

AELORYNNE

CITY OF GLASS



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AELORYNNE, CITY OF GLASS

A young man, dressed in gray, stands upon a wooden crate. A small but raucous crowd has gathered around him. The speaker's voice, passionate and clear, carries over the din.

He speaks of criminal waste, of magistrial overreach, of impending political sea change. Some jeer, but more still applaud. "Big things," he promises, "are about to happen." There are others like him. They call themselves Stonethrowers, and in the City of Glass, that is a very dangerous thing indeed.

Aelorynne is a great wonder, but fragile. It depends upon the guilds to execute their artisanal duties in good faith and to be honorable stewards of the city's founding ideal. The system did not account for a man like Brann Vigotva: the first Stonethrower. Brann was no artisan, but a liar and a braggart. He claims to be "a cleansing fire to the rot of the guilds." Now, he stands poised to win the very office he decries.

If Brann Vigotva succeeds, Aelorynne—this fragile wonder—might shatter under its own weight.

POPULATION

The population of Aelorynne is a densely populated but small metropolis measuring about a mile across. Its human inhabitants hold a slight majority (about 30 percent), with the remaining populace divided amongst dwarves, elves, halflings, dragonborn, and tieflings. Even a contingent of trolls has taken residence in the port district.

EVERYDAY LIFE

Life in Aelorynne is similar to life in other major cities, with some notable differences:

Surface Detail. The City of Glass is so-called due to the wondrous integration of stained glass in everyday construction; the city shines in a panoply of color, even on clear evenings when the moon is full. That being said, there are always multiple construction projects ongoing, creating a noisy environment during the day.

Bartering Tradition. About half of Aelorynne's citizens are members of an artisan guild, and most everyone has something to trade. The city center—"The Mall"—is more or less a large, open-air marketplace fueled by a steady influx of tourists. With the proper permits, you can set up shop just about anywhere.

Crime and Punishment. In Aelorynne, vandalism is an offense as serious as murder or treason, and is punishable by exile. For minor offenses, the city exacts a payment of gold (or construction labor, if the offender can't pay). All offenses are documented and held in Chronicle Hall (see page 5) in perpetuity.

Water Canals. The city's industry is powered primarily by water, carried through rock-cut canals that act as boundaries between the city's twelve districts. Water clerics—whose temples and gathering spaces are as foundational to the city as the artisan guilds—manage the canals. The flow of water is crucial to Aelorynne, and so its holy stewards are afforded special privileges, such as a right to vote without paying dues and the ability to deny construction projects that would alter their places of worship.

GOVERNMENT

The government of Aelorynne is a democratic republic made up of three distinct parts: the city's artisan guilds, the Vitraux Council (made up of twelve democratically elected masters-of-craft), and the High Magistrix, who oversees the Vitraux Council, settling disputes and breaking voting ties.

Citizens cast votes on minor issues within the city, but only members of an artisan guild can vote for Vitraux Council members, who control the bulk of the city's governing power. Aelorynne is founded on a singular ideal: that those invested in the city's prosperity should be responsible for its governance. Its laws and institutions are expressions of that ideal—but like any system of government, it's not without its flaws.

THE ARTISAN GUILDS

The many artisan guilds of Aelorynne form the foundation on which the city's governance is built. Some guilds are larger than others, or are simply branches of existing ones elsewhere in the city. There is no singular guild for cobblers, for example, as some craftspeople may offer a different method of practice than another. As a result, you may find multiples of a single type of guild within a district.

In order to play a meaningful role in the city's politics, one must pay monthly dues to at least one such guild; these dues also entitle the citizen to apprenticeship, should they desire it. In turn, the artisan guilds use collected funds to further develop and beautify the city's districts, thereby positioning themselves favorably for the next election cycle.

While guilds are forbidden from demolishing each other's work, there's no set law preventing guilds from building around and over top of one another; this has led to the unfortunate pattern of guilds attempting to hide their opponents' works under the guise of expansions. Certain sections of the city, such as the Citadel, carry significant symbolic weight, meaning they've been expanded dozens of times, resulting in whole sections being forgotten and falling into disrepair.

THE VITRAUX COUNCIL

The Vitraux Council is made up of twelve artisan guild masters-of-craft, who are democratically elected every two years by members of the artisan guilds. Aelorynne is divided into twelve districts; members can only vote for candidates running in the district in which they live.

Artisan guilds are limited in potential candidates only by the number of masters-of-craft they employ. It takes a majority council vote to confirm someone as a master-of-craft, ensuring that only individuals of spectacular skill who've made one or more significant contributions to the city can achieve office. The lone exception to this rule is the founding of a new guild, which automatically grants its primary stakeholder the title of master-of-craft. Finally, masters-of-craft are permitted only two consecutive terms (or a single term, if defeated as an incumbent). In this way, no artisan guild can grow too powerful.

The council is responsible for legislation, judicial sentencing, taxation, and—most importantly—zoning, which dictates what can and cannot be built in a given district.

HIGH MAGISTER/MAGISTRIX

The topmost layer of Aelorynne's government is the office of High Magister/Magistrix, who acts as tiebreaker during council votes and the final arbitrator for judicial appeals. Only those who've served two consecutive terms as a member of the Vitraux Council are eligible to become High Magister/Magistrix. A High Magister/Magistrix serves a single eight year term, after which they can no longer influence elections (either through funding or personal involvement). They do, however, receive a living portrait in Chronicle Hall (see page 5).

The current High Magistrix of Aelorynne is Annalee Mirastina. Refer to People of Interest on page 8 for more information.

NOTABLE LOCATIONS

ARTISAN GUILD HALLS

Aelorynne is home to dozens of artisan guilds both large and small; listing the dimensions of every guild hall and the apprentices and masters-of-craft of each and every artisan guild is beyond the scope of this document. However, when thinking of a guild's particulars, here are some brief guidelines:

Guild Size. Guilds range from a half-dozen members to well over a hundred, depending on the guild's age and craft. Guilds founded recently or guilds built around obscure crafts are more likely to have small memberships (and small guild halls). Multiple guilds can work in the same craft, competing for influence and contracts.

Guild Hall Aesthetics. Guild halls tend to reflect the craft of its resident artisan guild, the guild's age, and its prosperity. For example, the Crystalline Guild—Aelorynne's oldest and largest glassblowing guild—has a multistory guild hall constructed entirely of colorful stained glass. A small weaver's guild, on the other hand, might use its founder's home as its "guild hall."

Guild Members. Guild members have either proficiency or expertise in the guild's craft, depending on whether they're an apprentice or a master-of-craft. As a rule of thumb, a master-of-craft can accommodate up to two apprentices at a time.

Guild Services. Anyone, citizen or not, can commission a guild for work. The cost of the commission depends on the guild's size and influence.

THE CITADEL

The Citadel was the first structure built in Aelorynne—originally, a stone keep—and has served ever since as the city's seat of power. Because of the Citadel's historical and symbolic significance, it has been expanded, overhauled, and reimagined over fifty times; the Citadel represents both the city's legacy of ingenuity and the artisan guilds' unfortunate penchant for self-aggrandizement.

Surface Detail. The Citadel is a massive fortification of stone and stained glass, but its structure has become malformed over the decades. Parts of it seem to jut out like spokes on a wheel, others appear too flat, or descend obliquely. It is a mishmash of aesthetic and architectural principles with no unifying theme save one: power.

