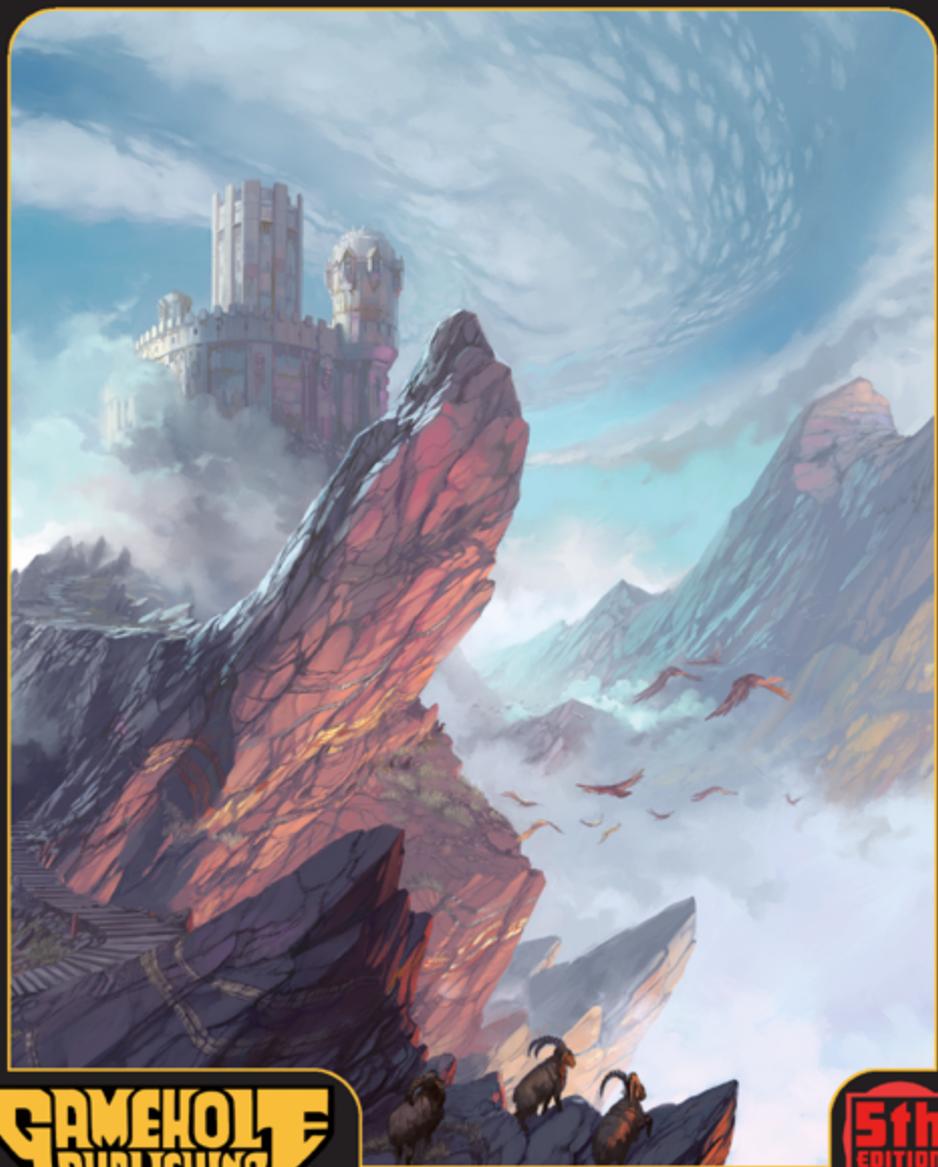


# WARDENS of the Eastern Marches



**GAMEHOLE**  
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**5th**  
EDITION

# WARDENS of the Eastern Marches



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Version 2.0 2026



# THE EASTERN MARCHES

Welcome to The Eastern Marches! This particular section of the mainland Asura continent is bounded on the east by the vast and depthless Sapphire Sea and on the west by the Kolmenus Mountains. The region was dubbed “The Eastern Marches” hundreds of years ago by the Bjartr Dağur, immigrants from the far west, who founded present day Sudland. The name has stuck ever since.

## A BRIEF HISTORY OF THE EASTERN MARCHES

Like really anywhere inhabited by an enduring society, The Eastern Marches is in large part defined by its colorful past.

It is presently the 146<sup>th</sup> year of the Third Age in the Marches. The start of the Third Age was unilaterally declared such by the Council of Antiquities at Halstead’s College in Trillium at what they deemed to be the conclusion of the final remnants of the great Orcish empire of Sharak the Implacable and his progeny – the end of the Second Age.

## THE SECOND AGE

Clan Sharak rose to prominence among the Orcish Clans in the Kolmenus Mountains more than a thousand years ago. King Sharak the Implacable as he became known established a lasting and far-flung empire encompassing much of the current Marches from the coast of the Sapphire Sea to well west of the Kolmenus range.

King Sharak’s reign was noteworthy for several reasons. The first was the great advances made in metal ore mining and refining, advances in complex and enduring metal work, and related engineering accomplishments from these advancements made by his kingdom. Many of the still existing iron and stone bridges that span any number of waterways in the Marches were built by King Sharak’s engineers.

Second, from his citadel perched high in the Kolmenus Mountains, a then aging King Sharak called for the establishment of a universal set of laws by which all citizens of his empire would be subject. The purpose was to first establish a predictable system of justice as well as to create a reliable set of trade and contract regulations to govern the burgeoning economy growing under King Sharak’s reign.

This edict from King Sharak led to the rise of the famous Orcish legal scholar, Kharzug. Kharzug, a woman fiercely dedicated to the principles of a dependable and equal handed legal system, authored an entire legal code which remains largely in place to the current day. The Courts of Inquiry in Trillium, recognized as the highest

courts in the region, still resolve trade disputes based on the legal code originally authored by Kharzug. In fact, “a Kharzug” is a term of common expression used just about anywhere trade is done in the Marches meaning a full, final, and binding transaction or deal.

In the generations following King Sharak’s death, his descendants increasingly fell to squabbling over power and control of the empire until it finally collapsed hundreds of years ago. The last vestiges of anything resembling an Orc led central authority disappeared nearly two hundred years ago. This combined with the great Hembarian Migration which pushed increasingly westward of the Oriana River clearing forests and tilling the fertile ground for farmsteads, for all practical purposes marked the end of the Second Age and the beginning of the Third. With the clans scattered and divided, the majority of the Orc population gradually migrated west and back to the Kolmenus Mountains in the face of growing population pressure from the great numbers of Hembarian immigrants arriving on the eastern shores of the Marches.

Beyond the enduring engineering works and the legal code of Kharzug, the only tangible legacy to the reign of King Sharak is the now mostly abandoned stronghold, *Cloud Citadel*, alight high in the Kolmenus Mountains. The diaspora of King Sharak’s empire is scattered in and around the Kolmenus Mountains living as independent clans.

## **THE FIRST AGE**

Far to the north and east of the Kolmenus Mountains and thousands of years before the rise of Sharak, sits the long-abandoned remnants of the ancient regional power, the Mageocracy of Hyseria. The period of time over which Hyseria existed is now called the First Age.

The Mageocracy of Hyseria reigned for over a millennium centered on the city of Aneroch, now known as Marabiza, far to the north in The Eastern Marches. Most of what was Hyseria has been lost to the ravages of time, but there are still remnants here and there in the northern region of the Marches. Most notably, the series of wizard towers that formed the outer perimeter of their domain. Deeply xenophobic, the mages of Hyseria closely watched their borders and were quick to unleash blasts of eldritch power on any who sought to trespass.

Several thousand years ago, a time when most scholars agree marks the end of the First Age, the last mage-king of the Hyseria, Amhun-Athun, unleashed a massive blast of entropic and magical energy that destroyed much of Hyseria and permanently changed

the terrain and environment of the north. What little is known about Amhun-Athun, is that he was obsessed with his own mortality and sought any means necessary to unnaturally extend his own life. This obsession led to a series of experiments and rituals that are commonly believed to have attracted the attention of other strange and powerful beings from different realities and planes of existence.

