing the tree to appear utterly frozen, quite out of place in the desert. At night, the water in the tree heats up to its boiling point, emitting large amounts of steam, hence its namesake. Steam Yucca fetch an unimaginable price, if one has the capabilities to move it without killing it in the process. These trees are coveted by the wealthy, who use the steam they produce for sauna-like relaxation.

The Heralds have the only Steam Yucca in Oasis kept under extremely tight guard, but one can rent time next to the tree for a hefty sum.

The animal life of Prosgia have evolved incredibly as a result of the elemental magic that courses through the desert. It is theorized that the jaweitaf evolved from a simple muskrat, gaining their earthen shell by absorbing the lingering power of the Crystal Leviathan. Less monstrous creatures also provide evidence of the power within Prosgia, such as jerboa, capable of harnessing elemental air to travel miles in a single leap. Several bird species utilize these elemental powers in unique ways, such as disguising themselves as rocks when resting or emitting extreme heat when threatened by predators. Massive snakes named Otrovians, the size of large dogs, constantly slither throughout the desert, and defend themselves by freezing all liquid within the bodies of any who make contact. Most creatures found within Prosgia are extremely deadly, and tend to be territorial and aggressive. As a result, the walls of Oasis have been enchanted with a magic known as the Song of the Titans, which has a soothing effect on the fauna of Prosgia and keeps them away from the city.

Due to the difficulty of capturing Prosgia's native creatures, imported meats are extremely valuable, and are often reserved only for great festivals and celebrations. These meats are often traded for pieces of cacti and other valuable flora.



CULTURES OF PROSGIA

Due to its harsh climate and dangerous monsters, Prosgia is quite sparsely populated, with only a few major settlements across the continent. However, not all of these settlements are exactly alike; several distinct cultural groups, made up of many different humanoid species, have all made their own separate efforts to build their homes within and around the desert.

Each has their own distinct cultural practices and traditions, and their own reputation and stereotypes among outsiders. The city of Oasis is a cultural melting pot where all of these groups intermix and interact with each other, while most settlements outside of Oasis are almost entirely dominated by one culture or another. When creating player characters or NPCs who are native to Prosgia, you might want to think about which of these cultures they were raised within, and how that might affect who they are now.

LWABI

The Lwabi are the descendants of the original Prosgian empire, and are the dominant cultural group within Oasis today. Their population consists mostly of humans, genasi, halflings, and gnomes, although fairly large populations of other species have assimilated to their cultural practices. About 60% of Oasis's population are Lwabi, and Lwabi comprise a significant majority of the city's upper class and the Opal Scribes.

The Lwabi consider themselves to be the successors to the great empire that rose alongside the Dreaming Titans. They generally see themselves as a beacon of civilization within the hostile land, and view it as their responsibility to overcome the harshness of nature in order to establish order and prosperity. They consider the acquisition of knowledge, and the advancement of science and arcane magic, to be key to this endeavor, which is the basis of the Opal Scribes' primary mission. The lost works of the Titans' empire are a particular object of cultural fixation, with anything that is unearthed being treated with curiosity and reverence. Their two most major holidays—the Sun's End Festival on the night of the Summer solstice and the Day of Gentle Rain on the Winter solstice—celebrate temporary reprieves from Prosgia's harsh climate.

DABIAT

The Dabiat are also native to Prosgia, having inhabited the land there at least as long as the Lwabi, if not longer. They are largely made up of the same species as the Lwabi, albeit with a larger proportion of genasi in their population. Most of them live in small nomadic communities that go wherever there are resources to be found, with Dajaul being the largest of these.

In contrast to the Lwabi's emphasis on overcoming nature, the Dabiat seek to live in harmony with nature, showing their gratitude for what little it is able to provide them. Most Dabiat settlements have at least one druid living amongst them, who mediates between the needs of the community and the land around them.

While many of them simply worship nature, some still pay respect to the fallen Demiurges, passing down myths of a time when they were benevolent guardians of the natural world. Their religion is outlawed within the walls of Oasis, whose rulers see it as no different from the violent, fanatical cults who would see the Demiurges return at the expense of humanoid life. As such, they stay away from Oasis and its military as much as possible, and are careful to hide any signs of their cultural heritage whenever they enter the city. Their major holidays occur on the first day of each season, celebrating not the often-disastrous events that now occur on those days, but a time in their mythic past when each of the Demiurges would share their gifts with their followers.

UMICUI

The Umicui are all that remains of the inhabitants of the once-great Immortal City, and tend to live in smaller settlements in and around the Gray Wastes. Their ancestors supposedly arrived in Prosgia from the south around a millennium ago, and most of their population consists of humans, elves, and half-elves. While the Immortal City still stood, it was a major political rival to Oasis, so Umicui are not entirely well-liked by Lwabi, and Umicui who live within Oasis tend to keep a low profile with regards to their culture.

The Umicui's primary cultural values are individualism and self-improvement. They believe that everyone should spend their lives striving to live up to their full potential, and that a life spent only helping others while doing nothing for oneself is a life wasted. Others tend to stereotype them as being rude and selfish because of this, and while this may be true of some of them, many are quite friendly, encouraging others to follow their passions and pursue their dreams. While they do have their own gods, such as Kueh Ser, most of them tend not to put much emphasis on the divine, especially given that it was a fanatical cult who drove their city to destruction. The professions they value most highly are merchants, mercenaries, adventurers, and arcane magicians who work for their own benefit outside of the Opal Scribes. Their most well-known holiday is known as the Infernal Memorial, honored on the anniversary of the Immortal City's destruction—a time when the dead are remembered, and when Umicui vow to grow strong and wise enough not to suffer the same fate.

PIKNAN

The Piknan are the descendants of a seafaring civilization that arrived on Prosgia's eastern coast about 600 years ago. Most of their population is made up of orcs and half-orcs, with small numbers of other species mixed in. Most of them are concentrated on the smaller landmass to the east of Prosgia proper, although they are seen all

throughout the continent, as many of them are traveling merchants trading in unique goods from beyond the sea.

Piknan culture has a unique view on the concept of fate. They hold a strong belief that an individual's choices and actions have an impact that goes beyond literal, physical ramifications—that the abstract concepts that those choices represent will be empowered within the world, and the future will be changed to reflect those concepts. They believe that fate will always confront you with the consequences of your actions before your death, for good or for ill. Piknan are taught to think carefully about the major choices they make throughout their life, and the direction in which they want to change the future. Whatever their work may be, they tend to hold a strong conviction in its importance to society and the values it represents. On the night of every new moon, they hold a celebration in which families get together, have a feast, and discuss with each other their major accomplishments since the previous feast, and advise each other on their plans for the future.

VAYTA

The Vayta are natives of the Ashflower Mountains in southwest Prosgia, with their most well-known city nestled within the Verdant Divide. They are primarily made up of dwarves, dragonborn, and goblinoids. Most of them choose to stay within their hospitable mountain home, but some choose to venture out into the desert, whether as merchants selling crops and gemstones to other settlements, or as priests hoping to give aid to those beset by the harsh environment.

Vayta have a reputation for being incredibly open and generous—unlike the rest of Prosgia, they can afford to be, thanks to their verdant home. Most of Prosgia's rainfall stops at the Ashflower Mountains, and the mountains' volcanic soil is rich in nutrients, allowing them to grow valuable crops on constructed terraces. The primary deity of the Vayta is Tavaz, god of rain and agriculture, and his followers see themselves as having a responsibility to spread their abundance to those in need. As such, the rest of Prosgia sees them incredibly favorably, and always welcomes them with open arms—although some simply wish to take advantage of their generosity. Their biggest holiday is celebrated on the Spring equinox, marking the beginning of a season of renewal and life, and the bloom of a species of golden flowers that is sacred to Tavaz.

RAIDERS

Raiders are exactly what they sound like—nomadic bandits who prey upon traveling merchants and small settlements that cannot defend themselves. Universally reviled by the rest of Prosgia, they are made up of all those who have been rejected by Prosgian society in one way or another. Their population is composed of all kinds of different species, although thanks to a particularly infamous group of elven raiders known as the Bladed Mirage, the public tends to associate them with elven features. Many of Prosgia's tieflings also find themselves joining groups of raiders, as their fiendish heritage is often a source of discrimination.

To become a raider is to embrace what they see as the harsh laws of nature. The weak die. The strong survive. Eat or be eaten. They see themselves as kin with the beasts of the desert, struggling to survive in the harshness of nature and becoming strong and vicious enough to cut down anything in their way. Some of them even work directly with Prosgia's monsters—the Bladed Mirage is widely feared for their practice of training sand myxinis to fight alongside them.

ISLAND TRIBES

While they have very little contact with the rest of Prosgia, the tribes of the floating islands above the sands all have their own cultures that are very distinct from those on the surface. Their populations are almost entirely made up of halflings and gnomes, along with a small number of humans. While each tribe is unique, having been largely isolated from each other and the surface for millennia, there are still general similarities that most of them share.

The floating islands overflow with the dreamlike magic of the Titans, with arcane power seeping into the water and infusing itself within the flora and fauna. The islands' humanoid populations are no exception; many members of the tribes possess innate magical power, with each tribe's most powerful sorcerers being its most respected members. While specific religious practices vary from island to island, almost all of them worship deities of dreams and the night, such as Atmi and Sha Sabashi, revering their power over the imagination and their role in the birth of the Titans who saved their ancestors. Members of some tribes even spend more time asleep than they do awake, hoping to commune with their gods and tap into the unfettered power of the imagination. Like the followers of the Titans on the surface, they value creativity and innovation, but with relatively little in the way of raw materials with which to construct new technology, they instead tend to focus on various forms of art, including painting, music, and poetry. Artistic styles and ideas expressed vary wildly from tribe to tribe.