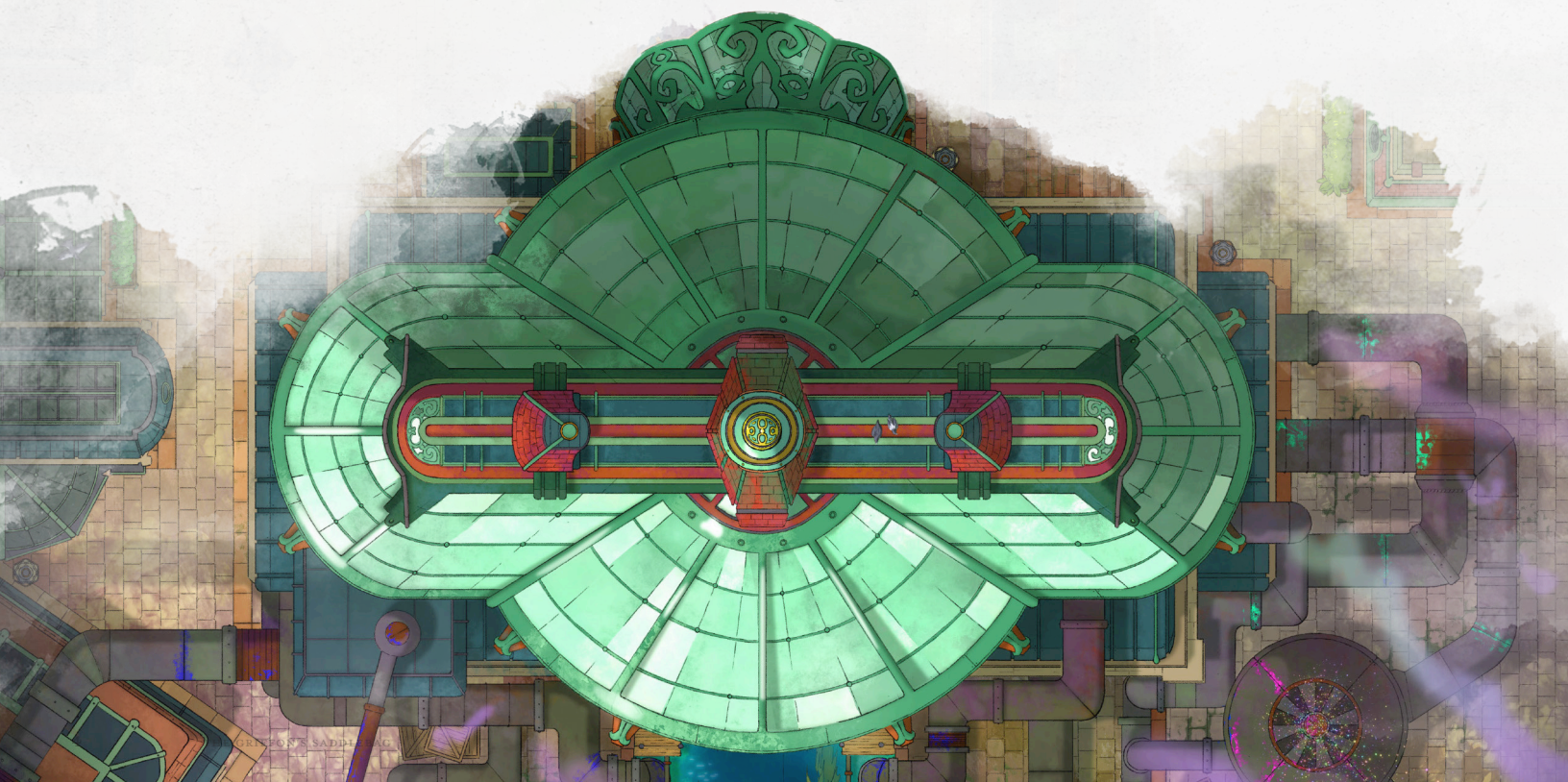
Seat of Power. The Vitraux Council and the High Magister/Magistrix live in the Citadel.

Restricted Areas. Certain parts of the Citadel (such as Councilmembers' chambers) are restricted areas, which are thoroughly protected (see Defenses below).

Brands of the Citadel. Citadel Highguard, Councilmembers, and the High Magister/Magistrix are branded with magical crests, which allow them (and guests within 10 feet) to pass through restricted areas without suspicion.

DEFENSES

Magic Alarms. Restricted areas of the Citadel are protected with *glyphs of warding*. Creatures attempting to break into these areas must contend with *guards and wards*, *stinking clouds*, *fireballs*, *lightning bolts*, *mental alarms* that activate animated objects and alert the Citadel Highguard, *forcecages*, and *resilient spheres*. The wards were installed by various enchantment guild contracts, who sometimes cause them to detonate when rival guild members approach.



Citadel Highguard. The Citadel is garrisoned by Aelorynne's elite soldiery: the **Citadel Highguard** (see the appendix). The Highguard rotates positions with one another every hour.

Animated Objects. Animated objects (such as **animated armor**, **flying swords**, and **rugs of smothering**) are spread throughout the Citadel. They activate when a mental *alarm* is tripped.

Mirror Golems and Prism Turrets. Restricted areas of the Citadel are patrolled by **mirror golems**, and **prism turrets** have been installed at key intersections (see the appendix); these constructs work in tandem with one another whenever possible.

THE PORT

The port of Aelorynne is a crescent-shaped docks area that's large enough to service up to twenty-five merchant brigantines (and many more smaller vessels) at once. It is by far the liveliest district of Aelorynne, home to dozens of taverns, merchant carts, and filled with sailors eager for entertainment.

The Great Mirrors. Four giant mirrors loom over the port district. These mirrors reflect light off one another to act as a lighthouse at night and during storms.

Stonethrower Vandalism. At some point during the characters' stay in Aelorynne, the Stonethrowers successfully destroy two of the mirrors, jeopardizing lives and slowing sea traffic.

Troll District. A small population of friendly trolls has created a subdistrict within the docks, which caters to larger creatures. This subdistrict is a popular tourist destination for its uniquely huge architecture.

The Twisted Figurehead. One of the more popular taverns on the docks is The Twisted Figurehead, so-called because of the warped-wood mermaid figurehead above the door. Its proprietor is a surly gnome named Dorgrim (neutral good male **commoner**). Characters looking for information, a place to stay, or a brawl can find it here.

TWISTED FIGUREHEAD RUMORS

A character that spends an evening at The Twisted Figurehead can carouse with the patrons over the course of an hour by making a DC 18 Charisma (Persuasion) check. On a success, they discover a rumor: roll on (or choose) from the table below to see what they hear. If the character fails the check by 5 or more, they inadvertently start a brawl with 4 sailors (**bandits** with proficiency with water vehicles). If this happens twice, the character is kicked out and forbidden from returning.

d6 Rumor

- 1 Someone approaches the characters on behalf of an anonymous patron with a job offer that "requires discretion." See Espionage and Sabotage on page 9 for sample espionage jobs.
- 2 Unbeknownst to Dorgrim, a Stonethrower cell is using the tavern as a base of operations.
- 3 The characters learn of a black market dealer with access to special materials and/or items (GM's discretion).
- 4 There's a Thieves Guild operating in Aelorynne; their hideout might be in the catacombs.
- 5 High Magistrix Mirastina meets people in secret by renting out a pagoda in the Eternal Garden.
- 6 Brann Vigotva used to go by a different name: "Va-grant" Bio, known as a ruthless assassin.

Crowded. Day or night, the port is packed with people.

- Treat the entire area as difficult terrain.
- If combat breaks out (or something else dangerous happens), bystanders panic and flee. Each round on initiative count 20, every Medium or smaller creature involved in the combat must succeed on a DC 12 Strength saving throw or be knocked prone and trampled for 7 (2d6) bludgeoning damage. Creatures with features that allow them to move into other creatures' spaces (such as a fire elemental's Fire Form) ignore this rule. Bystanders clear out of the immediate area after 3 rounds.

HUSTLE AND BUSTLE

At the end of each hour you spend in the docks district (or whenever you deem it appropriate), roll a d20. On a result of a 19–20, an event happens. Roll on or choose from the table below to see what trouble finds the characters.

HUSTLE AND BUSTLE

d6 Event

- 1 A fist fight breaks out between 10 sailors (**bandits** with proficiency with water vehicles), causing bystanders to panic and flee. At the end of the second round, the sailors begin drawing weapons.

A gaggle of tiefling children (noncombatants) begin aggressively peddling their "treasures" (bits of shiny junk) at the characters. If the characters don't buy anything, one of the tieflings attempts to steal a coin purse from a randomly selected character; the character can catch them in the act with a DC 16 Wisdom (Perception) check.
- 2 The characters witness a tourist (**commoner**) getting mugged by 2 **bandits**—members of the Thieves Guild.
- 3 If pursued, they may lead the characters directly to Merrymac McIntyre, who reprimands the thieves and attempts to smooth things over.
- 4 2 **kobolds** (siblings named Skivy and Snipy) have stolen a horse and are taking it for a joyride through the docks, much to the delight of tourists and sailors. While mischievous, the kobolds are harmless.