What is far from clear and remains a subject of fierce debate among modern arcane scholars is whether this mage-king, Amhun-Athun, intentionally caused this calamity in an effort to protect Hyseria from the potentially corrupting influence of these bizarre beings or whether the devastating blast was an accident on his part. What is largely agreed though is that, regardless of intent, Amhun-Athun, and his tower were ripped from this plane of existence and have since been lost to this reality for all time.

With Amhun-Athun gone and much of Hyseria sorely damaged by the corruptive and massive magic blast, the end of Hyseria was not long in coming. The mageocracy was able to hang on for a generation before Aneroch was razed by imperial forces of King Sharak, which marked the end of the First Age and the beginning of the Second.

The north was forever changed by the extemporaneous energies unleashed by Amhun-Athun. Pockets of weird magic still exist all over the north. These strange effects do not seem to be anchored to any particular place or endure for any particular reason.

## **PRESENT DAY EASTERN MARCHES**

Well met traveler! I am the region's greatest merchant and well-known mover and shaker, Baldin Zunskar, here and at your service! While I have never really traveled anywhere in the Marches, I have certainly done a lot of reading about them. No please, do not scoff. I felt such study was necessary in order to help secure some of the biggest trade deals the Marches have ever seen. How else to effectively communicate with a victim, I mean trading partner, than by understanding where they come from?

I live in lovely Trillium, the vast trading bastion in the south of the Marches. I have lived in Trillium my entire life. In fact, I have never



**Baldin Zunskar**

been more than a few dozen paces outside the walls of the City of Enchantment. why would I ever go anywhere else?

But all that aside, I am willing to share a bit of my vast knowledge with you, fair traveler. I know that you will appreciate the quality and wisdom of my research.

Let's start with some generalities. The Eastern Marches, the easternmost region of the Asura continent, comprise a vast and varied swath of geographies and terrains spanning several hundred miles both east/west and north/south on the shores of the Sapphire Sea. As diverse as the topography of this region is, its inhabitants and major settlements and cities are even more so.

Generally speaking, the south is far more populous than the north. The south tends to be more agrarian and is a bit more settled than the north, but that is more of a function of geography and good soil than really anything else.

More specifically, what follows is a resuscitation of what I remember reading about concerning many of the colorful places and exciting locales in the Marches! While hardly comprehensive, what follows is a list of some of the major points of interest in the Eastern Marches, from north to south.

## **THE EASTERN MARCHES; A BRIEF TOUR**

### **PORT VANKA**

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Port Vanka is a small, bustling seaside village that thrives on sea trade and fishing. Goods coming out of the north often ship through the port. There are a number of hostels, apartments and boarding houses for workers in the processing warehouses as well as sailors on shore leave. Last year one sailor reported seeing a beautiful mermaid just offshore.

### **WINTER'S EDGE**

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Winter's Edge is a true frontier town where only the strong survive the harsh territories that surround it. It is the last bastion of civilization before the lawless wilds. Fur trappers and wildcat miners work out of the village as their base of operations while they seek fortune in the cold northern wilderness. Although the residents have managed to domesticate a few types of animals, good meat and milk is still hard to come by in the north.

### **KNIFEPOINT**

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The seaport city of Knifepoint lies at the mouth of the great Bay of Turick. Knifepoint's history is a sordid one. It began as a pirate stronghold in part due to the archipelago off its shores known as

the Blood Isles, which for hundreds of years provided shelter for pirates hiding from the authorities.

It would be an overstatement to say the city is lawless. There is a ruling council made up of wealthy shipping families. Peace is kept by a local militia which includes coastal guard ships that protect the shipping lanes from danger. However, Knifepoint definitely has a frontier-justice atmosphere. Deadly force is allowed when defending oneself or one's business interests. Small crimes such as petty theft, fighting and racketeering are often ignored unless they affect the wealthy elite.

While piracy has been mostly eliminated, occasional reports still come of brigands operating off the coast. Locals suspect the Blood Isles still provide refuge for pirate vessels...and their treasure.

## **THE BLOOD ISLES**

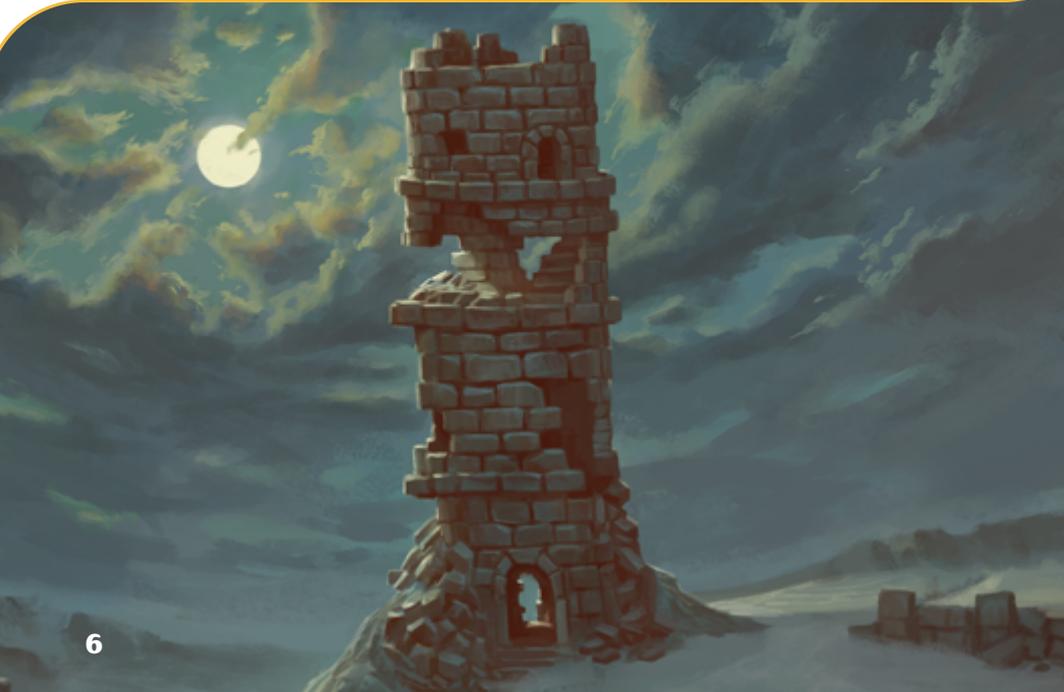
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The Blood Isles is an archipelago off the tip of Knifepoint, a large peninsula named after its shape. It contains many islands of varying size that have been mapped over the years. The islands are considered to be uninhabited although they were long used by pirates as strongholds, places to stash treasure and to hide from authorities.

## **MARABIZA**

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The city of Marabiza, in the distant past known as Aneroch, is the largest in the northern tier. It is a major trade port and seat of knowledge and culture for the region. The city has grown steadily



since its founding over 500 years ago. Some of its residents have amassed great wealth and power. Whether by land or by sea, much of the important commerce of the northern tier flows through Marabiza to the rest of the Eastern Marches (and sometimes even far off lands across the sea or past the great mountains to the West).

### **WEST GALEN**

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West Galen is a town built on lumber from the western forests. Numerous lumber camps bring in wood that is processed and sent to other locations to meet building needs. It is rumored that even a few trees from the Dying Forest in the Deadlands have made their way to the West Galen saws. What the town lacks in refinement it makes up for in grit and hard work.

The town is run by the lumber consortium headed by the Longwood family. The family rules the town with nepotism and graft being the norm. Workers who run afoul of the lumber bosses are dealt with harshly.

### **ROBERTSHIRE**

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Robertshire is a larger town in the northern tier. It is ruled by a noble family with longstanding ties to the area, the De Matros family. Baron Elivan de Matros's sons are coming of age, and looking to make names for themselves. The lifestyle here would best be described as pastoral. Farming, fishing and hunting provide for the prosperity of the area. The wealthy of Marabiza will often come to Robertshire for professionally guided hunts or to just relax in the quiet rolling hills. There are a number of public and private hunting lodges where patrons can be guided on wilderness hunts.

### **FALLMARCH**

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Fallmarch is a small waystation along the trade route known as the Great South Road. The village center consists of an inn, small general purpose store, modest temple and town hall. The main village is ringed by a stockade-style wall and the majority of citizens reside within.