While contact with the surface or with other tribes is very rare, there is one celebration around the Spring equinox when the people of the floating islands make their presence known. As soon as the Myxini Nest manifests within Prosgia's sands, each tribe is expected to send their most powerful sorcerer down to the great glass labyrinth and slay as many myxinis as they can, using whatever creative new arcane techniques they have mastered. The (surviving) warrior with the most kills is declared the winner, and over the next several days, a grand celebration is held on the victorious tribe's island, where they are lavished with gifts from the other tribes.

CHARACTER OPTIONS

SUBCLASS

This section includes two new subclass options: the Way of the Sandstorm for the monk and the Bounty Hunter for the rogue.

ROGUE

At 3rd level, a rogue gains the Roguish Archetype class feature. The Bounty Hunter is a new option for that feature.

BOUNTY HUNTER

Many thieves, spies, and assassins are rightly feared for their ability to slip past one's senses as surely as they would slit one's pursestrings or throat, but none truly strike dread into the heart of the hunted like the Bounty Hunter. Once they catch the scent of their prey, it's only a matter of time before the chase comes to its bloody conclusion.

As a Bounty Hunter, no quarry can remain out of your reach for long. You possess both the skills and the tools to pursue any target, preparing for their inevitable fate better than they ever could. When their legs give out, when their lungs burn with exhaustion, when their muscles can keep them going no longer—that's when you deliver the final blow.

MARKED FOR COLLECTION

When you choose this archetype at 3rd level, you gain the ability to mark a target on the battlefield as your Bounty. Whenever you would deal your Sneak Attack damage to a creature on your turn, you may forgo this damage to instead mark that creature as your Bounty, and cause the following to occur:

Cripple the Target. The target's speed is reduced to 0 until your next turn.

Exploit. The next successful attack made on your Bounty adds half the number of your Sneak Attack dice (rounded up) to their damage roll.

Follow The Scent. You have advantage on ability checks made to track your Bounty.

The creature remains as your Bounty until it dies, or you mark a new target.

WELL PREPARED

Also at 3rd level, your meticulous planning makes you prepared for any encounter. Once per day, you may spend ten minutes to create an item from the following list:

Boomerang	10ft. of Rope
Grappling Hook	Net
Manacles	Caltrops
Torch	Bedroll

These items are improvised from resources found during your adventures and are worth no gold to merchants.

GATHER INFORMATION

At 9th level, your experience hunting down your targets has given you an uncanny ability to tell a creature's strengths and weaknesses. When you mark a creature using the Marked for Collection class feature, you learn the target's resistances, vulnerabilities, and immunities.

KEEN EDGE

At 13th level, your numerous hunts have granted you a thorough understanding of your target's anatomy. Your weapon attacks score a critical hit on a roll of 19 or 20.

FINISH THE JOB

Starting at 17th level, you learn you learn to leverage moments of fear and indecision in your weakened prey to deadly effect. When your Bounty is below 50 Hit Points, you may eschew your sneak attack damage to instead attempt to execute the Bounty. The Bounty must make a DC 18 Constitution saving throw or die.



MONK

At 3rd level, a monk gains the Monastic Tradition class feature. The Way of the Sandstorm is a new option for that feature.

WAY OF THE SANDSTORM

For many, the harsh desert is something to be feared or hated, but there are some who would seek to turn the harsh climate into an ally rather than an enemy. Those who follow the Way of the Sandstorm attune their ki to the lingering elemental power within the desert, learning to summon it to their aid in the form of vicious sandstorms.

There are many within Prosgia who might choose to follow this tradition—Dabiat nomads seeking greater harmony with nature and the elements, Guides within Oasis hoping to understand the desert in order to survive it, or outsiders who simply seek the power the tradition can bring them. Other desert civilizations outside of Prosgia may have also developed similar traditions by attuning to their own environments. Many people fear those who follow the Way of the Sandstorm, seeing their abilities as an extension of the desert's unrelenting cruelty. But others view them with respect or even reverence, recognizing that the desert's unmitigated wrath can be a powerful ally indeed.

WANDERER'S INTUITION

When you commit yourself to this tradition at 3rd level, you gain proficiency in the Survival skill and Cartographer's Tools.

BITING SANDS

At 3rd level, you learn to infuse your unarmed strikes with the power of the desert wind. You may choose to have your unarmed strikes deal slashing damage rather than bludgeoning damage each time you hit.

MERCILESS STORM

Also at 3rd level, you gain the ability to summon small sandstorms to shield you and your allies from harm. As a bonus action, you may spend 1 ki point to summon a sandstorm that surrounds you in a 5-foot-radius sphere. You may also perform this action for free as part of your Flurry of Blows. When used this way, this ability costs 0 ki points. The sandstorm lasts for 1 minute or until you dismiss it as a free action. While the sandstorm is active, you can use your Deflect Missiles class feature on any projectile that passes through the radius of your sandstorm. Additionally, you no longer need a free hand in order to catch and redirect the projectile.

DESERT SHROUD

At 6th level, you attune more closely to the primal power of the desert, empowering your sandstorms and granting them offensive capability. The radius of your sandstorm increases to 10 feet. Any hostile creature that starts its turn within the sandstorm's radius takes slashing damage equal to a roll of your Martial Arts die plus your Wisdom modifier. This damage counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, you can now add your Wisdom modifier to your Deflect Missiles roll, and the size of the missile no longer affects your ability to catch and redirect it.

FLOW LIKE SAND

At 11th level, you learn to extend your ki into your sandstorm, controlling it as though it were part of your body. When you use Flurry of Blows on your turn while your sandstorm is active, the unarmed strikes may be made against any target within the radius of your sandstorm.

Additionally, when you use Patient Defense while your sandstorm is active, the storm whips violently around you. Until the start of your next turn, each creature within your sandstorm, and each creature entering it for the first time on a turn must make a Dexterity saving throw or take slashing damage equal to twice your Martial Arts die.

ARID WRATH

At 17th level, you become a living embodiment of the desert's fury. The radius of your sandstorm increases to 15 feet, and all unarmed strikes you make may target any creature within the sandstorm's radius. Additionally, while the sandstorm is active, you have half cover.



BACKGROUNDS

This section presents three new backgrounds: the Desert Guide, the Elemental Disciple, and the Opal Scholar.

Prosgia is a harsh, elementally charged region, so your character's background should show how they have survived. Have you learned the ways of the desert or have you profited through trade, work, or crime. Work with your DM to find the best way to represent your characters' achievements.

DESERT GUIDE

Your time in and around deserts has made you acutely aware of how to live in them. You have been known to trek into the vast expanse unprepared, and come back not only healthy, but thriving. You are not necessarily a native of these lands, but you understand and respect them all the same.

Skill Proficiencies: Perception, plus your choice of one from among Nature, Insight, or Survival

Languages: One of your choice

Equipment: A waterskin, a set of common clothes, a pouch containing 10gp, and a trophy from the desert.

FEATURE: EYE FOR WATER

As a desert guide, you are aware of the natural signs that indicate a nearby oasis. When within 15 miles of a substantial body of water, you know the direction to, and the current condition of, that body of water.

ELEMENTAL DISCIPLE

You were found in the barren desert alone, but not afraid. Raised by the rarer, kinder, elementals in the desert, you have an uncanny knack for traversing the land and communicating with its natives, big and small.

Work with your DM on the nature of your relationship with the elementals.

Skill Proficiencies: Choose two of Arcana, Investigation, Religion, or Survival

Languages: Primordial

Equipment: A cloak, a set of common clothes, a pouch containing 5gp, and an heirloom from your benefactor.

FEATURE: ELEMENTAL UNDERSTANDING

Your experience living with beings of such elemental potency has given you an innate sense for the fluctuations in nearby elemental energy. By focusing on your surroundings, you can tap into the flow of elemental energy, granting you the ability to accurately predict the next day's natural and elemental phenomena within your vicinity.

OPAL SCHOLAR

The desert has many stories to tell, and none know this better than you and your fellow Opal Scribes, working tirelessly within the Opal Archive. Each Scribe has their own motivation driving them forward in their service; an inherent fascination for the history of Prosgia, a strange comfort in the wealth of knowledge gathered, or a persistent suspicion that this knowledge may yet be needed to save the people of the desert.

Skill Proficiencies: History, plus your choice of one from among Arcana, Religion, or Nature

Languages: Two of your choice

Equipment: A bottle of ink, a quill, a set of Opal Scribe robes, a set of common clothes, and a pouch containing 15gp

FEATURE: LORE OF THE DESERT

Your devotion to the Opal Scribes does not go unrewarded. While visiting the Opal Archive in Oasis, you may access tomes and artifacts kept hidden from those unaffiliated with the Archive. This access grants you the knowledge to better prepare yourself for the threats you may face throughout the desert. Additionally, the Opal Archive's reputation grants you a higher level of respect within libraries and institutions within Prosgia, and you are afforded more access than the average civilian.

CULT OF MAORD SHOLAE

Introduction: As island oases drift peacefully through the sky, as ancient titans lay at rest beneath the desert, one could be forgiven for overlooking the signs of strife brewing within Prosgia—the cults of the Demiurges grow with each passing day, the boldness of their followers growing steadily in turn. The sands are stirring with the dreams of a primeval god, and many now yearn to see the rebirth of that which should remain buried forevermore.

Though none can see it, the hourglass is nearly at its end; the souls of the misguided are soon to strike, and only a precious few will be able to fight back. It falls to a small band of adventurers to stop the Cult of the Phoenix God from wreaking havoc upon Oasis, and all of Prosgia beyond.