The characters come across a Stonethrower (**saboteur**; see the appendix) spouting incendiary rhetoric from atop a fish barrel; they attempt to hand the characters an "educational flyer" about "the corrupt High Magistrix's waste of members' dues."
- 5 The characters witness 3 Stonethrowers (**saboteurs**) vandalizing someone's place of business.

CHRONICLE HALL

The second-oldest building in Aelorynne is Chronicle Hall, which houses exhaustive documentation on construction projects, criminal records, and city history. Because of its importance as an organizational and bureaucratic tool, Chronicle Hall has thus far escaped the petty expansions that have swallowed other sections of the city; an artisan guild that alters Chronicle Hall risks damaging the city's infrastructure (and therefore their own political prospects).



High Magister Portraits. To aid visitors and employees in their research, Chronicle Hall is lined with magical portraits inhabited by simulacra of former High Magisters and High Magistrixes—these “living portraits” are the final honor of the office, and ensure that these leaders’ expertise and knowledge can be called upon again in hours of need.

- Living portraits can’t catch fire, but can still be physically destroyed (AC 10, 10 hit points).
- The simulacrum inside a living portrait can only be dispelled by target it with a *dispel magic* spell of 6th level or higher.

Stonethrower Vandalism. While the characters are visiting, two Stonethrower **saboteurs** (supporters of Councilmember Brann Vigotva; see the appendix) attempt to destroy as many living portraits as possible. If the characters don’t intervene, the Stonethrowers succeed and flee before the guards can apprehend them.

Forgotten Accessways. Characters can study maps in Chronicle Hall to discover forgotten accessways that lead to the catacombs beneath Aelorynne. Refer to The Catacombs on page 7 for more information.

Restricted Areas. Certain parts of Chronical Hall (such as its criminal records depository) are restricted areas, which are thoroughly protected (see Defenses below).

Crests of Chronical Hall. Employees of Chronical Hall possess magical crests, which allow them (and guests within 10 feet.) to pass through restricted areas without suspicion.

DEFENSES

Magic Alarms. Restricted areas of Chronicle Hall are laden with *glyphs of warding*. Creatures attempting to break into these areas must contend with *guards and wards*, *stinking clouds*, *mental alarms* that alert city officials, and *resilient spheres*.

Guards. Restricted areas of Chronicle Hall are patrolled day and night by dozens of **guards**. Guards rotate positions with one another every hour.

Tattling Portraits. The living portraits inside Chronicle Hall won’t hesitate to alert the guards if they spot an intruder inside a restricted area.

Mirror Golems and Prism Turrets. Restricted areas of Chronicle Hall are patrolled by **mirror golems**, and **prism turrets** have been installed at key intersections (see the appendix); these constructs work in tandem with one another whenever possible.

THE GLASS MENAGERIE

The Glass Menagerie is a zoo filled with stained-glass environments and animals brought to life through transmutation magic. A recent addition to Aelorynne, the menagerie was designed by High Magistrix Annalee Mirastina (see page 4) eleven years ago; she was elected to the Vitraux Council shortly after its completion.

Since then, the Glass Menagerie has become a cornerstone of the city’s burgeoning tourist industry.

Entry Fee. It costs 1 sp for a day pass, or 10 gp for a year pass.

Animated Objects. The stained-glass animals have statistics as determined by the *animate objects* spell. For example, a stained-glass tiger is a Large object, while a stained-glass butterfly is a Tiny object. In addition, the creatures have the following traits:

- **Harmless.** The animated object has no sense of self-preservation and will not defend itself.
- **Antimagic Susceptibility.** The animated object is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the animated object must succeed on a Constitution saving throw against the caster’s spell save DC or fall unconscious for 1 minute.

Stonethrower Vandalism. While the characters are visiting, two Stonethrower **saboteurs** (supporters of Councilmember Brann Vigotva; see the appendix) attempt to destroy one of the exhibits. If the characters don't intervene, the Stonethrowers succeed and flee before the city guard arrives.

THE ETERNAL GARDEN

The Eternal Garden consists of five connected pagodas that feature a variety of flora pressed in stained-glass, a tourist destination that remains open year-round. Orbs of translucent glass float amongst the exhibits, causing light to shift in mesmerizing patterns of color. Individual pagodas can be reserved for a day's use; even High Magistrix Mirastina has been known to rent a pagoda for some peace and quiet.

Entry Fee. It costs 1 sp for a day pass, or 10 gp for a year pass.

Pagoda Reservation. It costs 500 gp to reserve a pagoda for a day. The Eternal Garden's conservators don't condone clandestine activity, but can be convinced to turn a blind eye for some extra coin (so long as nothing gets broken).

Stonethrower Vandalism. While the characters are visiting, three Stonethrower **saboteurs** (supporters of Councilmember Brann Vigotva) attempt to destroy one of the pagodas. If the characters don't intervene, the Stonethrowers succeed and flee before the city guard arrives.

THE CATACOMBS

Beneath Aelorynne lies a vast underground ossuary called "the catacombs," which houses the remains of thousands of Aelorynne's citizens. Over the years, the catacombs have been modified, rebuilt, reorganized, and otherwise expanded dozens of times, leaving miles of tunnels (and certain accessways) forgotten. This makes it the ideal lair for Aelorynne's Thieves Guild, as well as other, more dangerous creatures.

Guided Tour. A guided tour of the catacombs' "official areas" can be purchased for 1 sp. Wandering off the tour is forbidden, but can be accomplished with a DC 13 Dexterity (Stealth) check.

Thieves Guild Hideout. The city's Thieves Guild, led by Merrymac McIntyre (see page 8), has claimed a forgotten section of the catacombs as their personal hideout, complete with an open bar! From there, the guild utilizes forgotten accessways spread across the city to conduct their business in secret.

THIEVES GUILD TASKS

Once the characters earn Merrymac's trust, they can take on Thieves Guild tasks. The pay is 40 gp multiplied by the average challenge rating of the foes that the characters have to face; half delivered upfront, and half delivered on successful completion. Roll a d6 and consult the table below to determine the nature of an available task:

AVAILABLE TASKS

d6	Goal	Foes	Location
1	Eliminate competition	The Stonethrowers	Anywhere except the port or the catacombs
2	Help relocate illicit cargo before it's discovered	The Citadel Highguard	The port or the catacombs
3	Follow someone	A Councilmember or master-of-craft	The Eternal Garden, port, or Glass Menagerie
4	Deliver a message	The Stonethrowers, a Councilmember, or a master-of-craft	Anywhere except the catacombs
5	Steal something (or kidnap someone)	The Stonethrowers or city guard	Anywhere except the catacombs
6	An espionage job. See Espionage and Sabotage on page 9 for sample espionage jobs	GM's discretion	GM's discretion

Forgotten Accessways. Forgotten accessways lie in the docks (a defunct sewage shunt), the Eternal Garden (a loose stone), and the Citadel (an abandoned room). These accessways can be discovered by studying relevant maps in Chronicle Hall: each day that a character spends studying maps of a relevant area, they can make a DC 18 Intelligence check, using proficiency with cartographer's tools. Once the character has succeeded three times, they discover the accessway in that area (each area requires its own set of checks). Each accessway leads directly to the Thieves Guild hideout.