### **RAWLINSRIVER**

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Rawlinsriver is an unwallled town with a permanent population of over 4,300 folks, situated only on the east bank of the Rawlinsflow River, which is navigable (and often crowded with moored barges) for its entire run alongside the town and as far as the eye can see up and downriver. It has only one bridge across the river, at about the town's midpoint, but several quite separate "shuttle-lines" for

goods (usually bundles of lashed-tight hide or canvas wrappings, hanging on cross-river cables and towed from bank to bank by pull-lines) exist and are called into use on the rare occasions when everyone wants to use the bridges at once.

### **RODHAM**

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Those few who've heard of it at all know "Rodham" is the abbreviated name for Rodney's Hamlet (also known to its inhabitants as Rod's Wood). Situated in deep forest some 25 miles west of Ockney's Hold and the Oriana River, Rodham is a remote, intentionally isolated forest commune of about nine square miles, founded 90 years ago and almost entirely unknown to the wider world. Eighty humans (15 families) call it home.

### **MIDDLESMITH**

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A rustic village located in the center of the Marches, the way stop village of Middlesmith is no longer dominated by the three smithies for which it was named, though the Middul family still shoes horses and forges tools at their place down the lone side-road. Middlesmith is now best known for its well-respected Free House Inn & Tavern, that stands at the rural settlement's crossroads.

### **OCKNEY'S HOLD**

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Ockney's Hold is an old walled town whose founding dates back at least one thousand years. A rural hub, it serves as the seat and major trade center of the Barony of Rawn. The lands of the surrounding countryside are reasonably tame and dotted with farmsteads spread across rolling terrain.

Originally located on the east bank of the Oriana River, the original town expanded over centuries to occupy a good deal of the west bank as well. Ockney's Hold owes its existence to the nearby Copper Hills, some three days' ride to the east. The Copper Hills are rich with copper ore, which can be cheaply shipped down the easily navigable Oriana River. Based on the wealth of the mines, Ockney's Hold grew from a hamlet to become the seat of the barony.

The last fifty years have brought a new level of prosperity to Ockney's Hold, as the process of creating azurite—a semiprecious stone—from copper ore was perfected. This new technology has helped transform this small, backwater mining town into something resembling a civilized settlement. The production of azurite has also meant the presence of more skilled miners in the area, as well as related artisans such as refiners and jewelers seeking their own personal fortunes.

## **DUN DELVE**

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Deep underground and well to the east of Ockney's Hold sits Dun Delve, an ambitious project undertaken by the criminal syndicate known as the Ceaseless. Members of the organization try to maintain a low profile in the world, where they are involved in illicit activities in most major cities. However, they do not have the same secrecy concerns when it comes to the Deep Dark. The Ceaseless founded the stronghold of Dun Delve in an attempt to establish a presence in that underground realm, gaining access to the markets, products, and potential profits to be found there.

The stronghold is built within a massive gallery cavern, which stretches over one hundred feet across at its widest, has a ceiling that soars to nearly ninety feet above, and runs generally in a north-south direction. The fortress is built on the west side of the cavern, where a broad natural ramp leads up to a series of caves that were the former home of a clan of troglodytes. The Ceaseless forcibly evicted the troglodytes, then used the plateau at the top of the ramp and the caves beyond as the site of their fortress.

## **TRILLIUM**

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The sprawling and southern coastal city of Trillium is an ancient bastion of trade and wealth. While officially self-referenced as the "City of Enchantment," it is also known as "Bridge City" for the complicated and well-engineered network of bridges that connects three major islands at the mouth of the Oriana river—Tyle, Jesper and Gill's Rock—with the banks to north and south. The estuary of the gently flowing Oriana as it empties into the Sapphire Sea combines with miles of protected and deep harbor to make for excellent anchorage.

In addition to the trio of major islands in the mouth of the river, the city's main geographic feature is the four hills that define it. Two hills stand on the north side of the river (Orison and Gull's Reach), as do two to the south (Westhill and Eastend). They vary in size but have this in common—the heights of each hill contain the most sought-after and expensive real estate in the city. And below those heights, the areas around the hills make up the four primary regions of the city, each broken into many districts that have developed organically over time.

Trillium offers probably the widest array of goods and services in the entire region. Residents of Trillium believe that one can buy just about anything here. And given sufficient coin, they might just be right.

## **THE NOVGGAN LOWLANDS**

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This verdant and generally low-lying portion of the Eastern Marches wedged between two prominences of the Kolmenus Mountains is sparsely inhabited and contains few permanent settlements. Beyond the small herds of game and the creatures that hunt them, the largest humanoid population of the lowlands is the Ulas, a traditionally nomadic people that have gradually evolved into a more agrarian culture.

The Ulas are not an insular or xenophobic culture. As soon as they arrived and started to settle into the valley that would become their new home, they encountered explorers and traders from the east. These initial contacts grew in frequency as delighted merchants found a new and eager market in the Ulas. The Ulas were initially able to trade for different grains which they used to seed their fertile lands. In the many decades since, the Ulas have learned much from their visitors in the east in terms of agriculture, building construction, and metallurgy. Given the plentiful trees in the Lowlands, most Ulas now live in timber framed cottages and homes rather than the traditional yurts found on the largely treeless steppes. As a result of both their veneration of cultural traditions and their openness to new ideas, over time the Ulas have created a hybrid culture perfectly suited to the Novggan Lowlands.

The two primary settlements of the Ulas are Nagoon Ova on the western edge of the valley just east of the Luuberg Escarpment and Erul Urgat, to the east of Nagoon Ova, in the approximate middle of the valley.

## **THE XLAN PLAINS**

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The Xlan Plains is the name given to the region stretching from Weaton in the west to Trillium in the east and down south almost to the edge of the Kingdom of Mund. The area is a vast agrarian plain that produces a large portion of the grains supplied to the Marches. The Plains' endless fields of wheat and other grain crops stretch as far as the eye can see, earning it the nickname "Flaxen Sea."

The Golden Road is the main path through the center of the Plains. There are a handful of larger towns along the Golden Road that serve to collect, store, and sometimes process crops before they are sent to far off trade destinations. In addition, there are numerous small villages and hamlets along the path as well. The larger towns include: Durum, Hayseed, Riley's Crossing, Goodhearth, Dawnwallow, Eastrise, and Kingstable.

When considering the vast region of the Xlan Plains, it is usually broken up into two distinct sections, the Western Plains and the Eastern Plains. The eastern area of the Plains, north of the Golden Road, was the first section of the Xlan Plains to be put to the plow. The story of its settlement is inexorably tied to the Breland family of Trillium, one of the oldest and most powerful families in the Eastern Marches' largest city. More than 125 years ago, in the year 13 of the Third Age, 19-year-old August Breland, the second son of the Breland family, left Trillium in a fit of pique over his belief that his family was not giving him enough responsibilities and credit in running the family businesses. His resources allowed him to establish the first settlement on the Xlan Plains, the town of Eastrise. As the agricultural revolution spread across these lands, he later had a prominent role in the creation of the Riders of Xlan. However, when the Riders rebuffed his demands that they answer only to him, he formed his own security force, the Golden Rangers, to protect his family's holdings. To this day, when the Riders and the Rangers cross paths, things can get tense.

The western area of the Plains contains many small family farms and farming cooperatives. It is a much more egalitarian society, with no large wealthy families to drive local politics and decision-making. This puts it in stark contrast to the eastern plains, where the Brelands and their kin control much of the local governance. That is not to say that things are without conflict. When that happens and there are disputes about land, or pressures from marauding creatures or brigands from the foothills, the Riders of Xlan provide the necessary muscle to settle any issues.

## **LINTU**

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Lintu the place refers to the maze of hoodoo sea cliffs and rocky pinnacles that lie along the southern shore of the Eastern Marches. Located some 200 miles west of Sudland, the hundreds of breathtaking pinnacles are interconnected by narrow wooden and rope bridges. This perched community is mostly hidden from view by those on the ground below or at sea due to the nearly constant fog along the shore of the Sea of Myths. Those who take Albat's Road overland into Lintu have discovered words and images carved into roadside stones in the old Bjartr Dağur language.