A short adventure for four 3rd level characters

CULT OF THE PHOENIX GOD

For Maord Sholae. For he who slumbers. May he envelop the world in flames and bring us our salvation.

—*Dead Flame Cultist, Unknown*

PRELUDE

Located in the center of Prosgia, the grand city of Oasis is celebrating its annual Sun's End Festival, commemorating the end of the week-long day that coincides with the summer solstice every year. Oftentimes during this celebration, many merchants spend a pretty penny on importing goods to sell and trade amongst the other travelers. The players have been hired to guard one such caravan of merchants, and have nearly reached their destination. It is the morning before the final day of celebration.

THE ORB OF THE WANDERING STORM

Unbeknownst to the players, a cult within the region has been stalking this specific caravan, as in their possession is the fabled magical item, The Orb of the Wandering Storm. With it, the Cult of the Phoenix God will be able to make their way to the Island of Loneliness and summon their nefarious patron.

HOOK OPTIONS

The players begin the game well into their travels. Choose, roll on the table below, or collaboratively make up a reason as to why your players are guarding this caravan. These reasons are flexible. Feel free to edit or change any part of the story to make it more fun at your table! It is important, however, to maintain the existence of The Orb of the Wandering Storm.

HOOK OPTIONS

HOOK TITLE	ROLL REQUIRED
Personal Connections	1-2
Promise of Wealth	3-4
Cult Hunters	5-6
Mercenaries	7-8
Lost Heritage	9-10

PERSONAL CONNECTIONS

One or more of the player characters have a personal connection to the merchants in the caravan. The merchants recognize this connection and treat these player characters with more camaraderie than they usually would, and are also more willing to share information with the players.

PROMISE OF WEALTH

The merchants in the caravan have promised a large amount of wealth to whoever can safely escort them to Oasis. Little do the players know that this promise is a lie, and that the merchants are prepared to undercut or even betray the party to avoid paying their high wages.

CULT HUNTERS

Having seen the signs of cult activity elsewhere in the region, the party has come to Oasis to investigate. During their travels, the party has also noticed tell-tale signs that they have been followed throughout their journey, and are wary of an encounter. These signs may include but are not limited to:

- Spotting the same individual stalking them in the distance on several occasions.
- Being warned that this road has been attacked recently.
- Being warned that a bandit gang has attempted to blockade the road before
- Being warned that shady individuals have been seen fleeing the city recently.

MERCENARIES

The player characters are part of a new mercenary company looking for work in this region of the world. Having accepted an offer from the merchant caravan, the player characters are prepared for any tasks that may lie ahead of them.

LOST HERITAGE

One or more of the player characters are connected to the region of Prosgia in some way, shape, or form. Work with your players to figure out how this connection may impact the story, and how this connection may take shape.

WHAT'S REALLY GOING ON

Tayir Qayid has been active in Prosgia for many years now. To Tayir Qayid, they believe they were called by Maord Sholae, The Phoenix God. A fanatical figure, Tayir Qayid trekked the desolate dunes and ash-gray sands of The Gray Wastes. There, he found an ancient text foretelling the rebirth of Maord Sholae, The Phoenix God. By finding a particular magical item and performing a specific ritual on The Island of Loneliness, Tayir Qayid intends to bring back this primordial power.

Gathering followers from the undercity of Oasis, Tayir Qayid has worked day and night to locate the key to the resurrection: The Orb of The Wandering Storm. The Orb of The Wandering Storm is key to accessing The Island of Loneliness, as the latent energies it contains allow it to act as a tether, letting the cultists create a portal to the island.

POSSIBLE PLAYER MOTIVATIONS

Any residents of Prosgia would be decimated by the sudden return of Maord Sholae. Good-aligned characters should be inclined to stop this disaster, as would any characters concerned with their own personal well-being. Tayir Qayid will stop at nothing to bring back their god, and if left unchecked will succeed in their goal. The player characters are in the right place at the right time, and should utilize this opportunity to snuff out the Cult of The Phoenix God before it is too late.



CARAVAN AMBUSH

And yet, we still wait for our heroes that will never return. For the gods that rest beneath the sea of sand found outside the gates of Oasis.

—Opal Scholar, Unknown

KEY INFO

The Cult of the Phoenix God, unable to spare the men or time to raid the caravan themselves, have hired a local bandit group to raid the merchant caravan that the players are guarding with the goal of retrieving The Orb of the Wandering Storm.

THE RED-BLADE BANDITS

Hired by The Cult of the Phoenix God, the Red-Blade Bandits are a local, low-grade bandit group. The bane of lonely commoners, this is the Red-Blade Bandits' first real score. Excited and inexperienced, the Red-Blade Bandits eagerly work with the cult regardless of their own well-being.

ROLEPLAYING THE RED-BLADE BANDITS

The Red-Blade bandits, as mentioned before, are reckless and inexperienced. Roleplaying them as incompetent but dangerous is recommended. They are quick to kill any who get in their way, and are crude and brash in their behavior. However, they understand that if they do not follow the Cult's orders, they will quickly be killed, so they take great care in retrieving The Orb of The Wandering Storm. Out of fear, they will not use the item for they do not know what it might do.

LOCATION INFORMATION

Some time during their travels, the Red-Blade Bandits, by crashing their own caravan into the merchant caravan, have already killed or otherwise maimed a good portion of the civilians and merchants within the caravan. The player characters, on edge, managed to get away from the crash before it occurred. In the commotion, a bandit managed to grab The Orb of The Wandering Storm from one of the wagons and escaped the scene. Now, the bandits are attempting to finish off any last survivors.

I. MERCHANT'S CARRIAGES

Scattered amongst the merchant's caravans, they are befuddled and confused, but have otherwise made it out unscathed. 1d6+1 citizens and merchants have died in the accident. 1d4+1 citizens and merchants are alive and unconscious. One merchant remains alive, and is hiding underneath the left-most carriage.

II. BANDIT'S CARRIAGES

1d4+2 bandits have perished in the crash and remain in the destroyed carriage. 1d6+3 bandits emerge from the two intact carriages to the right. All of the bandits are determined to halt the player's advances, but none of them see this as a life or death mission, and will flee if the tide of the battle turns to the player's favor. The bandits will use both melee and ranged options in this combat, killing the closest target to them, including civilians.

REWARDING THE PLAYERS

If the players investigate the wreckage, they will find a Bloodshot Thorn, 50gp, and a letter from the Cult of the Phoenix God informing the Red-Blade Bandits of their mission. If they choose not to investigate the wreckage, before they leave the area, a merchant from the caravan will present the Hilt of Shifting Dunes to the players in hopes that they will use it to put a stop to the cult activity. Additionally, they will be given or find two Potions of Healing, a Tent of Homely Reminders, and a single camel from the wreckage of the caravan.

WHAT HAPPENS NEXT?

Once the remaining bandits have been removed from combat, the players have a variety of options they can use to figure out their next course of action. Either by investigating the contents of the letter, interrogating any bandits they've left alive, or tailing the fleeing bandits, the players discover the location of the Phoenix Cult's hideout.

Now, the player's should have plenty of reasons to pursue the Cult:

- They have been attacked, and the characters might be fueled by revenge.
- Character backstories may prompt them to put a stop to this heinous, evil act.
- The characters might want The Orb of The Wandering Storm for themselves
- The characters might want to join the Cult of The Phoenix God

The players may pursue the cult by attaching a camel to the Red-Blade Bandit's cart, or they may pursue the cult in any fashion they see fit.

If the players choose not to pursue the Cult and put a stop to their actions, the Island of Loneliness will crack and shatter in the sky in two days, raining down debris and rubble onto Oasis and other areas of Prosgia. Then, a Phoenix (CR 16) will wreak havoc on the region until it has been subdued.

CULT HIDEOUT

The might of the Wandering Storm, contained and refined by the orb... With this power, our holy cause can finally be achieved.

—Tayir Qayid, Phoenix Cult Writings

KEY INFO

By either tailing the fleeing bandits, or by investigating the letter found on the bandit corpses, the players come across the Cult of The Phoenix God's hideout. The hideout is built into the remains of a colossal avian creature, its skull serving as the entrance. This hideout is the cult's getaway, as many of them live normal lives within Oasis when they are not furthering their dangerous ends. The majority of the members have already fled the hideout and have begun their trek towards the Island of Loneliness.

THE CULT OF THE PHOENIX GOD

The Cult obeys the will of the primordial Demiurge of Fire, Maord Sholae. Stopping at nothing to achieve their goals, they have been wreaking havoc in the region for quite some time. Now, with The Orb of The Wandering Storm, the Cult will be able to summon their god, something that even they don't understand the repercussions of. Regardless, they will kill any who get in their way and have no remorse for those they will harm.

ROLEPLAYING CULT MEMBERS

Their ways are strange to outsiders, and they often talk in riddles and fables. They are fanatical and ruthless, refusing to leak any information on their goals other than the fact that they are summoning something greater than themselves. They are not easy to trick, and will not allow any players to join their ranks unless they can prove their devotion.

LOCATION INFORMATION

The Cult's hideout is broken into several smaller sections. The entrance, the spiraling tunnel, and the hideout proper. Below, you will find information on playing out each of these locations.

BIRD SKULL ENTRANCE

As mentioned before, the entrance of the hideout is a skull of a gargantuan avian creature, rumored to have a close relationship with the Phoenix God himself. The cult has transformed this creature's ashen corpse into their hideout. The entrance can be accessed through a variety of methods.