DANGERS

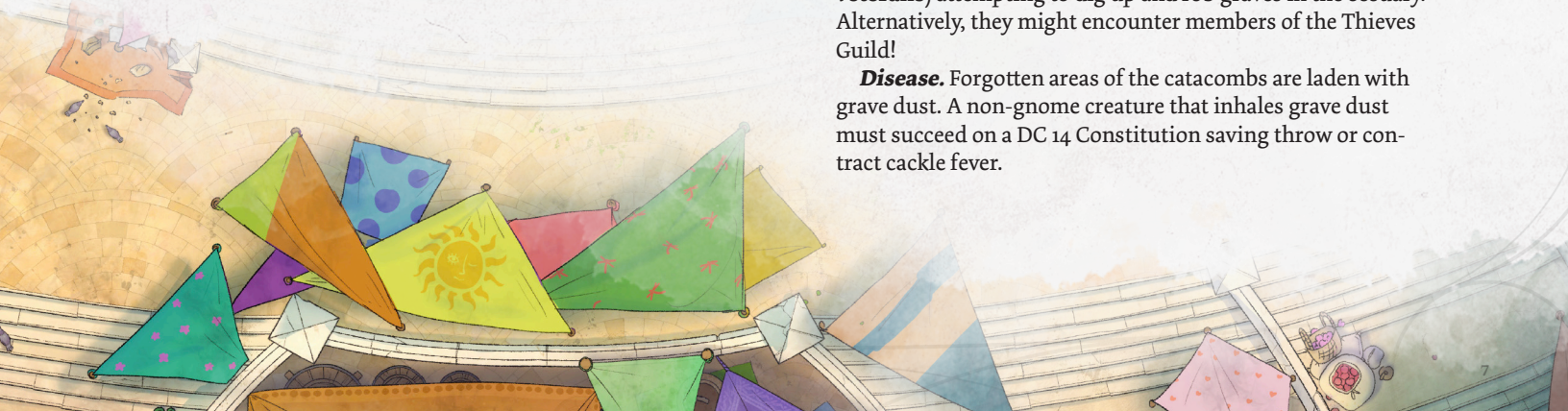
Getting Lost. Characters that delve into the catacombs without clear directions (or without studying maps as described above) may get lost; lost characters become subject to further dangers.

Restless Undead. Years of construction disturbances have caused some of the interred to rise as restless undead. Lost characters will have to contend with **zombies**, **ghouls**, **ghosts**, **will-o'-wisps**, and perhaps even **wights**.

Oozes. Ooze monstrosities, such as **glass oozes** (see the appendix), **black puddings**, and **ochre jellies**, feast on the detritus of the ossuary.

Graverobbers/Thieves. While lost, the characters might stumble on individuals (**bandits** led by evil-aligned **priests** or **veterans**) attempting to dig up and rob graves in the ossuary. Alternatively, they might encounter members of the Thieves Guild!

Disease. Forgotten areas of the catacombs are laden with grave dust. A non-gnome creature that inhales grave dust must succeed on a DC 14 Constitution saving throw or contract cackle fever.



PEOPLE OF INTEREST

Aelorynne is a city that's always evolving, both physically and politically. But like any great work, the City of Glass is delicate. A political battle for its future is currently being waged by its High Magistrix and a dangerous, populist councilmember.

HIGH MAGISTRIX ANNALEE MIRASTINA

Annalee Mirastina (see the appendix) has served the city of Aelorynne as a public servant for twelve straight years. Before being elected to the Vitraux Council, Annalee oversaw the construction of the city's Glass Menagerie (see page 6). She is a quiet and measured individual who strives for understanding and compromise, a woman who believes (or would like to) that everyone acts in good faith and in the city's best interest.

As Annalee approaches the end of her term, her attention now turns to safeguarding the office of High Magister from bad actors—namely, councilmember Brann Vigotva, a dangerous populist whom she believes cares nothing for Aelorynne or its citizens. Her fear is that, once in office, Brann might refuse to ever leave.

- **Ideal: Contribution.** Annalee believes that contributing to the city's shared prosperity is the best way to help everyone.
- **Bond: The Crystalline Guild.** Annalee is a confirmed master-of-craft of the Crystalline Guild, the city's oldest and largest glassblowing provider. Though she doesn't show favoritism to Vitraux Councilmembers representing the guild, she still cares deeply for it and plans to return once her term as High Magistrix has expired.
- **Flaw: Traditionalist.** Annalee fully believes in the traditions and institutions of Aelorynne; she is unwilling to sully her own values or those of the city to protect it—for now.
- **Goal: Safeguard the Office.** Annalee doesn't want Brann's populism to infect the office of High Magister, believing his ascension might upend the city's founding principles.

COUNCILMEMBER BRANN VIGOTVA

Brann Vigotva (lawful evil male human **assassin** with a Charisma score of 19 and expertise in Deception, Intimidation, and Persuasion) is the founder and sole official member of the Stonethrower's Guild—and, by virtue of being its founder, a "master-of-craft." Despite not having built anything, Vigotva rose to power through publicity stunts, intense rhetoric, and absurd claims (such as being responsible for singlehandedly laying the stones of Aelorynne's roads). He most vehemently decries the "constant, vicious politicking of the artisan guilds, whose endless construction projects only serve to inflate their masters' egos and waste vast amounts of raw material."

- **Ideal: Power.** Brann will do and say anything to claim the office of High Magister.
- **Bond: Supporters.** Brann's only significant bond is to the people that support him—and even then, it's only to the extent that he can use them.
- **Flaw: Narcissistic.** Brann's superiority complex causes him to underestimate those around him. However, should he perceive someone to be a threat, he will not hesitate to remove them.

- **Goal: Seize Higher Office.** Brann wishes to become High Magister after Annalee's term expires; once in office, he doesn't intend to leave.
- **Secret: Hidden Past.** Years ago, Brann Vigotva was an entirely different man, a hired killer called "Vagrant" Bio; he vanished shortly after his arrest. His criminal record is held in Chronicle Hall.

MERRYMAC MCINTYRE

Merrymac McIntyre (see the appendix) is the charming leader of Aelorynne's Thieves Guild. Posing as a common dockworker, Merrymac's involvement with the Thieves Guild is a secret to all but his most loyal lieutenants. Using the catacombs to access forgotten parts of the city, Merrymac and his people are able to smuggle goods and services with impunity. Though outwardly boisterous and congenial, Merrymac is extremely cautious when it comes to the Guild's dealings; his leadership has been so deliberate that the Guild's mere presence in Aelorynne is considered debatable amongst members of the Vitraux Council. When conducting business, Merrymac wears an *amulet of proof against detection and location*.

- **Ideal: Freedom.** Merrymac believes first and foremost in the free market: if people are going to get what they want, why shouldn't the Guild be the ones to profit from it?
- **Bond: The Thieves Guild.** Merrymac loves the Thieves Guild, and is intensely proud of being its leader. He considers himself a "father figure" to younger members, keeping them out of trouble (or reprimanding them) from the shadows.
- **Flaw: Hates Change.** Merrymac doesn't wish for anything to change, and this desire leaves him blind to potential threats.
- **Goal: Stabilize the City.** Merrymac detests Councilmember Brann Vigotva and his "Stonethrowers" causing trouble throughout Aelorynne.

THINGS TO DO IN AELORYNNE

Aelorynne is a vibrant city filled with opportunities for excitement—and danger. The following activities can help bring the setting to life during periods of downtime, or serve as adventure hooks for longer sessions.

THE ART OF GLASSBLOWING

The Crystalline Guild hosts regular glassblowing workshops for people of all skill levels (even non-citizens). Participants are encouraged to bring their own glassblowers' tools, but can rent some on-site for a nominal fee (10 sp).

BEGINNER COURSES – 8 HOURS (5 GP), 1/WEEK

Characters that don't already have proficiency with glassblowers' tools must first take at least four beginner courses. At the end of each course, the character makes a DC 14 Intelligence or Wisdom check (their choice). On a success, the character passes the course, and they create a small glass trinket; roll on (or choose from) the Beginner Trinkets table below. On a failure, the character must repeat the course.

After the character has passed four beginner's courses, they can then take intermediate courses.

BEGINNER TRINKETS

d4 Trinket

- A small glass figurine of...someone. Or something?
- 1 Useful as a paperweight, an improvised bludgeoning weapon, or a thrown object.
- 2 1d4 + 1 clouded marbles. Useful as ball bearings or sling ammunition.
- 3 A misshapen lump with a hollowed out center. Useful as a vase or a water container.
- 4 Not quite a bowl, not quite a plate. But useful as either.

INTERMEDIATE COURSES – 8 HOURS (50 GP), 1/WEEK

Characters that don't already have proficiency with glassblowers' tools and have already completed four beginner courses can then take intermediate courses. At the end of each course, the character must make a DC 16 Intelligence or Wisdom check (character's choice). On a success, the character passes the course, and they create a small glass trinket; roll on (or choose from) the Intermediate Trinkets table below. On a failure, the character must repeat the course.

After the character has passed four intermediate courses, they gain proficiency with glassblowers' tools.