When not in their cliffside dwellings, the Lintu tend to the few acres of communal arable land below. Because fertile soil is in such short supply, the Lintu primarily rely on the sea for food. Each

Lintu family builds its own punting boat, or punt, to make short trips in the narrow, shallow channels near their home. Most Lintu punts are painted in decorative grey patterns evocative of the many seabirds that populate the area.

There are hundreds of caves, crevasses, tunnels, and hidden nooks throughout the Lintu lands. The vast network of places in Lintu have never been mapped, and only the locals know which paths are safe or dangerous. A sudden change in the tide can turn a picturesque pathway into an underwater tomb. And while most of the bird population in the area is friendly with the Lintu population, they still do not react well to outsiders, or intruders near their nests. The Lintu people themselves, on the other hand, are very welcoming of visitors and people from all lands and backgrounds.

## **SUDLUND**

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Sudlund is a prosperous port city in the far south of the Eastern Marches sitting on the northern shore of the Sea of Myths. The combination of consistently mild weather and favorable anchorage has made Sudlund one of the Marches most important cities, especially in terms of commerce. While not nearly as large or as wealthy as Trillium, Sudlund exerts considerable influence in the Southern Tier of the Eastern Marches.

While it has been nearly a generation since an official census was undertaken in Sudlund, it is generally believed that Sudlund has roughly 20,000 inhabitants in the city proper and immediate surrounding settlements. This port city does not have walls or really any defensive fortifications for the simple reason that Sudlund has never been attacked by any concerted opponent. Instead, the coast and shores of Placid Bay are lined with piers and jetties of varied lengths and widths with a commensurate number of warehouses lying just inland.

The region was settled hundreds of years ago by a people known as the Bjartr Dağur who emigrated to this area from the far west. The people and culture of those who now inhabit Sudlund are no longer known as the Bjartr Dağur but many of their original customs and beliefs endure to the present day.

While being a shipping/trading/maritime culture, the citizens of Sudlund have never forgotten their traditional agrarian roots. The region north and west of the city is dominated by large plantations that feed the city and the crops therefrom form its most significant

export. Owners of these large farmsteads are formally known as “Tenders.” This is a title of great import and with it is conferred a good deal of respect and influence. These landed Tenders are second only to Elders of the Commission in terms of influence and status in modern Sudlund.

## **THE KINGDOM OF MUND**

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The small agrarian Kingdom of Mund is over 300 years old. It was founded when a small band of herding pilgrims travelled from the western lands seeking opportunity and freedom. The group’s leader Edmund Burme cited divine providence for settling upon this small patch of coast, in the shadow of the archipelago later dubbed the Dragon Isles (see Dragon Isles). He proclaimed himself to be king and then set about building a society there.

Mund has changed little since it was founded by the House of Burme, and the family still holds the throne today. The current regent, or Underthal, is Leopold II, or “Leo the Mound” as he is sometimes derogatorily referred to by some subjects (but never to his face!). His prominent hunched back earned him his nickname. The kingdom has seen better days and has been on the decline for many decades. Leopold knows it, but he carries on with the weight of the crown and hopes for better days. Peace is kept by the royal guard of Mund, known as the Righteous Shepherds. The Shepherds are a small force but well trained and fiercely loyal to the crown. They are identified by an iron clasp, shaped like a shepherd’s crook, holding their cloaks together.

Most of Mund’s economy is farming-based with small crops and grazing herds of goats and sheep. Its capital is the city of Mundell, which despite being located on the coast, is not a major trade port along the Southern Reach Pass, the southern seaport coastal trade road that passes from Sudlund to Mundell. This is in part due to its proximity to the Dragon Isles archipelago which most ships go around due to the dangerous currents of the Draconix Strait, the myths surrounding the Dragon Isles, and in part some of the perceived oddities of its own people.

## **THE DRAGON ISLES**

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The archipelago off the southeast coast of the Marches encompasses around 250 square miles. Many of the islands have steep mountains with cliffs. The islands got their name for a very peculiar breed of dragon that lives there – the Azure Dragon. For many hundreds (maybe thousands) of years the Azure dragons called this area home. It was in fact a primary nesting site along their migratory path.

The Azure Dragon is unique among dragons for several reasons. First, they are smaller than their chromatic and metallic cousins with only the oldest reaching large size. The most common size found is Medium. Azure Dragons have iridescent blue scales, a white leathery underbelly, and a frilly appearance.

Azure Dragons are migratory, following their primary food source fish wherever they go. Back when their numbers were greater, and in years when fish stocks collapsed, the dragons would fly onshore to hunt. This often placed them in direct contact with the people of the Kingdom of Mund. These interactions greatly impacted the people of Mund to the point where the dragon's presence became a focal point of their customs and traditions. But that is all history. It is unknown if there are any Azure Dragons still living on the Isles.



# WARDENS OF THE EASTERN MARCHES

## ORGANIZED PLAY PLAYER'S GUIDE

Welcome to the Eastern Marches, a land of peril, intrigue, and adventure! This guide will provide you with everything you need to create a character for play in any Wardens of the Eastern Marches game at Gamehole Con, your home, or elsewhere.

### HOW DO I CREATE A CHARACTER?

From the outset, this program will be very light on rules. Rather than creating an elaborate framework of guidelines, we would rather the impetus be on the players to create reasonable characters with the goal of creating an enjoyable play experience for all who participate rather than trying to “hack” or “power game” in our games. Ultimately, your DM will be the arbiter of whether or not you have created a fair and/or good faith character. So, please don't show up with a laser beam wielding ninja hydra as a character (although that does sound awfully cool). And speaking of lasers, the Eastern Marches is a fantasy setting, not a science fiction one. The technology level in this setting is Medieval, the same as virtually every classic fantasy setting.

### CODE OF CONDUCT

To that end, the following Code of Conduct is mandatory and absolute. We are not going to tell anyone how to run their characters or how to play beyond this simple maxim and that is, we are running this program with the explicit understanding that playing in it is going to be fun for all. Character vs character combat is expressly forbidden. Engaging in any sort of play or conduct that interferes with other participants' fun will not be tolerated. An example is taking character actions to deliberately foil a fellow player's opportunity to complete an Alliance mission. That sort of stuff is simply not allowed. Additionally, while you may be excited about your character, there are some sources that offer the creation of characters whose back stories have a darker tone. If you choose to make a character like this, know that it might not be welcome at every table. Safety tools will be available at our tables to help facilitate cohesion in tone around tables. *Wardens of the Eastern Marches* is a collaborative experience, and we expressly expect everyone to play together in a way that is fun for everyone.

# CHARACTER CREATION

All *Wardens of the Eastern Marches* characters will start at Level 1. If you are using a Warden character from a previous season or convention, you may continue to use that character at their current level. Home leveling is not allowed, you must play at a sanctioned event. Learn more [here](#).

The goal of *Wardens of the Eastern Marches* is that every player who builds a character does so with fellow players in mind. The focus of this program is fun for all. This is not a refuge for people hoping to “win” D&D.

DMs are empowered to notify the Administrators team, and that character will be disallowed.

You are free to create fun, interesting, and weird characters, but please refrain from min/max and power gaming logic. Instead, consider the growth of your character through the adventure and story arc.

**Character Creation Sources:** For this campaign, players are welcome to create their character using 5E compatible sources from the following publishers:

- Wizards of the Coast (WotC) – [Sourcebooks and Adventures Only](#). Partnered content is not included.
- Kobold Press
- Ghostfire Gaming
- Frog God Games

**Step One: Choose a Race/Lineage/Heritage.** Again, you may choose any such from any of the resources mentioned above.

**Step Two: Choose a Class.** As above, you may choose any class from any of the resources mentioned above.

**Step Three: Set Your Ability Scores.** You may choose one of the following three options:

- Standard Array (15, 14, 13, 12, 10, 8) and place each score with each ability of your choice;
- Specialist Array (15, 15, 14, 10, 8, 8) and place each score with each ability of your choice;
- Generalist Array (14, 13, 12, 12, 12, 11) and place each score with each ability of your choice.