Inside the blackened eye of the avian lies the hidden entrance to the hideout. On a DC 14 Investigation check of the eye, the players can find a small hole in the "wall" of the bird's eye-socket, about 6 feet off the "ground". (DC is 10 if carrying a torch).

Looking inside, players will notice what seems to be a smooth, reflective surface. By shining any light into the opening, the players will activate a hidden pulley system, raising the beak and allowing entrance inside the hideout. As this is the intended method of entrance into the hideout, the sound does not alert any cultists within.

Several hints to provide to players upon succeeding the check:

- If the players are holding a light source, mention that light "glints off of something in the bone above them".
- The area around hole is charred a deeper black than the rest of the beak, perhaps due to the heat of the torches raised to the opening.
- Directly below the hole, the players can find a sprinkling of gray soot on the ground.
- Mechanical clicks and clunks can be heard from within the "wall" behind the hole.

The jaw itself is equipped with a fairly complex pulley system, but is hidden from view on the outside. On a DC 14 Investigation check of the beak, the players notice the shape of the ropes and cable through gaps in the beak. Upon discovering this, players gain access to two new methods of access into the hideout.

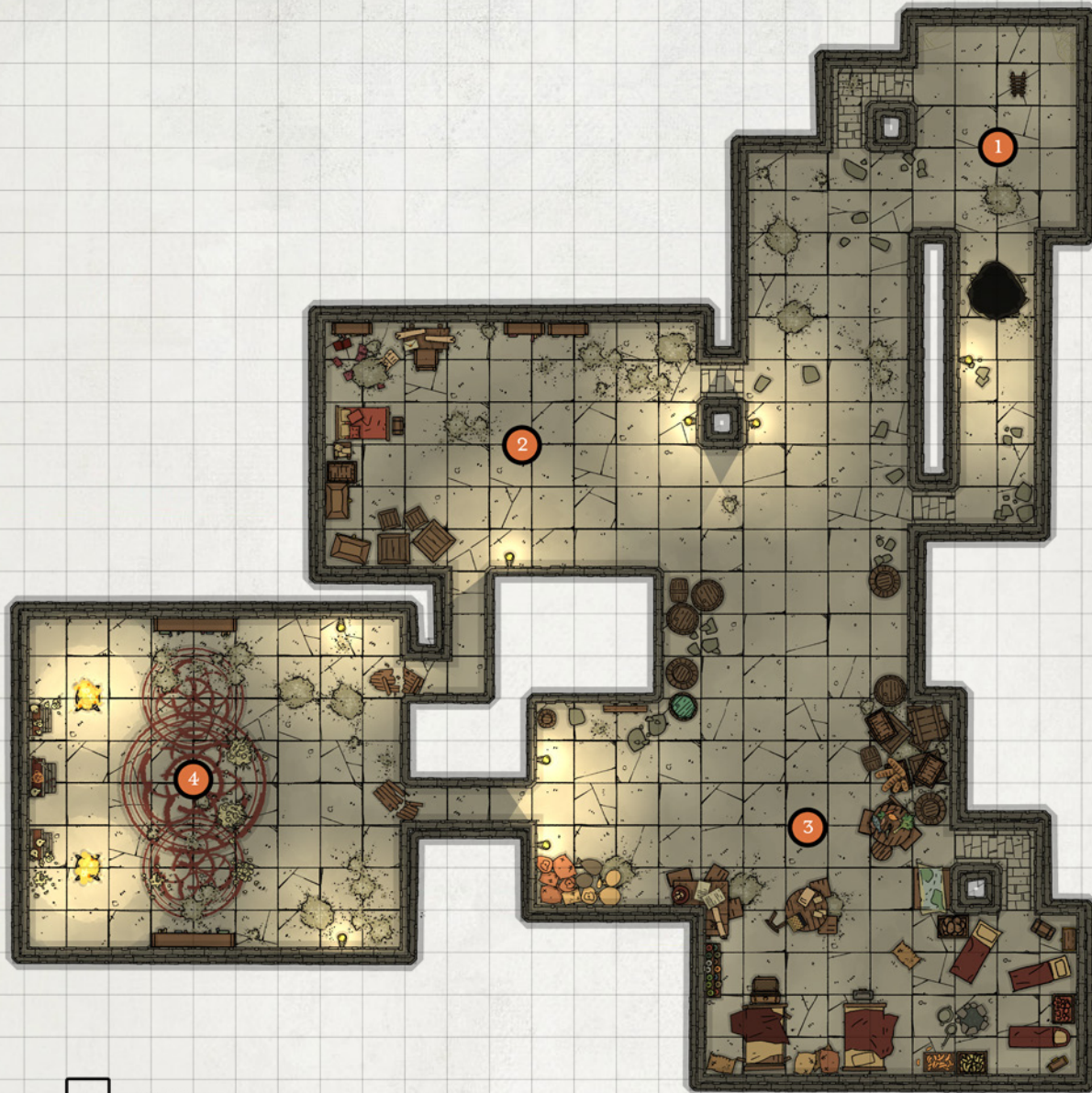
On a DC 18 Strength check, a player can force the beak of the creature open, allowing their allies to walk inside. However, this may alert cult members to their activity, as the sound of the pulley system breaking is quite loud, and not a sound the cultists are accustomed to..

A character proficient with Thieves' Tools may attempt a DC 20 Dexterity check to open the creature's mouth by fiddling with the pulley system. On a success, the jaw slowly opens, allowing the players entry. A success or a failure of this check does not alert any cultists inside the hideout.

If the players are unable to find a way to open the beak within a reasonable amount of time, the two Cultists from The Spiraling Tunnel leave the hideout, opening the beak and drunkenly stumble outside.

THE SPIRALING TUNNEL

The calcified bones of the creature descend into the earth. Upon closer examination, the players may discover that the walls and floor are composed of a glassy, pale substance: bleached bone. Small caged braziers are hooked low into the walls near the floor, casting a dim light along the steps, and looming shadows up above into the ribbed, cavernous ceiling. Two drunk cultists can be found 15 feet from the entrance, passed out and unaware of their surroundings. They are shrouded in feathered hoods and masks. If the party forces their way through the door mechanism, they can be seen groggily beginning to wake.



□ = 5 FT.

I. HIDEOUT ENTRANCE

The players begin in a cramped and dank room. Occult paraphernalia and markings adorn the walls and floors. The hideout has been in use for some time, yet it is still in shambles. Rubble, webs, and dust all further this notion. If combat breaks out in the hideout, a cultist will call to the Dead Flame Cultists found in Location 4, exclaiming that they need the aid of their god.

II. TAYIR'S BEDROOM

Tayir Qayid's room is relatively well kept compared to the rest of the hideout. 5gp and civilian's clothing can be found in one of the chests. A DC 14 investigation check will reveal notes with the signature of an Oasis government official, as well as a smooth crystal mirror propped

upright on the desk. Additionally, the players discover Tayir's research notes on The Orb of Wandering Storm, as well as detailing the location of the pedestal needed to ascend to The Island of Loneliness.

III. PLANNING ROOM

As most of the cultists have left the hideout, the ones remaining are rather lazy. 1d4-1 cultists are asleep, drunk, or otherwise unprepared for combat. In this room, maps of Prosgia can be found on several tables, as well as detailed sketches of a sand myxini, the Island of Loneliness, and notable buildings within The Gray Wastes. A pair of cultists patrol the entire hideout, checking each room in a counterclockwise fashion.

IV. PORTAL ROOM

The altar room is the center of cult activity in the hideout. On the ground are large occult markings, painted in blood. Two altars can be found on the leftmost wall, placed on either side of a stone portal, each with varying levels of offerings displayed on them. Two Dead Flame Cultists reside in this room, praying across from each other. They will not leave unless summoned by another cult member.

WHAT HAPPENS NEXT?

When the players have cleared out the cult hideout, they should be encouraged to take at least a short rest before continuing further. The players should be in the altar room at this point in time, knowing that their destination should be the storm surrounding the Island of Loneliness.

Now, the players should have plenty of compelling reasons to trek towards the Island of Loneliness:

- The player character should understand the gravity of the situation and will pursue ending the Cult's goals
- Any good-aligned characters will most likely be inclined to put a stop to the cult's activities, as they are clearly evil
- They have already been attacked by cult members as well as the earlier gang, and thus could be fueled by revenge
- There is a powerful magic item to be stolen from the Cult, if the players are not persuaded by the goodness in their hearts

After the players have climbed the stairs, they will enter the final chapter of this adventure, and are one step closer to putting a stop to The Cult of The Phoenix God.

OPTIONAL CHANGES

Adding or removing cultists from the hideout based on your group's power level is highly recommended. Remember that this is an early level combat encounter, and that the players should have a relatively easy time getting through the scenario. If you're finding that your players are struggling, pull back the amount of cultists. If they are succeeding a bit too much, add some more danger! No players should die in these encounters.

REWARDING THE PLAYERS

The cult hideout is bountiful in goods and resources. While clearing the hideout, the players find a Potion of Growth and two Potions of Healing. Additionally, the players find 100gp in the coffers of the cult members. Finally, the players will find a map that will guide them through the Interior Passageways.

REST AND REPRIEVE

KEY INFO

By using the Orb of the Wandering Storm, the cultists have powered the portal found in location 4. The ritual that the cultists must perform requires nine hours of uninterrupted meditation. This gives the players the much needed time for recovery. Before continuing forward, the players should be given a long rest in order to heal any lost hit points and regenerate any spell slots that have been expended.

The final encounter in this adventure can be rather deadly, so it is important to make sure that the player characters are well equipped and prepared for the challenge.