INTERMEDIATE TRINKETS

d4 Trinket

- 1 A palm-sized glass bird.
- 2 1d4 + 1 colorful marbles.
- 3 A stained-glass vase.
- 4 A handheld mirror.

EXPERT COURSES – 8 HOURS (250 GP), 1/WEEK

Only characters capable of spellcasting and with expertise in glassblowers' tools are allowed to take expert courses, which instruct them on the creation of small wondrous items. At the end of each course, the character must make a DC 18 Intelligence or Wisdom check (character's choice). On a success, the character passes the course. On a failure, the character must repeat the course.

After the character has passed four expert courses, they gain expertise in glassblowers' tools, and they create a small glass trinket; roll on (or choose from) the Expert Trinkets table below. The character also graduates from the Crystalline Guild, which entitles them to an apprenticeship position, should they seek it.

EXPERT TRINKETS

d4 Trinket

- 1 A stained-glass *chime of opening* that can only be used once before losing its magic.
- 2 A tiny, animated stained-glass dragonfly.
- 3 A stained-glass *silver raven figurine of wondrous power* that can be used once before losing its magic.
- 4 A palm-sized stained-glass orb that emits a *light* spell when held aloft.

ESPIONAGE AND SABOTAGE

If the characters decide to take part in the political machinations of Aelorynne, they can engage in tactical espionage or sabotage. The artisan guilds, politicians, and dissidents of Aelorynne are always in need of deniable assets to gather sensitive information from their opposition—and, with Councilmember Brann Vigotva stoking the fires of authoritarianism, there's a bigger market for subterfuge than ever before.

Determine the Patron. First, decide who the characters are working for; oftentimes, the characters won't know exactly who their patron is, but as the gamemaster, you should. Low level characters are more likely to get approached by the artisan guilds, while high level characters with proven track records might be propositioned by High Magistrix Mirastina, Councilmember Brann Vigotva, or Merrymac McIntyre and the Thieves Guild.

Crafting the Target. Second, determine the objective of the job. Ask yourself the following questions:

Where are the characters going? Is it the headquarters of an artisan guild? A restricted area inside Chronicle Hall? Somewhere in the bowels of the catacombs?

Why are the characters going? It could be as simple as witnessing something occur, or as complicated as retrieving (or destroying) a certain piece of information, a person, or an object.

When are the characters going? How much time do the characters have to prepare and perform legwork before doing the job?

What kind of obstacles should the characters expect? Some places (like Chronicle Hall) are heavily defended, while others (like the home of a private citizen) are easier to infiltrate.



How many twists are there going to be? This is secret information. Every job should have at least one twist, an unexpected wrinkle that complicates things and forces the characters to adjust their best laid plans.

Legwork Actions. Third, the characters should perform legwork actions on their target (if possible). Legwork actions give the characters forewarning about potential obstacles. Each legwork action takes a day to perform—the less time the characters have, the less legwork actions they can take. The details of this phase are up to you, but here are some suggested skill checks for legwork actions:

- **Scouting:** Wisdom (Perception) check to map major defenses, such as guard rotations, magical wards, etc.
- **Talking to People:** Charisma (Persuasion) or (Intimidation) check to convince others to talk about the target or provide access to sensitive areas.
- **Acquiring Magical Assets:** Intelligence (Arcana) check to acquire magical pieces of equipment to help overcome scouted obstacles.

The DC for each check begins at 13 and increases by 1 whenever the characters' Average Party Level increases by 2 (for example, at an Average Party Level of 3, the DC for each check becomes 14).

Failing these checks shouldn't stop the job in its tracks, but instead introduce new complications. For example, a character that fails to properly scout might get caught snooping around, causing the target to activate an extra line of defense that can't be accounted for when it comes time to do the job. Alternatively, a failed legwork action could cause the job's timetable to move up, forcing the characters to act prematurely.

SAMPLE ESPIONAGE JOBS

APL 1 Patron & Target Details	Patron. A private citizen. Location. An apartment. Goal. Search the apartment for a box of incriminating love letters. Time. 2 days. Payment. A leather pouch containing 10 small gemstones (worth 25 gp each) that were torn from various necklaces.
Defenses	Inhabitant. The apartment's inhabitant (knight) is home at certain hours. Locked Door. The door to the apartment is locked: the door is made of wood and has AC 15, 18 hit points, and immunity to poison and psychic damage. The lock can be picked with a successful DC 13 Dexterity check using Thieves tools, or forced open with a successful DC 20 Strength check. Hidden Object. The box of love letters is hidden: at the beginning of each hour, a character can make a DC 13 Wisdom (Perception) check. On a success, they find the box of love letters. Small, Vicious Dog. A small dog (noncombatant) will alert neighbors to a disturbance. The dog can be calmed with a successful DC 13 Wisdom (Animal Handling) check, or convinced (through <i>speak with animals</i> or a similar effect) to be quiet with a DC 13 Charisma (Persuasion) check.
Suggested Legwork Actions	Follow the Inhabitant. A DC 13 Wisdom (Survival) check confirms the inhabitant leaves each day for approximately 6 hours. Acquire Key. 25 gp and a DC 13 Intelligence or Charisma check (character's choice) acquires a key to the door. Acquire Meat. 1 sp to acquire a hunk of meat. No check required. Used to distract the dog.
Twists	Trapped Object. The box of love letters is trapped. Once touched, the apartment fills with poison gas. Creatures inside the apartment must make a DC 13 Constitution saving throw. On a success, nothing happens. On a failure, the creature is poisoned. While poisoned in this way, the creature is also unconscious and takes 2 (1d4) poison damage at the end of each of its turns. Another creature can use an action to shake the unconscious creature awake; it falls unconscious again at the end of its turn. Early Return. The inhabitant returns after 3 hours instead of 6.

Encourage the characters to only commit to legwork actions if they're reasonably sure they can complete the task—otherwise, the job might become exponentially more difficult!

Running the Job. Once it's time to do the job, the characters use the information and assets they gathered during the legwork phase to overcome obstacles. This can be a beat-for-beat roleplaying experience, or, if the characters are exceptionally prepared, summarized by you.

However, this is also when you get to introduce any twists you had in mind. The nature of these twists is up to you, but here are some suggestions:

- The characters are caught unawares by a line of defense they didn't know about, prompting a mad dash escape (or a fighting retreat).
- An outside element (such as Stonethrower **saboteurs**) interrupts the job, causing the target to go on high alert.
- The patron betrays the characters in some way.
- The characters' patron hired another team without telling them, forcing them to work closely with people they're unfamiliar with.

Aftermath. With the job done, all that's left is to get paid... and to deal with the repercussions. Depending on the nature of the job, the characters' actions could have dire ramifications for the future of Aelorynne.

SAMPLE ESPIONAGE JOBS

Provided below is a table of sample espionage jobs. Each sample espionage job is balanced around 4 characters of the listed Average Party Level (APL). As always, feel free to modify the contents as needed.