**Step Four: Tell Us About Your Character.** This is the best part of character creation. Consider adding a colorful **Backstory**; pick a **Deity** or **Patron** if you want. Examples of popular temples/faiths in the Eastern Marches are:

- The Mother (birth and agriculture)
- The Tides (seafarers and travelers)
- The Scales (justice and truth)
- The Sun (trade and commerce)
- The Stars (luck, travelers, and wanderers)
- The Leaf (environmental stewards, protectors)

Finally, religions in the Eastern Marches are organized around the domain they espouse. For example, followers of the Mother are focused on the domains of agriculture and birth, while devotees of the Sun attend to matters concerning trade and commerce, and so on. There can be any number of specific faiths and deities that fit under any one of the broad domain categories.

**Step Five: Choose an Alliance.** Alliances are what we call the player character organizations that strongly influence all life in the Eastern Marches.

Membership in an Alliance is **required** in any *Wardens of the Eastern Marches* game. Once your character chooses an Alliance, they cannot then decide to switch to a different Alliance later.

Alliances are the source of your missions. They provide you with titles, status, and specific level-based Alliance Rewards (See: [Eastern Marches Alliance Ranks and Rewards](#).)

Alliances help define what your character is about. Completing Alliance objectives is an important component of character growth on the Asuran continent.

**Step Six: Choosing Gear.** Your starting gear, gold, and resources are determined by whatever published 5e resource you are using to build your character. Be reasonable in your gear selection. Just as with your overall character build your GM will be the ultimate judge of whether any given piece of starting gear is reasonable. As an example, a gatling gun is not a reasonable piece of equipment, while studded leather and a short sword certainly are.

# EASTERN MARCHES ALLIANCES

## ORDER OF THE INTREPID

- "Friendship, connections, family ties, trust, loyalty, and over everything else, obedience."



The Order of the Intrepid is the Alliance of the various organized crime cabals in the Eastern Marches. Some of the more prominent such organizations include:

- The *Ceaseless*, who have operations and operatives throughout the entire continent;
- The *Doves* and the *Crux* who are active in the south and central regions of the Marches;
- The *Golden Fingers* and the *Palms*, who are active in the northern reaches of the Marches.

While these organizations are most commonly engaged in the sorts of activities that one would expect - larceny, fraud, loan sharking, protection and confidence schemes, etc., members of the Order of the Intrepid see themselves as the great levelers of Eastern Marches society. They believe they are the true protectors of the common people and are not limited by the rules of law enforcement or the scruples of gentler society. Through self-reliance and a clarity of purpose guided of course by the chain of command, the Order of the Intrepid fights against inequity, poverty, and sickness while simultaneously seeking personal wealth and status.

### **Leader:** Raziel Winter

Raziel joined the Doves as a young Tiefling boy. His genetic gifts made him a natural both in the crowded alleys of Trillium and the winding caverns of the Deep Dark underground. As he quickly rose through the ranks, his abilities drew the attention of not only his superiors in the Doves, but also among the leadership of other organizations. He was subsequently recruited into a leadership position with the Ceaseless where he serves to the current day. Raziel is known for his deep and intense stillness. He is famous for his ability to breakdown informants with nothing more than his unflinching stare and preternatural calm. Raziel is currently most commonly found either in Ockney's Hold or deep underground in Dun Delve. The major families and organizations agree on a new Alliance leader for the Order of the Intrepid each year. The agreement is that heads of families/organizations do not serve in this capacity. This prevents overt favoritism and thereby, unnecessary conflict.



# THE ENTERPRISE GUILD

– “Commerce is the true engine of society.”



Merchants, guild members, shopkeepers, traders, shippers, and exporters are the most visible and active members of The Enterprise Guild. Beyond the obvious shared goal of making money, they believe that through commerce and trade, society is advanced and improved. Constantly seeking new markets, members of the Enterprise Guild are often travelers and explorers pushing into the wild in search of new trade partners and novel goods. Some of the largest trade concessions in the Eastern Marches include:

- *Stafford Drayage* in Trillium;
- *Rawn Mining Company* in Ockney's Hold;
- *Flowers Artisans* in Marabiza;
- *Westhill Consignment* in Trillium;
- *The Endless Sea Tradewinds* operating up and down the east coast.

These businesses are frequently hiring adventurers for any number of trade and commerce reasons, from simple guard duty to assistance with delicate trade negotiations, to recovery of a specific item or thing.

## **Leader:** Baldin Zunskar

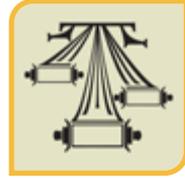
Baldin is well-known for brokering deals across the Marches. He is a stout fellow in his early 60s. Known to be vain and somewhat pompous, but also shrewd and relentless as a negotiator. He is the current premier of Stafford Drayage in Trillium. While not a Stafford himself, he rose through the ranks to attain his current position as head of one of the largest trading concessions in the Eastern



Marches. Baldin lives in Trillium, specifically in the Garden District of Westhill. He is excruciatingly familiar with geography and the power hierarchy of just about everywhere in the Marches, despite never having traveled outside of Trillium himself. The Enterprise Guild chooses a new leader every five years. This leadership position rotates through the great trading houses of the Marches to help insure impartiality.

# THE QUILL SOCIETY

- "Knowledge and education are the most powerful forces in the world."



The undergirding principle of The Quill Society is that the pursuit of knowledge, *all* knowledge, is the highest and most axiomatic calling of any sentient being. Members include scientists, wizards, engineers, archaeologists, historians, and virtually every other type of academic imaginable. Discovering ancient secrets, unearthing a new process or technique, or establishing a new set of guidelines are all general examples of subjects of interest among members of the Quill. While the major universities and academies of the Eastern Marches are almost invariably associated in some fashion with The Quill Society, its members include individual inventors, tinkerers, and hobbyists as well. The most prominent, recognizable, and powerful members of the Quill include:

- *Halstead's College* in Trillium;
- *Mordinello's School of Thaumaturgy* in West Galen;
- *The Academy of the Arcane* in Trillium;
- *The Anduwyne* of Marabiza, the famous library of the north.

## **Leader:** Kaya Grinallis

Kaya is the head archivist at the Anduwyne. While relatively young, her archival and research skills earned her prominence within the Quill Society and she quickly rose through their ranks. Her responsibility at the Anduwyne, the great library in Marabiza, has also steadily increased. A very good researcher and generally pleasant to be around, she is nonetheless extremely busy juggling the duties of maintaining such a huge library and leading the premier knowledge organization in the Marches. Kaya regularly organizes a lecture series that holds conferences all around the Marches. The best and brightest of the land can be found at these meetings presenting their theories, research, and studies. Due to her busy schedule, Kaya does not have an open-door policy and will only take meetings by persons bearing letters of introduction from someone of authority in the Marches, or a wealthy library patron.



## ORDER OF THE PONTIFICATE

– *“Faith is not belief without proof, but trust without reservation.”*



Members of the Order of the Pontificate ascribe to the principle that faith holds the moral elements of society together. The Order sees themselves as the moral bulwark against evil and chaos in the Eastern Marches. As the Marches are a polytheistic region, representatives of any conceivable faith or deity are welcome. A member of the Order can count on the assistance and aid from other members and institutions of the Order. Regardless of the specific denomination or doctrine, the overarching goal of the Order of the Pontificate is to give aid to the good and righteous, provide support for the needy, and provide protection to the weak and powerless.

### **Leader:** Ilyria Ross

Originally from Marabiza, as a young woman Ilyria emigrated to Trillium to take a position at the Temple of the Mother in the Temple District. Over the years she rose through the ranks of the Temple and now serves as the Prelate of the Mother in Trillium, the largest church in terms of both size of the campus and the number of parishioners in the Eastern Marches. Ilyria is now a middle-aged woman of dark complexion and reserved manner. Known for her keen organizational mind and steadfast dedication to the mission of the temple, Ilyria exudes an aura of strength and calm. In addition to overseeing virtually every aspect of the largest religious enterprise in the Marches, Ilyria agreed to additionally serve as the head of the Order of the Pontificate Alliance, a term of three years. Every three years, the eminences of each of the major religious organizations in the Marches gather to, among other things, pick a new Alliance head for the coming term. Ilyria was an easy choice as Order of the Pontificate head based on her deeply held convictions that communities are strengthened and maintained by faith and that all citizens of the Marches have the fundamental right to a prosperous and healthy life free from the influence of the evil, corruption, and immorality.