THE SILENT MEADOW

Upon passing through the portal, the players should now be at the Island of Loneliness and presented with The Silent Meadow. While the players are not far behind, the cultists have already begun their ritual and are nearing the completion of their goal.

ISLAND OF LONELINESS

KEY INFO

The Cult of the Phoenix God, Maord Sholae, has escaped to the Island of Loneliness and can already be found within The Tombstone, ready to perform their final ritual. These cultists are some of the most devoted, and will defend their goals with righteous vigor.

TAYIR QAYID

The Cult of the Phoenix God has been led by Tayir Qayid since its inception. Tayir is a confident and charismatic leader, able to convince people to do nefarious deeds for his own gain. Generally attractive and tall in stature, Tayir boasts a robe adorned with rubies that seem to flicker and gleam in the light. His most striking feature is his blood-red mask in the shape of a bird's beak that he uses to hide his identity.

As the players arrive, Tayir Qayid and the other cultists will be praying at the altar in The Tombstone. When the players arrive, Tayir will don his Clasp of The Phoenix Cult and ignite into bright blue flame. During combat, Tayir will use his most powerful abilities right away and then hide behind his subordinates. He will taunt the players when they fail to strike him and throughout the combat scenario. If the players selected the Cult Hunters hook, he will state that he knew that they were following his scent the entire time and that he led them here so they could witness his plans before their demise.

He is fiercely loyal to his god and will die before betraying them.

LOCATION INFORMATION

While all of the other floating islands around Prosgia seemingly move in a calculated direction, the aptly named Island of Loneliness floats motionless in the sky. Strangely, this island also lacks the traditional waterfall that these islands are commonly paired with. Residents of Prosgia have taken this as an ill omen; a possibility of what could happen to the other islands. Unbeknownst to any players or characters in the adventure, the entire island is under the effects of an augmented Time Stop spell that has not been disrupted for centuries, meant to stop the cyclical rebirth of the Phoenix contained within The Tombstone. The presence of the players or cult do not interfere with the Island's state, and all parties may behave as normal.

THE SILENT MEADOW

At first glance when arriving upon the Island of Loneliness, it appears to be just as rich with life as Prosgia's other floating islands. On its surface is a lush meadow full of vibrant multicolored flowers, with large, proud deciduous trees and several small ponds dotting the landscape. However, closer inspection will reveal a somewhat uncanny character to the meadow. The air is cold and stale,

and no winds blow. The grass feels oddly stiff beneath one's feet, and examining it further reveals that once bent into a certain shape, it will not bend back unless forcibly moved. The surfaces of the ponds are completely still and stagnant, without a single ripple or imperfection. Those who look closely enough will even notice small pollinating insects, frozen in midair above patches of flowers.

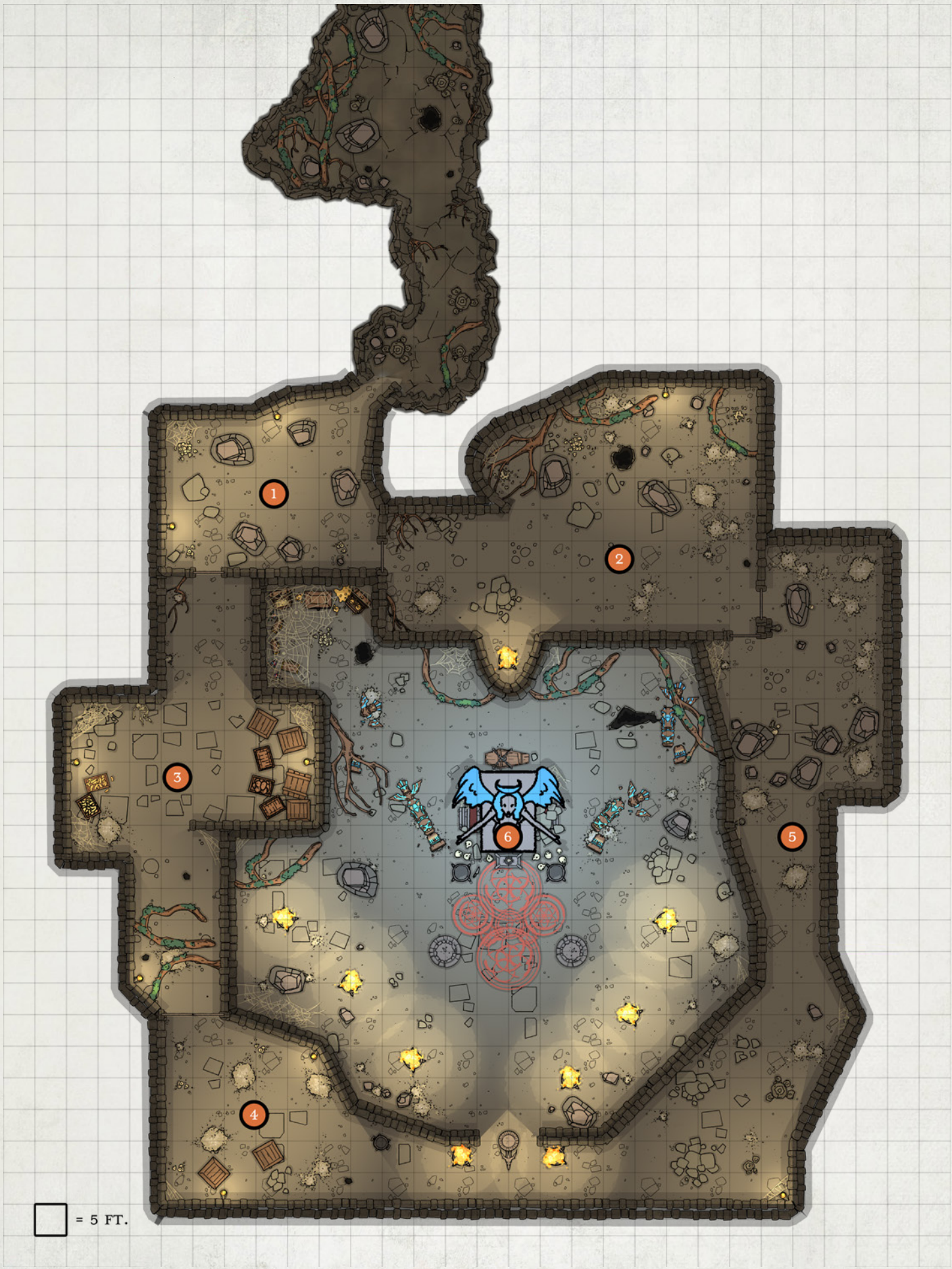
INTERIOR PASSAGEWAYS

To enter The Tombstone, the players must first trek through the Interior Passageways. After a short amount of time exploring The Silent Meadow, the players will find themselves within a maze-like series of arched passageways carved into the island's soil, supported by large tree roots and grey stone pillars. These pillars are carved top to bottom with runes of transmutation magic - the source of the enchantment that set the island aloft.

Players can find their way through the maze and into the heart of the island by following the map obtained in the cult hideout. Clouds of dust suspend frozen in place after their every footstep. As they approach the heart, the dirt beneath their feet begins to become mixed with dark ash, and the scent of charcoal begins to fill the air.

THE TOMBSTONE

The island's heart is a large, open dome-shaped chamber. The floor is completely covered in a layer of soot and ash, within which there are several open flames frozen in time. At the chamber's center is an enormous monument of grey stone, fifteen feet in both length and width, and thirty feet in height. Bright blue light emanates from a series of intricately carved runes and sigils on the monument's surface. This is, in effect, the tombstone marking the resting place of the Phoenix God, as well as the source of the time-stopping enchantment making absolutely sure it does not rise from the ashes.



□ = 5 FT.

I. THE DOORWAY

After traversing the Interior Passageways, the players will find themselves in a temple deep within the Island of Loneliness. Skeletons of previous adventurers, webs, dirt, and grime adorn the room. Two doors in barely-working condition sit closed at both the South and Eastern sides of the room.

II. ROOM OF ATONEMENT

A lit brazier and several torches light this room. The flames, all frozen in place, continue to shed light and heat. Three dead Cultists are scattered throughout the room, their bodies burnt. Ritualistic markings cover their bodies. A DC 16 investigation check will reveal that these cultists were undergoing some sort of magical ritual, as well as two Healing Potions that can be found on their corpses. Two unlocked doors can be found on the eastern side of the room. Roots and plantlife have burrowed their way into this room as well, growing through the ceiling and walls.

III. STORAGE

Foodstuffs can be found in this room, with small spiders inching their way towards the crates. Two daggers can be found inside the crates, as well as 2gp and a longsword.

IV. ANTECHAMBER

One Dead Flame Cultist resides in this room, heavily wounded from the same ritual that the cultists underwent in Location 2. This cultist is permanently blinded and stunned. If this cultist enters combat, they will do their best to reach the cultists in Location 6.

V. EASTERN HALLWAY

Pieces of the ceiling have collapsed into this hallway. While still traversable, many of the light sources have been snuffed out in the wreckage. Collapsed boulders lay on top of the remains of fallen adventurers. The players may loot 10gp, a Greatclub, and a Dagger from their corpses.

VI. THE HEART

The Heart of The Tombstone is the resting place of Maord Sholae, the Phoenix God. Bound with powerful magic, Maord Sholae has been frozen within the statue located in the center of the room. Already in the middle of the unbinding ritual, Tayir Qayid is moments away from succeeding when the players interrupt them.

Here, Tayir Qayid resides with two Dead Flame Cultists. He uses the Dead Flame Zealot statblock, found in the compendium. When the players enter this room, the braziers will shift from a red flame to blue, matching the statue's color.