APL 3	Patron & Target Details	Patron. The founder of a small glassblowing guild. Location. The headquarters of the Crystalline Guild. Goal. Sabotage their equipment without killing anyone. Time. 3 days. Payment. An exquisite set of glassblower's tools (worth 150 gp) and a linen sack containing 350 gp.
	Defenses	Guards. At night, the guild hall is patrolled by 3 guards and 1 bandit captain. Locked Tight. At night, the doors and windows to the guild hall are locked: all doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. Locks can be picked with a successful DC 14 Dexterity check using Thieves tools, or forced open with a successful DC 20 Strength check. Alarms. At night, the doors and windows to the guild hall—as well as the storage areas containing the guild's glassblowing tools—are protected with <i>alarm</i> spells that produce audible ringing noises.
	Suggested Legwork Actions	Observe Guard Rotations. A DC 14 Wisdom (Survival) check lets the characters map out guard rotations. Acquire Access. 100 gp and a DC 14 Intelligence or Charisma check (character's choice) acquires a master key and designation for the characters to avoid <i>alarms</i>. Acquire Tool. Patron gives characters an enchanted steel rod: speak the command word, and one end becomes superheated, allowing the characters to warp glassblower's tools without shattering them.
	Twists	Private Class. Soon after the characters arrive, a party of 3 Vitraux Councilmembers (nobles) and 3 guards are allowed into the guild hall for a private course. Sleeping Apprentice. An apprentice (commoner) has made the back of one of the storage areas their bedroom.
APL 5	Patron & Target Details	Patron. The Thieves Guild. Location. A ship docked in port. Goal. Rescue a captive Thieves Guild member. If rescue isn't an option, kill them. Time. 3 days. Payment. Access to the Thieves Guild hideout in the catacombs (page 7), a <i>potion of cloud giant's strength</i>, and a black leather pouch containing 200 gp.
	Defenses	Guards. At night, the ship is patrolled by 6 sailors (bandits with proficiency with water vehicles) and 1 mage. Unknown Location. It's unclear where the prisoner is being kept. Locked Cell. The prisoner is chained to the wall in a locked cell. One of the guards has the key on their person. Alternatively, a lock can be picked with a successful DC 15 Dexterity check using Thieves tools, or forced open with a successful DC 20 Strength check. Meddling Parrot. An intelligent parrot (Tiny creature with AC 10, 1 hit point, and no effective attacks) flies throughout the ship, squawking out what it observes; it's most active at night. The parrot can be forcibly quieted with a successful DC 15 Wisdom (Animal Handling) check, or convinced (through <i>speak with animals</i> or a similar effect) to not reveal the characters' location with a DC 15 Charisma (Persuasion) check.
	Suggested Legwork Actions	Carouse With Sailors. 5 gp and a DC 15 Charisma (Persuasion) confirms that the prisoner is located in the brig, next to the cargo hold, and that he was caught trying to steal the captain's private log. Acquire Grapes. 1 sp to acquire a bushel of grapes. No check required. Grants advantage on checks made to quiet/convince the meddling parrot. Acquire Rowboat and Auger. 75 gp acquires a rowboat and auger (a manual tool used to drill holes). Characters can use these tools to access the lower decks directly.
	Twists	Unwilling Prisoner. The prisoner is unwilling to leave the ship without stealing the captain's private log, located in their private quarters. Surprise Interrogation. The captain of the ship (veteran with proficiency with water vehicles), accompanied by 2 guards, shows up to interrogate the prisoner.
APL 7	Patron & Target Details	Patron. High Magistrix Mirastina. Location. Criminal records depository inside Chronicle Hall. Goal. Retrieve the criminal record of a person named "Vagrant" Bio—an anagram for Brann Vigotva. Time. 3 days. Payment. A silver-banded chest containing 1400 gp and a personal favor.
	Defenses	See page 6 for a description of Chronicle Hall's defenses.
	Suggested Legwork Actions	Convince Employee. A DC 16 Charisma (Intimidation) or Charisma (Persuasion) check convinces a crest-carrying employee to accompany the characters through restricted areas. The character attempting this action can spend 400 gp to gain advantage on the check. Acquire Guard Schedule. A DC 16 Wisdom (Survival) or Charisma (Persuasion) check acquires the guard schedule, allowing the characters to map out their rotations.
	Twists	Brann's Intervention. Brann Vigotva catches wind of the characters' heist and sends a rival team (1 assassin and 2 Stonethrower saboteurs) to stop them.



RANDOM ENCOUNTERS IN AELORYNNE

As the characters explore the city, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

- 1 The characters come across a wedding celebration, complete with music, food, dancing, and ale. Soon after, the celebration is interrupted by 3 Stonethrower **saboteurs** (see the appendix), who attempt to kidnap the groom.*
The sound of crinkling glass fills the air—then, a deafening snapping sound as the stained-glass spire of a nearby structure begins to fall. The collapse zone is a circle with a radius of 120 feet, centered over a randomly selected character. Creatures inside the collapse zone have 2 rounds to escape before impact. Creatures still inside the collapse zone during impact must make a DC 15 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed saving throw, or half as much damage on a successful one.*
- 2 The explosion of a *fireball* rocks an adjacent street. If the characters investigate, they find 2 Stonethrower **saboteurs** in combat with a badly damaged **mirror golem** (see the appendix) with half its hit points remaining; one of the saboteurs clutches a *necklace of fireballs* with one bead remaining. Over a dozen Aelorynne citizens lie injured (unconscious with 1 hit point remaining) or dead in the street.*
- 3 High Magistrix Mirastina, accompanied by 4 **Citadel Highguard** (see the appendix) and a **mirror golem**, passes the characters on her way to a private day at the Eternal Garden. The Citadel Highguard aggressively clear people from the road.
A citizen is ranting and raving about “some kind of glass monstrosity” in their home. If the characters investigate, they find a **glass ooze** (see the appendix) and a conspicuous hole in the floor. The hole leads down into the catacombs (but not to the Thieves Guild hideout). The hole can be sealed and reinforced with a successful DC 14 Strength check using carpenter’s tools and appropriate materials (wood and nails), for which the citizen gratefully pays 100 gp.
- 4 A **mirror golem** has malfunctioned and begun terrorizing innocent citizens. Once it’s defeated, the characters can investigate it by making a DC 14 Intelligence (Arcana) or DC 14 Intelligence check using tinker’s tools (character’s choice). On a success, they discover evidence that the golem was tampered with, probably by Stonethrower **saboteurs**.*
- 5 Suddenly, a giant, greased pig (it’s a Huge creature with AC 10, 48 hit points, and no effective attacks) crashes into view; 2 **guards** are in hot pursuit. The giant pig is panicked after being magically enlarged by a clever Stonethrower wizard, causing it to recklessly charge through the city’s fragile infrastructure. It can be calmed with a successful DC 18 Wisdom (Animal Handling) check, wrestled to a stop with a successful DC 20 Strength (Athletics) check made with disadvantage (because of the grease), or killed. If spoken to using *speak with animals* or a similar effect, the pig leads the characters to the culprit: a Stonethrower **mage**.*
- 6 A small cat (noncombatant) darts past the characters; moments later, a toddler (noncombatant) follows, calling after it.
- 7 The characters see a familiar NPC (a rival, friend, or neutral party) acting strangely. The NPC is a **doppelganger** that recently killed someone; it’s trying to stow away on a ship in port.
- 8 The characters’ location is assaulted by a group of Stonethrower rebels (3 **saboteurs**, 1 **mage**, and 1 stolen **mirror golem**). They’re immediately met by 3 **guards** and 1 **mastiff**, who are reinforced on initiative count 20 of each round by 1d4 additional **guards** and 1 **mastiff**. If the characters help defeat the rebels, they’re commended for their service and might even earn a personal meeting with High Magistrix Mirastina (GM’s discretion).*
- 9
- 10

*If the characters are occupying the port district, see Crowded on page 5.

EXAMPLE TREASURE

Items designed for espionage or artisanry, or the result of those endeavors, would be especially relevant in Aelorynne. Such items include the *artisan's signet*, *bag of magic blocks*, *Basco's handy bangle*, *Borbos's marvelous magic marker*, *bottled talent*, *clockwork colony toolbox*, *coldfire anvil*, *edible book of recipes*, *floating tablecloth*, *forgekeeper's spark*, *ledger scroll*, *muralist's mark*, *patch of the tome*, *pop-up business card*, *Redsmith carrying pack* and *crucible set*, *rod of instant pillars*, *stonemason's companion*, *tome of lost knowledge*, and *wind-up merchant*. Similar weapons include the *alchemist's firethrower*, *alchemy blade*, and *bolt of wild lightning*.

Example magic items well suited for subterfuge or the city's Thieves Guild are the *blast ooze*, *Bletherby's bootlegs*, *book of clothier's croquis*, *charlatan's wardrobe*, *deck of dragons*, *diviner's dice*, *doorway scepter*, *eyes of the beheld*, *golem sapper*, *headhunter's bullseye lantern*, *hideaway vase*, *inspectors' silverware*, *locklinks*, *pick and pocket*, *pickpocket's pouch*, *scroll of mapping*, *vial ring*, *widow's tea*, *wild dice*, or *wizards' cards*.