## THE GOLDEN CONSERVANCY

– “Nature belongs to us all as every living being belongs to nature.”



The Golden Conservancy is certainly the least centralized and organized of the Alliances of the Eastern Marches. Rather than a formal leadership structure, The Golden Conservancy is a collection of common ideals and goals, namely the protection of the natural world and living in harmony therewith. Undergirding principles include the concept that no one has the moral authority to lord over or destroy nature and that the protection of nature is the highest possible calling. The Conservancy counts as members everyone from common gatherers, herbalists, holistic providers, rangers, and druids. *The Way of the Leaf* is one of the more prominent sects tied to The Golden Conservancy in the Eastern Marches. Finally, while there are no uniform, mandatory, or daily rituals, members frequently celebrate the “golden hours,” the hour after sunrise and the hour before sunset.

### **Leader:** Shon Vanwise

Shon is a reclusive and mysterious elf who hails from the northwestern elven enclave of Illanivar-Illumuth (although he is almost never found there). Very old even by elf standards, he routinely wanders the wilderness of the Marches, most often seen as a solitary hooded pilgrim quietly walking through the forests, or as a great red stag with golden antlers. Meeting Shon in the dark woods is often a transformative and terrifying experience for those that have done so. Shon makes no secret of his disgust for the industrialization and expansion into the wilds that humanity’s growth has brought. However, the decentralized nature of the Golden Conservancy means his views are not the alliance’s platform. Still, he possesses great wisdom and provides guidance when the beneficiary is the natural world. Shon presides over the annual Conclave of the Golden Conservancy which happens on the fall equinox. He has done so for ages, and presumably will continue to into the future due to the great influence he wields among the Alliance.



## SOVEREIGN MILITARY

### ORDER OF ASURA

– *“The highest honor and privilege is to bear arms in a just cause on behalf of another in need.”*



The Sovereign Military Order of Asura is one of the most organized Alliances in the Eastern Marches. It acts as a formal union, and membership requires the payment of annual dues. In exchange, members receive tangible benefits like discounts on equipment from certain purveyors and discounts on medical care from specific healers and physicians. Members include both active and retired soldiers, guards, members of the watch, adventurers, and anyone with a strong interest in martial pursuits. Even though many sell swords and mercenaries are members of the Order, the Sovereign Military Order of Asura is a beneficent one, often providing aid to those individuals or communities in need with the expectation of compensation.

**Leader:** Solsora Swordbane

Solsora Swordbane hails from the northern spur of the Kolmenus Mountains just south of the Withers. This is the location of the Swordbane clanhold where she was raised with her five siblings. Her father, Torthal Swordbane served as First Shield to the clan chieftain, Chief Crag Swordbane. As a result, Solsora was immersed



in leadership and military fundamentals from an early age. As three of her five siblings were older than her, she did not have any immediate or inherited roles with clan Swordbane. Because of this, Solsora left the clan as a young dwarf lass to find her own path - initially choosing the life of an adventurer. Her reputation, based on her considerable combat prowess, quickly grew. Starting out as a caravan guard, she has since served in several of the more prominent military organizations in the Eastern Marches including the Griffon Guard in Trillium and the City Guard of Marabiza. Solsora Swordbane is a direct, to the point, and at times, a painfully blunt personality. Her core principles are honor, truth, and bravery. Solsora, as are all Sovereign members, is currently retired from formal military service. She has since returned to the Swordbane clanhold where she resides. She is in the middle of a five-year term as head of the Sovereign Military Order of Asura.

# WARDENS OF THE EASTERN MARCHES PLAY

Each *Wardens of the Eastern Marches* adventure will have a level Row associated with that adventure - you must have a character of the appropriate level within that Row to play.

- **Row One** (Levels 1-3)
- **Row Two** (Levels 4-6)
- **Row Three** (Levels 7-9)
- **Row Four** (Levels 10-12)
- **Row Five** (Levels 13+)

## PLAYING ADVENTURES AND LEVELING

After completing a *Wardens* adventure at a convention, you can choose whether to level up or not (home leveling is not allowed). If you would rather continue playing at your current level, that is fine. You cannot bank levels after the fact to jump multiple levels at a time. You will keep any rewards/treasure earned in the adventure whether you level up or not.

To level up, the number of adventures required depends on your current level:

**Levels 1-10:** 1 adventure

**Levels 11+:** 2 adventures

You gain hit points listed as the fixed value for your class (plus any modifiers) when you level up. Characters can multi-class as long as they meet the requirements for that class.

Repeating adventures to double up on loot or gain another level is not allowed. Each player's character can play each adventure once to obtain loot and level if they choose. If you as a player would like to repeat an adventure, then you would need to create a second character.

When repeating an adventure as a player, please be mindful not to spoil the adventure or fun for others at the table.

Home leveling is not allowed; you must play at a sanctioned event. You can go to the Gamehole Publishing website to learn more about sanctioned events.

## LOG SHEETS

For each *Wardens of the Eastern Marches* character, you are required to keep a log sheet to track leveling, treasure, rewards, and notes. Each adventure is identified by listing the adventure title on your log sheet.

Log sheets will be available at the Admin Desk or are currently available as either a download or a savable file on the Gamehole Publishing site.

## **CHARACTER DEATH**

The Wardens program does not have an “auto resurrection” feature or any other non-base rules remedy for character death. Adventuring is dangerous and hard, that is why very few do it. Sometimes, despite good play, a character meets their end. That is unfortunate, but an intrinsic aspect of fantasy RPGs.

Different seasons, conventions, and situations may have resurrection options available, but shouldn't be counted on. Our players will have to play carefully and smartly. Adventuring without the risk of such consequences can result in a diminished experience for all.

If your character dies and it interferes with additional games you have already purchased, please speak with the Administrators and it can be discussed on a case-by-case basis.

## **TREASURE**

When a magic item is discovered, the party determines who carries the magic item for the duration of the adventure. Magic items found during an adventure can only be used by one player at a time, however after the adventure any number of players who want the magic item may have a copy of it and add it to their character sheet unless the DM has instructions that say otherwise.

Coins, gems, and non-magic items will be converted to their gold value at the end of the adventure and divided equally between all players.

Wardens of the Eastern Marchers uses physical magic item certificates. Magical items can either be found through playing an adventure, purchased at the Emporium, or as rewards you as you continue to move up in your Alliance (See Table 1.1: Eastern Marches Alliance Ranks and Rewards).

The number of Magic Item Certs your character can hold at any time is tied to your character level. Wardens of the Eastern Marches characters of levels 1-3 are limited to three (3) total magic item certificates, including consumables, at any one time. At each level after level three, Wardens character can add another magic item certificate, e.g. 4 at level 4, 5 at level 5 etc. Magic items gained from Alliance rewards count towards your magic item cert and item attunement limit.

Level	Max Magic Items	Level	Max Magic Items
1-3	3	7	7
4	4	8	8
5	5	9	9
6	6		

If you find your character in possession of more than your allotted magic item certificates, then they may be sold back to the Emporium, converting those magic items to gold. There is an exception for Alliance rewards: Alliance rewards will not pay out in gold, but will go back to your Alliance and the next generation of adventurers (Please return the cert to the Administration desk.) If the Emporium is open, you are welcome to sell back to staff there. If not, then you may sell back yourself, using the buy back prices below and depositing your returned magic item certificates in the dropbox at the Administration desk.

Rarity	Consumable buy back	Magic item buy back
Common	15	25
Uncommon	75	100
Rare	150	250
Very Rare	1750	2500
Legendary	X	X

The purchase of non-magical items can be done on your own via prices given in the *Player's Handbook*.

Characters can only attune to a maximum of three (3) magic items.

## TRADING

To ensure fair play and preserve the integrity of the Wardens experience, all trading of magic item certificates is subject to the following guidelines:

- **Like-for-Like Trades Only:** Certificates may only be traded for items of equivalent rarity (e.g., common for common, uncommon for uncommon). Cross-rarity trades are not permitted.
- **No Direct Sales Between Characters:** Certificates may not be sold, purchased, or gifted directly between characters. All commerce involving certificates must be conducted through the Emporium, which serves as the sole sanctioned marketplace for buying and selling magic items.