There is a treasury in the corner of the room. When it is safe, these chests may be looted to receive 30gp, two Potions of Healing, one Potion of Greater Healing, and a Spell Scroll (Burning Hands).

CONCLUSION

With great effort and hard work, the adventurers have successfully defeated Tayir Qayid and stopped the Cult of the Phoenix God. They may return to Oasis by descending the same staircase they came from. Having defeated the cult, the adventurers may now rest easy.

By the end of the adventure, the players should now be 4th level. If your players wish to continue playing their characters, they are free to! While the Cult of the Phoenix God was one enemy in the region, there are plenty more to face in Prosgia! The baleful herds of Sand Myxini who hide in the open desert, the talks of rebellion flooding the streets of Oasis and the swarms of undead inhabiting The Grey Wastes - these all pose threats to the players and to Prosgia.

Congratulations on completing this adventure, and thank you for playing! On the following pages, you will find stat- blocks for monsters and items mentioned in this adventure.

REWARDING THE PLAYERS

The players should receive The Orb of The Wandering Storm and may do with it what they please. Additionally, the players will find a Dagger of Eternal Sands, a Clasp of the Phoenix Cult and a Feather of the Dead Flame, all looted from Tayir Qayid.

APPENDICES

APPENDIX A: ITEMS OF PROSGIA

ORB OF THE WANDERING STORM

Wondrous Item, rare (requires attunement)

This yellow orb rests comfortably inside the user's palm. A small tornado spins sand and debris around the inside of the sphere. This item has 2 charges. As an action, the user may create a sudden sandstorm around them in a 15ft radius. The user and any creatures within the sphere are considered heavily obscured. The sandstorm has the following effects:

Battering Debris. When a creature enters the sandstorm for the first time on a turn, or starts its turn there, it must make a DC 14 Strength saving throw. A creature takes 2d6 Bludgeoning damage on a failed save, or half as much on a success.

Veil of Sand. The harsh winds of the sphere sweep away small objects within the maelstrom. Loose, light-weight objects, such as arrows, entering the sphere are sucked into the shroud of debris. Non-magical projectiles fired into the wall are swallowed by the maelstrom and automatically miss.

Eye of the Storm. The user and up to 3 creatures of the user's choice are immune to the effects of **Battering Debris** and **Veil of Sand**, and are protected from the effects of outside weather.

DAGGER OF ETERNAL SANDS

Weapon (dagger), uncommon (requires attunement)

Golden sand is contained within the hollow handle and blade of this elegant dagger. You can activate this dagger as a bonus action, allowing the sands to swirl around you. At the start of your next turn, the following effect takes place:

Return. The golden sands envelope you and take you

back to your original location. You appear in the space where you initially activated the dagger. If that space is occupied, you appear in the nearest unoccupied space.

Once this feature has been used, the dagger can't be activated until after the next dawn.

HILT OF THE SHIFTING DUNES

Weapon (any), rare (requires attunement)

A single ruby sits in this bladeless hilt. As a bonus action, it can be dipped into any amount of sand to instantly transform it into a +1 version of any one-handed or versatile martial weapon for 1d8 minutes. In this form, the weapon adopts any and all properties of the chosen weapon. If you drop the weapon or throw it, the sand loses all power and this item returns to its hilt form at the end of your turn.

FARFINDER

Weapon (longbow), uncommon (requires attunement)

This trim longbow is shockingly light, and never shows signs of wear or age.

When firing the bow, the wielder can close their eyes to see from the arrow's perspective. While the arrow is in flight, the wielder can clearly view the arrow's surroundings as if through their own eyes. The vision ends once the wielder opens their eyes, or the arrow lands.

TITAN HEART ARMOR

Armor (any armor), rare (requires attunement)

Crafted from the remnants of long dead Titans, this armor is gray with iridescent marbled streaks cutting across its surface. While wearing this armor, you gain a +1 bonus to AC, and you have advantage on saving throws against being frightened and knocked prone. You are also unaffected by difficult terrain caused by sand or rocks.



DAGGER OF ETERNAL SANDS



CHALICE OF THE OASIS



BLOODSHOT THORN

BLOODSHOT THORN

Weapon (dagger), uncommon (requires attunement)
This dagger is made of crimson-tinted steel, with a decorative hilt evocative of a dry, thorny plant. On a critical hit, the target is Blinded until the end of your next turn.

FEATHER OF THE DEAD FLAME

Wondrous Item, uncommon (requires attunement)
This feather is aflame, pulsing with red-orange light. In order to attune to this, you must also choose a non-magical weapon or piece of equipment for it to imbue its power into. At the end of the attunement process, the item becomes enchanted and the feather crumbles to ash.

While the enchanted item is being worn or wielded, and you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. When you do this, fire erupts from you in a 5-foot radius, dealing 2d8 fire damage to any creature within the area. The item then loses this enchantment, becoming a mundane item again.

CHALICE OF THE OASIS

Wondrous Item, Very Rare (requires attunement)
A large, ornate chalice, carved of pure turquoise with gold engravings. It glows faintly in the dark, emitting dim light in a 10-foot radius.

The chalice has 3 charges. As an action, you can hold the chalice above your head and cast one of the following spells: *Create or Destroy Water*, *Sanctuary*, *Create Food and Water*, or *Beacon of Hope*. Casting a spell expends a number of charges equal to the spell's level. You may cast these spells at a higher level, provided you have the charges to do so. If the spell requires a saving throw, the DC is 14. The chalice regains 1d4-1 expended charges at dawn.

TENT OF HOMELY REMINDERS

Wondrous Item, rare (requires attunement)
This small sack unfurls into a large, magical tent occupying a 10x10 space on the exterior. This tent appears to be made of canvas that is the same color as its surroundings. The inside of the tent is magical, and has rooms for



CLOAK OF THE DESERT KNIGHT

up to five medium creatures. When resting within this tent, you recover all hit dice on a long rest rather than the usual amount. If the tent is destroyed while creatures are inside, they are immediately shunted to the nearest available square and take 2d10 force damage.

CLOAK OF THE DESERT KNIGHT

Wondrous Item, uncommon (requires attunement)
A ruby clasp is the only noteworthy object on this patchwork cloak. While attuned to the cloak, the creature wearing it is resistant to fire damage, and is immune to levels of exhaustion caused by extreme temperature.

CLASP OF THE DEAD FLAME

Wondrous Item, rare (requires attunement)
This ornate necklace contains a ruby with an undying flame shimmering within. Once per short or long rest, the wearer of this piece of jewelry may cast *Burning Hands* as an action without using a spell slot. You may also cast this spell using any spell slots you have. While the enchanted item is being worn, and you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. This item then loses its abilities, becoming a mundane necklace.

EARTHENPULL BOW

Weapon (longbow), rare (requires attunement)
This ornate magical longbow is composed of multiple different shades of wood, melting and twisting out from a small amber gem embedded in the handle. You gain a +1 bonus to attack and damage rolls made with this weapon.

This item has 3 charges. You may expend a charge to tap into the nascent power of the core, feeding off of the remnants of elemental power in the earth around you. The next attack made with the bow draws metals from the earth to the arrowhead, dealing 2d6 extra bludgeoning damage. On a hit, each creature of size Medium or smaller must succeed on a DC 15 strength saving throw, or become restrained until the start of your next turn.

APPENDIX B: CREATURES OF PROSGIA

CARCINOASIS

Of all the monsters that inhabit Prosgia's sands, few are more universally feared and reviled than the carcinoasis. Travelers crossing the harsh desert know to dread the appearance of a small oasis—what would normally be a coveted reprieve from their journey—is in fact one of these insidious crustaceans, ready to shatter their false hope.

Insidious Mimics. When preparing to hunt, a carcinoasis will bury itself in the sand almost completely, with only the very top of its shell visible. Within that shell is a large divot containing glistening pure water, surrounded by four “palm trees,” which are in fact its extra legs tipped with green, fleshy protrusions. Its oasis disguise does not hold up on close examination, but from a distance, and through the haze of heat-induced exhaustion, many weary travelers are fooled regardless. With this camouflage at the ready, the carcinoasis will simply lie in wait for days, or even weeks on end, waiting for an unsuspecting traveler to be drawn in by the promise of fresh water.

Desiccation Attack. Like many of Prosgia's native creatures, the carcinoasis has incorporated the desert's primordial elemental energy into their biology. Specifically, it has limited power over elemental water, and it uses this power in a particularly horrific fashion. When a creature is fooled by its disguise, and attempts to drink from the water in its divot, it is able to turn the tables on them and begin rapidly draining the moisture from their body. Creatures that are already weakened by days of travels are likely to be completely desiccated within mere moments.

Having added even more water to its cunning trap, the monster will emerge from the sand and devour the mummified corpse with no resistance. Stronger victims may survive the attack and attempt to run, at which point the ambush predator will burst forth from its hiding place and attempt to finish them off with its massive claws. These claws also have the ability to siphon their victim's moisture, though not quite as quickly or effectively as its trap.



CARCINOASIS

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-3)	16 (+3)	5 (-3)	14 (+2)	2 (-4)

Damage Immunities acid

Condition Immunities poisoned

Senses tremorsense 10ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

False Appearance. While the carcinoasis remains motionless beneath the sand, it is indistinguishable from a small oasis.

Oasis Trap. Any creature who attempts to drink the water from the carcinoasis must succeed on a DC 13 Constitution saving throw or take 18 (4d8) necrotic damage and gain a level of exhaustion. On a success, the creature takes half as much damage and doesn't gain a level of exhaustion.

Purified Water. Once the carcinoasis has died, any water still held in its shell becomes safe to drink, and is even more refreshing than other sources. If a creature drinks 0.5 gallons of this water, one level of exhaustion is removed from that creature. 24 hours after the carcinoasis's death, the water loses this property, becoming mundane.