Additionally, anything dealing with glass or mirrors would find a home in this colorful city. Consider introducing the *amulet of equilibrium*, *arcane mirror*, *arcanist's lens*, *arcanist's magnificent magnifier*, *bonfire charm*, *Camilla's quicksilver mirror*, *cat eye glasses*, *cathedral armor*, *chapel lantern*, *chromacloth*, *clear bell*, *contact lenses*, *detective's monocle*, *distant kaleidoscope*, *hand mirror of the medusa*, *magmaflow lamp*, *prism lantern*, *prismatic mirror*, *Torrdok's magnificent forgery*, and *twin lenses*.

If you showcase the water domain clerics and relevant temples in your game, water-related items could be prominent in those areas. The *angler's wand*, *bubble collar*, *flood pauldron*, *Horatio's impossible ship in a bottle*, *marlinspike flail*, *storm draught*, *tea weird*, *tidal fan*, *tidesplitter*, *torrent taiha*, *wand of steam*, *waterskin of voices*, and *wavecutter* are all good options.



APPENDIX: AELORYNNE STAT BLOCKS

CITADEL HIGHGUARD

Citadel Highguards are the career militia and guards of Aelorynne. They perform routine patrols and quell all manner of issues in the city, normally without force. Their armor is recognizable for its slight iridescence.

GLASS OOZE

Glass oozes are see-through oozes, much like a gelatinous cube, except that it can be transformed to a solid form under the right conditions. When light is shown through it, the ooze emits a prismatic array of dancing light.

MIRROR GOLEM

Mirror golems are often paired with prism turrets, and use their mirrored surfaces to redirect light and radiant strikes. Their primary purpose is to protect governmental sites in Aelorynne, although they can also be seen patrolling with the occasional Citadel Highguard member.

CITADEL HIGHGUARD

Medium humanoid (any race), lawful good

Armor Class 17 (splint)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Skills Intimidation +3, Perception +6

Senses passive Perception 16

Languages Common plus one other language

Challenge 2 (450 XP)

Alert. The guard has a +5 bonus to initiative, and it can't be surprised. In addition, other creatures don't gain advantage on attack rolls against the guard as a result of being unseen by it.

ACTIONS

Multiattack. The guard makes two attacks.

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

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

GLASS OOZE

Large ooze, unaligned

Armor Class 11 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	17 (+3)	1 (–5)	6 (–2)	1 (–5)

Damage Vulnerabilities bludgeoning (true form only)

Damage Resistances acid, radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

Frosted Form. Whenever the ooze takes cold damage, its form shifts to a durable solid. While in this form, its speed is halved, it has disadvantage on Dexterity saving throws, and it has resistance to all damage. At the end of its next turn, it reverts to its true form, or its Lighted Form if it's in bright light. It reverts in this way early if it takes fire or radiant damage.

Lighted Form. Whenever the ooze is in bright light, its form shifts to a gooey adhesive, causing it to adhere to anything that touches it. A Huge or smaller creature adhered to the ooze is also grappled by it (escape DC 14); the grapple ends if the ooze is no longer in this form. It reverts to its true form if it enters an area of dim light or darkness.

ACTIONS

Multiattack. The ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the ooze is in its Frosted Form, the target takes an extra 4 (1d8) cold damage. If it's in its Lighted Form, the target takes an extra 4 (1d8) fire damage and adheres to the ooze, as per that trait.

Active Camouflage (Recharge 5–6). The ooze begins reflecting and redirecting light in such a way that creatures see through to the other side of it. The ooze becomes invisible until its concentration ends (as if concentrating on a spell). Any equipment the ooze wears or carries is invisible with it.

REACTIONS

Concentrate Heat. When the ooze takes fire or radiant damage while it is in dim light or darkness, it assumes its Lighted Form for 1 minute or until it takes cold damage.

MIRROR GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	3 (–4)	13 (+1)	1 (–5)

Skills Perception +5

Damage Immunities poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 15

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Radiant Reflection. Whenever the golem is subjected to radiant damage, it takes no damage and reflects a portion of the attack or effect back at the creature or object that created it. The target must succeed on a DC 15 Dexterity saving throw or take radiant damage equal to half the damage dealt to the golem.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

REACTIONS

Turn Spell. When the golem is targeted by a spell of 5th level or lower that only affects the golem (not in an area of effect), it first attempts to reflect the spell. The golem makes a Dexterity check (DC equals 10 + the spell's level). On a success, the spell has no effect on the golem and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

MERRYMAC MCINTYRE

Medium humanoid (human), neutral

Armor Class 17 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +8, Int +6, Wis +5

Skills Deception +10, Investigation +6, Perception +5, Stealth +10

Senses blindsight 10 ft., passive Perception 15

Languages Common, Thieves' Cant

Challenge 6 (2,300 XP)

Equipment. Merrymac wears an *amulet of proof against detection and location*: he can't be targeted by divination magic or perceived through magical scrying sensors.

Evasion. If Merrymac is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Merrymac instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Merrymac deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Merrymac that isn't incapacitated and Merrymac doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Merrymac makes three attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

BONUS ACTIONS

Cunning Leader. Merrymac takes the Dash, Disengage, or Hide action. Alternatively, he commands a friendly creature that can hear him to use its reaction to move up to half its speed without provoking opportunity attacks; the creature can take the Hide action before or after it moves.

REACTIONS

Uncanny Dodge. When an attacker Merrymac can see hits him with an attack, he halves the attack's damage against him.

MERRYMAC MCINTYRE

Merrymac McIntyre is the human leader of the Aelorynne Thieves Guild. He is unassuming and charming, making him a likable—if not controversial—figure in city politics. He has a knack for remembering names, and makes a point to be good natured and friendly to the Citadel Highguard that often patrol the port. He is resistant to change, and wants nothing more than to return the city's heated political drama to a normal, and predictable, level.

PRISM TURRET

Prism turrets are weaponized, immobile constructs that are typically built into gargoyles or other structures. A prism turret can fire concentrated beams of light to pierce and incinerate targets from afar.

SABOTEUR

Saboteurs are experts in dismantling property or infiltrating off-limits areas. In Aelorynne, saboteurs work in tandem with Brann Vigotva to upend the city's bureaucracy.

MERRYMAC MCINTYRE



PRISM TURRET

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	17 (+3)	2 (-4)	16 (+3)	1 (-5)

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

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Immutable Form. The turret is immune to any spell or effect that would alter its form.

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

ACTIONS

Prismatic Ray. Ranged Spell Attack: +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) acid, cold, fire, lightning, or poison damage (the turret's choice).

Scintillating Flash (Recharge 6). The turret releases a burst of dazzling white light. Each creature within 30 feet of it that can see must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. If the saving throw fails by 5 or more, the target is also incapacitated for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Scintillating Surge. When the turret takes radiant damage, its Scintillating Flash recharges and immediately activates.



PRISM TURRET

SABOTEUR

Medium humanoid (any race), any chaotic alignment

Armor Class 14 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	11 (+0)	13 (+1)

Skills Investigation +3, Perception +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages Common, Thieves' Cant

Challenge 1 (200 XP)

Inorganic Sabotage. The saboteur deals double damage to constructs, objects, and structures.

ACTIONS

Multiattack. The saboteur makes two sap attacks.

Sap. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Set Trap (2/Day). The saboteur sets a trap on the ground in an unoccupied space within 5 feet of it. A creature that didn't see the saboteur set the trap must succeed on a DC 13 Wisdom (Perception) check to detect it, and a creature that is aware of the trap can disable it with a DC 13 Dexterity check using thieves' tools.

The next time a creature touches the ground in that space, the set trap is triggered. The target must make a DC 13 Dexterity saving throw. On a failed save, the target takes 5 (1d10) piercing damage and its speed is reduced to 0 until it breaks free from the trap or until the trap is disabled. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success.

Throw Bomb (Recharges After a Short or Long Rest). The saboteur hurls an explosive device at a point within 30 feet of it. Each creature in a 30-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

BONUS ACTIONS

Cunning Action. The saboteur takes the Dash, Disengage, or Hide action.

WATER DOMAIN CLERIC

Medium humanoid (any race), any alignment

Armor Class 18 (scale mail, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Wis +6, Cha +3

Skills Medicine +6, Religion +3

Senses passive Perception 13

Languages Aquan, Common

Challenge 5 (1,800 XP)

Amphibious. The cleric can breathe air and water.

Liquid State. Whenever the cleric deals damage to a creature with a spell, it can also choose to push that creature up to 10 feet horizontally in a direction of its choice.