These guardrails are intended to support a functional trading ecosystem while preventing abuse or unintended advantages within organized play.

# EASTERN MARCHES ALLIANCE

## RANKS AND REWARDS

### THE ENTERPRISE GUILD

Level	Title	Item	Benefit
1	Clerk		Advantage on CHA based skill checks when dealing with members of your own Alliance
2	Associate	<i>Exquisite portable map of the known world and Alliance Symbol</i>	
3	Handler		Speak two additional languages
4	Dealer	<i>Circlet of Persuasion</i>	
5	Merchant		Free passage on any merchant ship, caravan, or other trade mission (Enterprise Guild member only)
6	Operator	<i>Loupe of Concealed Opportunity</i>	
7	Broker		+1 to all Deception and Persuasion checks
8	Mediator	<i>Guildmaster's Plaque</i>	
9	Consigner		+2 to all Insight checks
10	Aggregator	<i>Alliance Ring</i>	
11	Entrepreneur		Advantage on all Persuasion, and Insight checks
12	Innovator	<i>Alliance Ring Boon - Aura of Opportunity</i>	
13	Financier		
14	Tycoon		
15	Magnate		

## THE GOLDEN CONSERVANCY

Level	Title	Item	Benefit
1	Worm		Advantage any CHA based skill checks when dealing with members of your own Alliance
2	Loamer	<i>Carved Wooden (from deadfall) Alliance Symbol</i>	
3	Grower		When you forage, you find enough food to support a group of six once per day
4	Forager	<i>Never Fail Compass</i>	
5	Gardener		+1 to all Survival checks
6	Seedsman	<i>Dancing Floret</i>	
7	Marmot		+2 to all Nature checks
8	Apidae	<i>Gloomflower Corsage</i>	
9	Greensmith		You cannot be lost in any form of wilderness except by magical means
10	Greenskeeper	<i>Alliance Ring</i>	
11	Naturalist		Advantage on all Nature and Survival checks
12	Steward	<i>Alliance Ring Boon - Aura of Awareness</i>	
13	Preservationist		
14	Caretaker		
15	Conservationist		

## ORDER OF THE INTREPID

Level	Title	Item	Benefit
1	Footpad		Advantage any CHA based skill checks when dealing with members of your own Alliance
2	Apprentice	<i>Order tattoo + 50 GP "traveling money"</i>	
3	Traveler		Sanctuary within any Alliance member's property
4	Reprobate	<i>Censer of Dark Shadows</i>	
5	Outlaw		50% 'discount' you pocket a second healing potion when you buy the first at full price
6	Soldat	<i>Bracelet of Burglary</i>	
7	Mercenary		+1 to all Deception checks
8	Doma	<i>Cloak of the Rat</i>	
9	Fixer		+2 to all Stealth checks
10	Praetorian	<i>Alliance Ring</i>	
11	Underboss		Advantage on all Deception and Stealth Checks
12	Consigliere	<i>Alliance Ring Boon - Aura of Attack</i>	
13	Boss		
14	Don		
15	Kingpin		

## ORDER OF THE PONTIFICATE

Level	Title	Item	Benefit
1	Novice		Advantage any CHA based skill checks when dealing with members of your own Alliance
2	Acolyte	<i>Silver Holy Alliance Symbol</i>	
3	Abhyasi		May take sanctuary in any non-evil religious structure or territory
4	Votary	<i>Necklace of Augury</i>	
5	Apostle		50% discount on purchasing potions of healing (limit 2 potions purchased with this discount between adventures)
6	Teacher	<i>Amulet of Protection from Evil and Good</i>	
7	Deacon		+1 to all Medicine checks
8	Ovate	<i>Ring of Regeneration</i>	
9	Uztaz		+2 to all Insight checks
10	Sadhu	<i>Alliance Ring</i>	
11	Lama		Advantage on all Medicine and Insight checks
12	Elder	<i>Alliance Ring Boon - Aura of Resolve</i>	
13	Abbot		
14	Primate		
15	Hierophant		

## THE QUILL SOCIETY

Level	Title	Item	Benefit
1	Novitiate		Advantage any CHA based skill checks when dealing with members of your own Alliance
2	Initiate	<i>Bottomless Inkwell and Alliance Symbol</i>	
3	Learner		Free access to scholarly facilities, including a one-day pass to the Anduwyne Library
4	Mentee	<i>Scarf of Comprehend Languages</i>	
5	Disciple		50% discount on purchasing spell components (limit 2 components purchased with this discount between adventures)
6	Teacher	<i>Hat of Mental Acuity</i>	
7	Docent		+1 to all History checks
8	Researcher	<i>Lantern of Judgment</i>	
9	Litterateur		+2 to all Arcana checks
10	Pedagogue	<i>Alliance ring</i>	
11	Pundit		Advantage on all History and Arcana checks
12	Scholar	<i>Alliance Ring Boon - Aura of Arcana</i>	
13	Savant		
14	Sage		
15	Luminary		

## SOVEREIGN MILITARY ORDER OF ASURA

Level	Title	Item	Benefit
1	Cadet		Advantage on any CHA based skill checks when dealing with members of your own Alliance
2	Enlistee	<i>Silver Epaulet of Alliance Symbol</i>	
3	Apprentice		Gain proficiency with one additional weapon type
4	Trooper	<i>+1 Simple or Martial Weapon of Choice</i>	
5	Specialist		+1 to all Strengths checks
6	Corporal	<i>Ring of Imperious Command</i>	
7	Sergeant		+2 to all Intimidation checks
8	Lieutenant	<i>Commanders Visage</i>	
9	Protector		50% discount on purchasing mounts (limit 1 mount purchased with this discount between adventures)
10	Sentinel	<i>Alliance Ring</i>	
11	Veteran		Advantage on all Athletics and Acrobatics checks
12	Captain	<i>Alliance Ring Boon - Aura of Influence</i>	
13	Major		
14	Marshal		
15	Commander		

## NOTES

On service-related benefits, those services must be generally available in the area where the services are sought.

Bonuses to checks via a “benefit” do not apply to saving throws. On either “Simple of Martial weapon of Choice” or “Armor of Choice” the “choice” refers to the weapon or armor type, not its composition meaning you cannot choose a material that has rules or mechanics already associated with it.

## ALLIANCE RINGS

These rings are adorned with the respective symbol of an Alliance and allow the bearer to cast one spell closely associated with that Alliance as indicated below. Such rings are bestowed after attaining 10th level in the chosen Alliance.

An Alliance Ring has 3 charges, 1d3 renewal each day. While wearing it, spend 1 charge to cast the associated spell (Save DC 15). The wearer can opt to spend all 3 charges at once to achieve a greater combined effect. If that greater combined effect lasts longer than 1 round, the duration in rounds is equal to the wearer's proficiency bonus. Finally, spells cast using an Alliance Ring do not require concentration or material components.

<b>Alliance</b>	<b>Single Effect (1 Charge)</b>	<b>Combined Effect (3 Charges)</b>
The Enterprise Guild	<i>Detect Thoughts</i>	<i>Telepathic Bond</i>
The Golden Conservancy	<i>Pass without Trace</i>	<i>Greater Invisibility</i>
Order of the Intrepid	<i>Knock</i>	<i>Fabricate</i>
Order of the Pontificate	<i>Aid</i>	<i>Globe of Invulnerability</i> ‡
The Quill Society	<i>Locate Object</i>	<i>Legend Lore</i>
Sovereign Military Order of Asura	<i>Shatter</i>	<i>Flame Strike</i>

‡The *Globe of Invulnerability* is cast on a target of the wearer's choosing and lasts for a number of rounds equal to the wearer's proficiency bonus.

## ALLIANCE RING BOON – AURAS

At level 12, your Alliance imbues your ring with additional abilities, granting you a 10 ft radius aura and enabling you to better help those in your party.