ACTIONS

Multiattack. The carcinoasis makes two attacks with its claws.

Claw Attack. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage, and the target is grappled (escape DC 13) if it's a creature. The carcinoasis has two claws, each of which can grapple one creature.

Desiccation. If a creature is grappled by the carcinoasis and is Medium or smaller, the carcinoasis tries to siphon the water from the creature, if it contains any. The creature must succeed on a DC 13 Constitution saving throw or take 9 (2d8) necrotic damage and gain one level of exhaustion. On a success, the creature takes half as much damage and doesn't gain a level of exhaustion.

DEAD FLAME CULTIST

Dead Flame Cultists are followers of the Phoenix God, Maord Sholae, that have been touched by their light. This has corrupted the cultist's mind, body, and soul, transforming them into a creature of flame. Hardly recognizable as their previous selves, these followers of the Phoenix God are immensely devout. Although they are unable to spread flames of their own, these followers instead choose to spread their beliefs with righteous and unending fervor.

Dead Flame Cultists, while powerful and devout, have not been fully accepted by Maord Sholae, and as a result still maintain semblances of their original appearances. Despite their exterior similarities, inside, the cultists are far from mortal. Icy blue fire courses through their veins, lending their skin a permanent cool glow. Flames lick out from the holes their eyes once occupied, and small glittering embers below out from their nostrils and mouths as they breathe.

Rather than blood, the flames are something closer to a parasite; constantly vying for control over the mind and body of the host. A tenuous balance between their patron's powers and their own egos are all that keep the cultists from becoming entirely consumed by their primordial magic. When this balance breaks, usually as a result of the host's death, the flames consume the host's body and explode, leaving nothing but ashes and dull embers in their wake.



DEAD FLAME CULTIST

Medium Humanoid, Neutral Evil

Armor Class 13 (leather armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+2)	10 (+0)	10 (+0)	14 (+2)

Senses passive Perception 10

Languages Ignan, any previously known languages

Challenge 1 (200 XP)

Water Susceptibility. For every 5 feet the cultist moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Death Burst. When the cultist dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Illumination. The cultist sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Flame Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+2) slashing damage plus 2 (1d4) fire damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6) piercing damage.

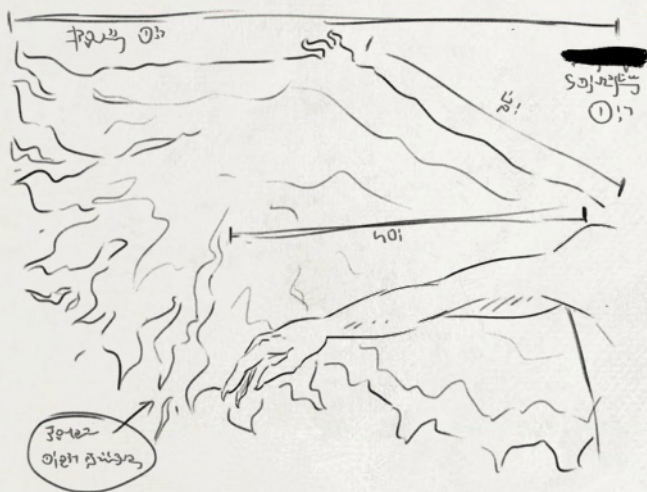
REACTIONS

Will of the Dead Flame (1/Day). When a creature hits the cultist with an attack, the cultist retaliates with the will of their patron. The creature must make a DC 13 Charisma saving throw, or be incapacitated until the end of its next turn as ghostly flames surround their body.

DEAD FLAME ZEALOT

Even among the most devout, there are some among the Phoenix Cult that rise above their status to serve a greater purpose. These Dead Flame Zealots have been blessed with shards of power from Maord Sholae, the Phoenix God, granting them heightened physical abilities, as well the ability to produce flames.

Once a cultist ascends to their higher station, their corrupted form is consumed in favor of a more fitting appearance. Their form flickers and glows, as if composed of some tangible fire. Scorching wings of blue flame stretch outwards from their backs, a physical connection to the form of their primordial patron. Taloned claws tip their fingers, and their faces have elongated in an almost bird-like fashion. Their form is a mark of Maord Sholae's presence, both great and terrible, upon the world.



DEAD FLAME ZEALOT

Medium Humanoid, Neutral Evil

Armor Class 16 (breastplate)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Damage Immunities fire

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Ignan, any previously known languages

Challenge 3 (700 XP)

Dead Flame Fury. Once per turn, the zealot can deal an extra 7 (2d6) necrotic damage to a creature it hits with a weapon attack if that creature has taken fire damage since the end of the zealot's last turn.

Death Burst. When the zealot dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Illumination. The zealot sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The zealot makes two attacks with its flame whip.

Flame Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) slashing damage plus 7 (2d6) fire damage.

Dead Flame Breath (Recharge 5-6). The zealot exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage plus 3 (1d6) necrotic damage on a failed save, or half as much on a success.

SAND MYXINI

Sand Myxini are hagfish-like monstrosities that swim through sand as though it were water. By manipulating elemental earth, they can convert the sand around them into glass, and can freely manipulate the shape of that glass as though it were part of their body. It captures its prey by completely encasing them in glass and waiting until they asphyxiate to death.

Opportunistic Scavengers. Sand Myxini are relatively intelligent creatures, and never enter into a confrontation they do not believe they can win. They tend to wait a few feet below the sand's surface, using their tremorsense to detect movement above them. A well-rested and combat-ready party of adventurers will typically be ignored, but one that has become exhausted after days of travel in the desert is seen as a prime target. It also preys on other desert-dwelling monsters, and scavenges any large corpses it can find. A party may be able to bribe a Sand Myxini into ignoring them if they are able to lead it to a less risky source of food, such as the corpse of a monster they have previously slain.

Protected by Glass. In combat, a Sand Myxini will defend itself with a thick layer of glass that is resilient against most physical attacks. When it strikes, it peels back the glass around its face before lunging and biting at its target with its ring-shaped mouth, and then retreats into the glass once more.



SAND MYXINI

Large Monstrosity, Unaligned

Armor Class 16 (natural)
Hit Points 105 (14d10+28)
Speed 30 ft., Burrow 30ft.

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

Damage Resistances piercing, slashing

Condition Immunities prone

Senses blindsight 30ft., tremorsense 60ft., passive Perception 12

Languages --

Challenge 4 (1,100 XP)

Glass Armor. The sand myxini can use the glass it controls to form a protective layer of armor. When it takes 15 or more damage in a single turn, the glass armor breaks. The sand myxini now has AC 14, and no longer has resistance to piercing or slashing damage.

Tunneler. The sand myxini can burrow through solid rock at half its burrow speed, and leaves a 5-foot diameter hole in its wake.

ACTIONS

Multiattack. The sand myxini makes two attacks: one with its bite and one with its slam.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Body Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

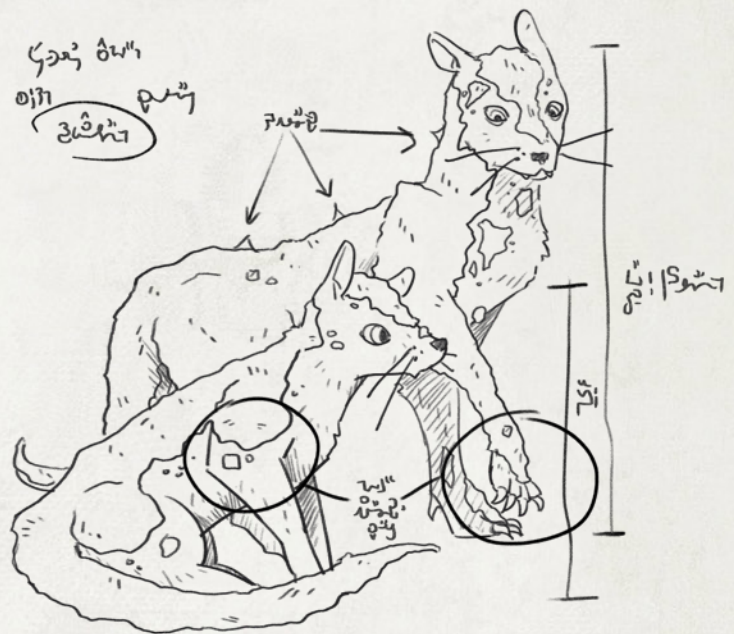
Glass Trap (Recharge 6). The sand myxini chooses a creature within 20 feet to encase in glass. The creature must succeed on a DC 14 Strength saving throw or take 9 (2d8) slashing damage, and become deafened and restrained. While restrained in this way, the creature can no longer breathe. The glass trap has AC 12, 27 hit points, and is resistant to piercing and slashing damage. Once the glass trap's hit points reach 0, the creature is freed and is no longer deafened or restrained.

Rebuild Armor (Recharge after a short rest). The sand myxini reforms its glass armor if it has been broken. Its AC becomes 16, and it gains resistance to piercing and slashing damage.

JAWEITAF

The jaweitaf are skittish, adaptable elementals in the vein of a muskrat or coyote; long since endangered, and seen as a holy omen. Their kind temperament also makes them the ideal companion to any adventurer, should the jaweitaf trust the party. If one were to examine the earthen shell that covers their backs, you may find what appear to be small rocklike nodules. However, once the jaweitaf feels any strong emotion, these nodules burst outward, forming into beautiful jewels. The more intense the emotion, the larger these gem-like aberrations jut out, capable of slitting any unarmored creature's throat with ease. Though perhaps a cruel joke by the gods, the more the jaweitaf suffers, the finer the resulting jewels. As a result, the majority of wild jaweitaf are kept in captivity, forced to produce gems for poachers and traders alike.