Spellcasting. The cleric is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *ray of frost* (2d8), *spare the dying*, *thaumaturgy*

1st level (4 slots): *create or destroy water*, *cure wounds*, *fog cloud*

2nd level (3 slots): *acid arrow*, *misty step*, *spiritual weapon*

3rd level (3 slots): *gaseous form*, *spirit guardians*, *water breathing*

4th level (2 slots): *control water*, *ice storm*

ACTIONS

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

Throw Holy Water (1/Day). The cleric manifests a special vial of holy water and throws it at a fiend or undead it can see within 20 feet of itself. The target must make a DC 16 Dexterity saving throw, taking 24 (3d10 + 8) radiant damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Consume Holy Water (Recharges after a Short or Long Rest). The cleric manifests a special vial of holy water and drinks it, regaining 17 (2d8 + 8) hit points.

REACTIONS

Buoyant Bounce. When a creature the cleric can see within 30 feet of itself is knocked prone, the cleric magically pushes the creature back to an upright position.

HIGH MAGISTRIX ANNALEE MIRASTINA

Annalee is a lawful good elf. She uses the Water Domain Cleric stat block with the modifications detailed below.

Ability Score Increase. Annalee has a Wisdom of 19 (+4). This increases her spell save DC to 15 and her spell attack bonus to +7. It also increases her Wisdom saving throw bonus to +7 and her bonus to Wisdom (Medicine) checks to +7.

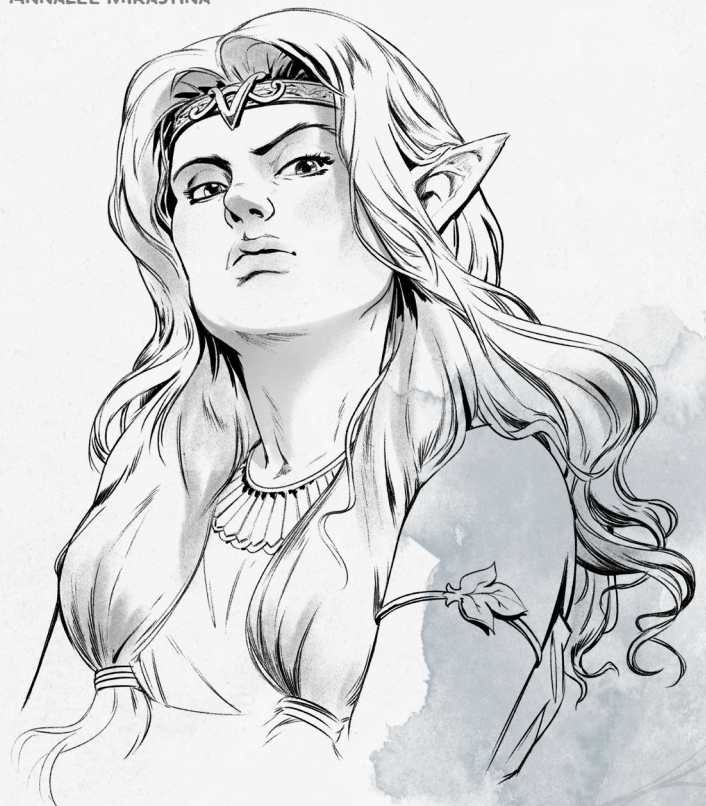
Racial Traits. Annalee can speak, read, and write Elvish. She has darkvision out to a range of 60 feet and proficiency in the Perception skill (total bonus of +7); this also increases her passive Wisdom (Perception) score to 17. In addition, she has advantage on saving throws against being charmed, and magic can't put her to sleep.

Tool Expertise. Annalee has a +6 bonus to any ability check she makes using glassblower's tools (in addition to adding the relevant ability modifier).

WATER DOMAIN CLERIC

Water domain clerics in Aelorynne work together with guilds to moderate and power their water-powered machinery. For example, a water domain cleric may be employed by a glassblowing guild to adjust or concentrate the flow of an adjacent canal, allowing them to fine tune the output of their waterwheels (and adjoining equipment).

HIGH MAGISTRIX
ANNALEE MIRASTINA





CLERIC OF WATER

NEW CLERIC DOMAIN

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

WATER DOMAIN

Clerics of the Water Domain remain fluid and dynamic to meet a wide variety of challenges. They also understand that water is the foundation and great unifier of life; as a result, some of its practitioners claim that its origins even predate the Life Domain's, although any historical text that supports the claim remains unclear.

WATER DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Water Domain Spells table. See the Divine Domain class feature for how domain spells work.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, fog cloud</i>
3rd	<i>acid arrow, misty step</i>
5th	<i>gaseous form, water breathing</i>
7th	<i>control water, ice storm</i>
9th	<i>cloudkill, cone of cold</i>

BONUS CANTRIPS

When you choose this domain at 1st level, you gain the *acid splash*, *poison spray*, and *ray of frost* cantrips if you don't already know them. These cantrips don't count against the number of cleric cantrips you know.

BUOYANT

Also at 1st level, you gain a swimming speed equal to your walking speed, and you can move across any liquid surface—such as water, acid, or mud—as if it were harmless solid ground, provided that the liquid is more than 50 percent water. You fall and sink into the liquid as normal if you end your turn while still on the liquid.

In addition, when a creature you can see within 30 feet of you (including yourself) is knocked prone, you can use your reaction to cause that creature to immediately recover to an upright position. When you do, the creature is magically pushed back up and rebalanced, as if by a geyser or sudden change in a ship's bearing.

You can use this reaction a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: PRECIPITATE HOLY WATER

Starting at 2nd level, you can use your Channel Divinity as a bonus action to present your holy symbol and magically manifest a flask of holy water in an empty hand. Passing or giving the holy water to another creature within reach doesn't require an action from either creature. This holy water functions as normal holy water with the following additional properties:

- A creature that drinks the water (as if it were a *potion of healing*) regains a number of hit points equal to $1d8 + \text{your level in this class}$. You can drink the water as part of the bonus action used to create it. The flask vanishes when the water is gone.
- Fiends and undead damaged by the water take radiant damage equal to $2d10 + \text{your level in this class}$; such a creature takes half as much damage if the water misses the target or if the target succeeds on the saving throw against it. When throwing the water, you gain a bonus to the attack roll or save DC equal to your Wisdom modifier (minimum of $+0$).

- If you cast the *create or destroy water* spell to create rain and are holding the flask of holy water, you can cause each undead creature within the rain's area to take radiant damage, as if it were damaged by the water, and friendly creatures within that area regain hit points as if they drank it. When you do, the radiant damage and number of hit points regained are halved, and the flask of water is then destroyed.
- The flask and water you create in this way vanish in a puff of steam whenever you finish a short or long rest. If the water is bartered for, sold, or traded, the flask shatters, and the water turns dark and acrid and loses its magic.

When you reach 8th level in this class, and again at 14th level, the number of hit points restored to a creature that drinks the water increases by 1d8, and the damage dealt to fiends and undead increases by 1d10.

CHANGE STATE

By 6th level, you can breathe normally underwater. Furthermore, you can emulate the transformative nature of water. You have three states: Gas, Liquid, and Solid.

Gas. While in this state, your weight is halved, and your speed increases by 10 feet.

Liquid. While in this state, whenever you deal damage to a creature using a spell from your Bonus Cantrips or Domain Spells list, you can also choose to push that creature up to 10 feet horizontally in a direction of your choice.

Solid. While in this state, the first time each turn that a creature within 5 feet of you hits a target with a melee attack, that creature also takes cold damage equal to your Wisdom modifier (minimum of 1).

In addition, you can change your state as part of casting any of your domain spells. Once you do, you can't do so again until you finish a short or long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

EMBODY WATER

By 17th level, you can always change your state as part of casting any of your domain spells. In addition, you gain the following bonuses while in each state.

Gas. You gain a flying speed equal to half your walking speed and can hover.

Liquid. You can now push a creature in this state whenever you deal damage to it. Furthermore, if you score a critical hit against a target or if a target rolls a 1 on a saving throw against a spell you cast that deals damage, you can also knock the target prone.

Solid. The cold damage increases by an amount equal to half your level in this class (rounded down).

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