<b>Alliance</b>	<b>Aura</b>	<b>Effects</b>
The Enterprise Guild	<i>Aura of Opportunity</i>	1) If an ally within your aura hits a creature that has not yet taken its turn this round, your ally deals extra damage equal to your proficiency bonus 2) Allies within your aura +1 to initiative
The Golden Conservancy	<i>Aura of Awareness</i>	1) Allies within your aura gain +1 to all Wisdom (Perception and Survival) checks 2) If an ally within your aura regains HP, they regain additional HP equal to your proficiency bonus (up to their max HP)
Order of the Intrepid	<i>Aura of Attack</i>	1) Allies with your aura gain advantage on attacks of opportunity 2) If an ally within your aura makes a successful attack of opportunity, they deal extra damage equal to your proficiency bonus
Order of the Pontificate	<i>Aura of Resolve</i>	1) Allies within your aura have +1 to all saving throws 2) Once per round, if an ally within your aura fails a saving throw, they can add 1d4 to the roll after seeing the result

The Quill Society	<i>Aura of Arcana</i>	<p>1) If an ally within your aura casts makes a successful attack with a spell of 3rd level or lower, they can deal extra force damage equal to your proficiency bonus to one creature targeted by the spell</p> <p>2) Hostile creatures within your aura must make spell saving throws with Disadvantage</p>
Sovereign Military Order of Asura	<i>Aura of Influence</i>	<p>1) Allies within your aura that can hear you gain a +1 to attack rolls</p> <p>2) Once per round, if an ally within your aura rolls a natural 1 on an attack, they can reroll that die</p>

### **SPECIFIC ALLIANCE REWARD DESCRIPTIONS**

*(Level 6, 8, & 10 Alliance Reward items require attunement)*

**Amulet of Protection from Evil and Good** – Per the spell of the same name; once per day

**Bottomless Inkwell** – provides an endless supply of ink to any writing implement dipped into it, never spilling any ink unless purposefully drawn.

**Bracelet of Burglary** – grants of +2 bonus to any Dexterity (Sleight of Hand) checks or any lockpick attempts.

**Censer of Dark Shadows**<sup>†</sup> – You can use an action to speak its command word, causing the censer to emit shadow in a 30-foot radius for 1 hour. Bright light and sunlight within this area is reduced to dim light, and dim light within this area is reduced to magical darkness. The shadow spreads around corners, and nonmagical light can't illuminate this shadow. The shadow emanates from the censer and moves with it. Completely enveloping the censer within another sealed object, such as a lidded pot or a leather bag, blocks the shadow. If any of this effect's area overlaps with an area of light created by a spell of 2nd level

or lower, the spell creating the light is dispelled. Once the censer is used to emit shadow, it can't do so again until the next dusk.

**Circlet of Persuasion**<sup>†</sup> – While wearing this circlet, you have advantage on Charisma (Persuasion) checks.

**Cloak of the Rat**<sup>†</sup> – While wearing this gray garment, you have a +5 bonus to your passive Wisdom (Perception) score.

**Rat Form.** While wearing this cloak, you can use an action to cast *polymorph* on yourself, transforming into a rat. While you are in the form of the rat, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die. Once used, this property of the cloak can't be used again until the next dawn.

**Shrink.** While wearing this cloak, you can use a bonus action to shrink in size as if you gained the “reduce” effect of the *enlarge/reduce* spell until the end of your next turn. Once used, this property of the cloak can't be used again until the next dawn.

**Commanders Visage**<sup>†</sup> – While wearing this mask, you have advantage on saving throws against being frightened. The mask has 7 charges for the following properties, and it regains 1d6 + 1 expended charges daily at midnight.

**Commander's Call.** You can use a bonus action to expend 1 of its charges to bark a command at one ally you can see within 30 feet of you. The target can use its reaction to move up to half its speed and make one attack.

**Conscription.** You can use an action to expend 2 of its charges to conscript one humanoid within 60 feet of you that can see the mask. This conscription works like the *dominate person* spell, except it lasts 1 minute, requiring no concentration. You can have only one humanoid conscripted at a time. If you conscript another, the effect on the previous target ends.

**Unsettling Glow.** When a creature that can see the mask makes a melee attack against you, you can use your reaction to spend 1 charge to force the target to make a DC 15 Wisdom saving throw. On a failure, the creature must choose a new target or lose the attack.

**Dancing Floret**<sup>†</sup> – While wearing this floret, you have proficiency in the Performance skill, and you double your proficiency bonus on Charisma (Performance) checks made while dancing. The floret has 3 charges for the following other properties. The floret regains 1d3 expended charges daily at dawn.

**Scintillating Petals.** You can use an action and expend 1 charge to cause the floret to release scintillating petals. Choose up to

three creatures within 20 feet of you. If a target can see the petals, it must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. While charmed, the target is incapacitated and has a speed of 0 as it watches the petals. The effect ends for a target if the target takes damage or another creature uses an action to shake it out of its stupor.

**Serrated Twirl.** You can use an action and expend 1 charge to command the floret to fling an arcing swirl of serrated leaves. Each creature within 10 feet of you must make a DC 15 Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much damage on a successful one.

**Gloomflower Corsage<sup>†</sup>** – While wearing the corsage, you have advantage on saving throws against being blinded, deafened, or frightened. The corsage regains 1d6 expended charges daily at dawn.

You can also use an action to speak one of three command words to invoke the corsage's power and cause one of the following effects:

**Attack.** Choose a target within 120 feet of you and make a ranged attack with a +7 bonus. On a hit, the target takes 3d6 psychic damage.

**Sight.** You gain blindsight out to a range of 120 feet for 1 hour.

**Shift.** For 1 minute, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if the attacker doesn't rely on sight.

**Guildmaster's Plaque** – The plaque has 5 charges per long rest. You may expend charges to conjure resources.

**1 charge.** Grant Advantage. Before any creature makes a d20 test, you give them advantage.

**2 charges: Materialize Asset.** You immediately conjure a non-magical item worth up to 100 gp that is no bigger than your hand. You must know the exact size and shape of the object in order to conjure it. If the item is not used within one hour of being conjured, it disappears in a puff of shimmering dust.

**All remaining charges (min 3 charges): Emergency Liquidation.** As a reaction, if you would drop to 0 HP as a result of an attack, spell, or trap, you instead drop to 1 HP and release a burst of energy. Each creature within 10 feet of you makes a DC 16 Dexterity Saving Throw or takes 4d8 radiant damage; half as much damage on a success

**Hat of Mental Acuity<sup>†</sup>** – While wearing the hat, you have advantage on all Intelligence and Wisdom checks. If you are proficient in an Intelligence or Wisdom-based skill, you double your proficiency bonus for the skill.

**Lantern of Judgment**<sup>†</sup> – While holding the lantern, you have advantage on Wisdom (Insight) and Intelligence (Investigation) checks. As a bonus action, you can speak a command word to cause one of the following effects:

**Maximus.** The lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet

**Semis.** The lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet.

**Minimus.** The lantern sheds dim light in a 5-foot radius.

**Exstinguere.** Douse the lantern's light.

**Sol.** When casting bright light, you cause the bright light to become sunlight. The sunlight lasts for 1 minute after which the lantern goes dark and can't be used again until the next dawn. During this time, the lantern can function as a standard hooded lantern if provided with oil.

**Loupe of Concealed Opportunity** – You gain advantage on Intelligence (Investigation) checks while searching for hidden compartments or objects, and on Wisdom (Insight) checks made to detect the presence of hidden motives during negotiations.

**Necklace of Augury** – Per the spell of the same name; once per day.

**Never Fail Compass** – 3 charges, 1d3 renewal each day, Advantage on Survival checks.

**Ring of Imperious Command**<sup>†</sup> – The ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing this ring, you have advantage on Charisma (Intimidation) checks, and you can project your voice up to 300 feet with perfect clarity. In addition, you can use an action and expend 1 of the ring's charges to command a creature you can see within 30 feet of you to kneel before you. The target must make a DC 15 Charisma saving throw. On a failure, the target spends its next turn moving toward you by the shortest and most direct route then falls prone and ends its turn.

**Ring of Regeneration**\* – While wearing this ring, you regain 1d6 Hit Points every 10 minutes if you have at least 1 Hit Point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.

**Scarf of Comprehend Languages** – 3 charges, 1d3 renewal each day.

#### **PUBLISHER PARTNER CREDITS**

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