Having evolved as a result of centuries of mistreatment, the jaweitaf have begun to fight back against their oppressors. When threatened, the jaweitaf will launch the jewels in their back in all directions. While the jagged edges of the gems can pierce and shred their assailants, more often than not they serve as a form of distraction. Any greedy adversary will stop to pick up the precious jewels, providing time for the jaweitaf to slip away undetected. However, if caught between escaping and protecting their young, elder jaweitafs will viciously pursue those attacking them in order to protect their children.



JAWEITAF

Medium Elemental, Neutral Good

Armor Class 14 (natural)

Hit Points 19 (3d8+6)

Speed 30 ft., Burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	3 (-4)	11 (+0)	7 (-2)

Senses darkvision 60ft., tremorsense 15ft., passive Perception 12

Languages --

Challenge 1/2 (100 XP)

Jeweled Shell. The jaweitaf's jewels are each worth between 5gp and 10gp.

ACTIONS

Multiattack. The jaweitaf makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6+1) piercing damage.

Jewel Defense (Recharge 5-6). The jaweitaf launches 1d4 jewels at all creatures surrounding it. Each creature within 10ft of the jaweitaf must make a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage.

REACTIONS

Jeweled Escape. When an attack successfully hits the jaweitaf, the jaweitaf can cause 1d4 small jewels to fall to the ground. The jaweitaf then uses the Dash action. This movement does not provoke opportunity attacks.

APPENDIX C: SPELLS

This chapter begins with a list describing which spells can be cast by each spellcasting class. Each spell's school of magic is noted in parentheses, as well as whether or not the spell may be cast as a ritual. After the spells are listed, you will find the spell descriptions, presented in alphabetical order by the name of the spell.

BARD SPELLS

CANTRIPS (0-LEVEL)

Elanof's Insightful Instruments (illusion)

2ND LEVEL

Citlali's Fatigue Ward (abjuration, ritual)

Niozun's Bracing Bulwark (conjunction)

CLERIC SPELLS

2ND LEVEL

Citlali's Fatigue Ward (abjuration, ritual)

Transfer Ability (transmutation)

DRUID SPELLS

1ST LEVEL

Dreaming Plague (enchantment)

Finston's Thirsting Dowser (divination, ritual)

Whirling Gale (evocation)

PALADIN SPELLS

2ND LEVEL

Citlali's Fatigue Ward (abjuration)

RANGER SPELLS

1ST LEVEL

Finston's Thirsting Dowser (divination, ritual)

2ND LEVEL

Citlali's Fatigue Ward (abjuration)

Niozun's Bracing Bulwark (conjunction)

SORCERER SPELLS

1ST LEVEL

Dreaming Plague (enchantment)

Whirling Gale (evocation)

2ND LEVEL

Casrow's Blighted Bones (necromancy)

WARLOCK SPELLS

1ST LEVEL

Dreaming Plague (enchantment)

2ND LEVEL

Transfer Ability (transmutation)

Casrow's Blighted Bones (necromancy)

WIZARD SPELLS

1ST LEVEL

Whirling Gale (evocation)

2ND LEVEL

Niozun's Bracing Bulwark (conjunction)

Transfer Ability (transmutation)

SPELL DESCRIPTIONS

CASROW'S BLIGHTED BONES

2nd-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V, M (diseased rib bone)

Duration: Concentration, up to 1 minute

You target a corpse of a Small or larger creature within range, magically removing four bone shards imbued with noxious energy to float in a ring around you. As a bonus action, you can expend one of the bone shards, sending it flying towards a creature within 60 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 1d8 piercing damage and 1d6 poison damage. In addition, the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and 1d6 for each slot level above 2nd.

CITLALI'S FATIGUE WARD

2nd-level abjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a small amethyst crystal worth at least 25 GP)

Duration: Concentration, up to 12 Hours

For the duration, you and up to five creatures of your choice within 30 feet are warded from the necessity of rest. A thin stream of twilight flows out of the warded creatures' bodies, and into the amethyst used in the spell's casting. For the duration, warded creatures are immune to the effects of exhaustion, and cannot gain any new levels of exhaustion. When the spell ends, the twilight rushes back into the creatures' bodies causing them to gain a level of exhaustion, and their levels of exhaustion take effect as normal.

At higher levels. The spell's maximum duration increases by 6 hours for each slot level above 2nd.

DREAMING PLAGUE

1st-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a piece of hallucinogenic cactus)

Duration: Concentration, up to 1 minute

You cause an eerie green glow to momentarily surround the head of one creature within range. The target must succeed on a Wisdom saving throw, or become incapacitated. On a successful save, the spell ends.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. On a success, the creature is no longer affected by the spell, and the green glow moves to another creature of your choice within 15 feet of it. The new target must succeed on a Wisdom saving throw, or suffer the spell's effects.

The green glow can move to any number of creatures during the duration. A creature can be affected only once by each casting of this spell.

ELANOF'S INSIGHTFUL INSTRUMENTS

Illusion cantrip

Casting Time: 1 action

Range: 15 feet

Components: S, M (a piece of string)

Duration: Concentration, up to 1 minute

You imbue a musical instrument within range that you can see with the ability to play itself. The instrument can be of any kind, even improvised. For the duration, you may change how the instrument sounds (no action required), even so far as making it sound like a different instrument entirely. The instrument can be heard by all creatures within 120 feet of it.

Any creature that can hear the instrument and is considered hostile towards you perceives it to play a horribly unbearable song. These creatures react appropriately by booing, plugging their ears, walking away from the sound, or any other expression of displeasure.

FINSTON'S THIRSTING DOWSER

1st-level divination (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (A wooden stick or rod with two distinct ends)

Duration: Concentration, up to an hour

You attune a small wooden object to the energy of the soil and earth around you. For the duration, the object always turns towards the nearest source of potable water within a 5 mile radius. The dowser does not distinguish between above-ground or below-ground sources, but takes into account which body of water would be the most accessible.

When the spell ends, or the water source is reached, the object shrivels, and is unable to be used again until soaked in water for 24 hours.

WHIRLING GALE

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Calling forth the howling winds of the desert, you force one Large or smaller creature within range to make a Strength saving throw. On a failed save, the creature is flung up to 20 feet in a direction of your choosing. If this causes the target to hit a creature or object of size Medium or larger, the target and any creatures it contacts take 1d10 bludgeoning damage. On a successful save, the creature is moved up to 5 feet, and takes no damage from impacting an object or creature.

Alternatively, this spell can be cast on an object weighing 200 pounds or less, automatically hurling it 20 feet in a direction of your choosing.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 and can be moved 5 additional feet for each slot level above 1st.

NIOZUN'S BRACING BULWARK

2nd-level conjuration

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a bag of multicolored glass shards)

Duration: Concentration, up to 1 minute

You create a multicolor, translucent barrier that extends 10 feet in a direction of your choice and is 5 feet tall. This barrier provides half cover to any Medium or smaller creatures directly behind it.

In addition, when you cast this spell, designate a number of creatures that you can see equal to your spellcasting modifier (minimum of 1). When a designated creature makes a successful ranged attack that passes through the barrier, the creature deals an additional 1d8 force damage to their target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd (to a maximum of 4d8)

TRANSFER ABILITY

2nd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a gallon of water, which the spell consumes)

Duration: Concentration, up to 10 minutes

You place your palm on another living creature, creating an arcane link between the two of you. The creature you touch must make a Wisdom saving throw; a creature can choose to fail this save if it wishes. If it fails, choose one ability score to be swapped between the two of you. For the duration, all rolls you or the target make with the associated score reflect your new values and modifiers. When the spell ends, your ability scores revert to their original values, and both you and the target are stunned for one turn.

If the creature succeeds on their saving throw, the spell fails, and the creature is immune to this spell's effects for 24 hours.

APPENDIX D: ADDITIONAL ART



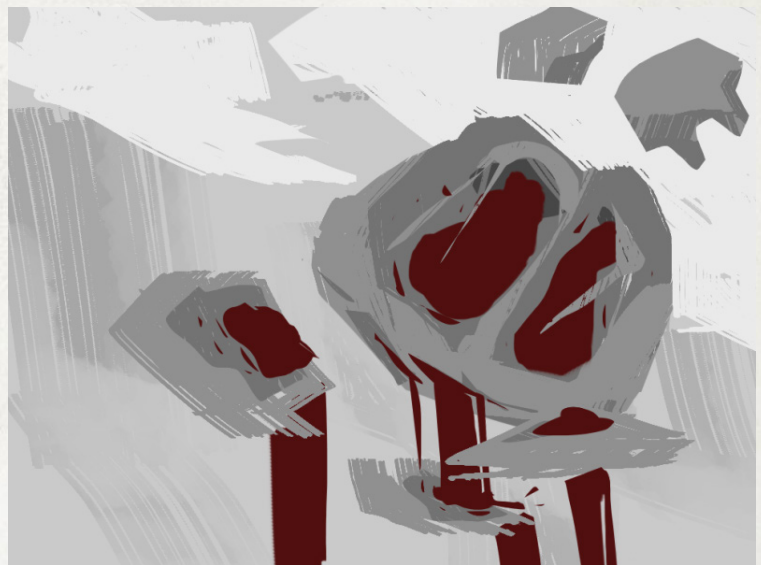
SANDSTORM MONK ICON



CUTE CARCINOASIS



BOUNTY HUNTER ICON



TITAN HEART WATERFALL