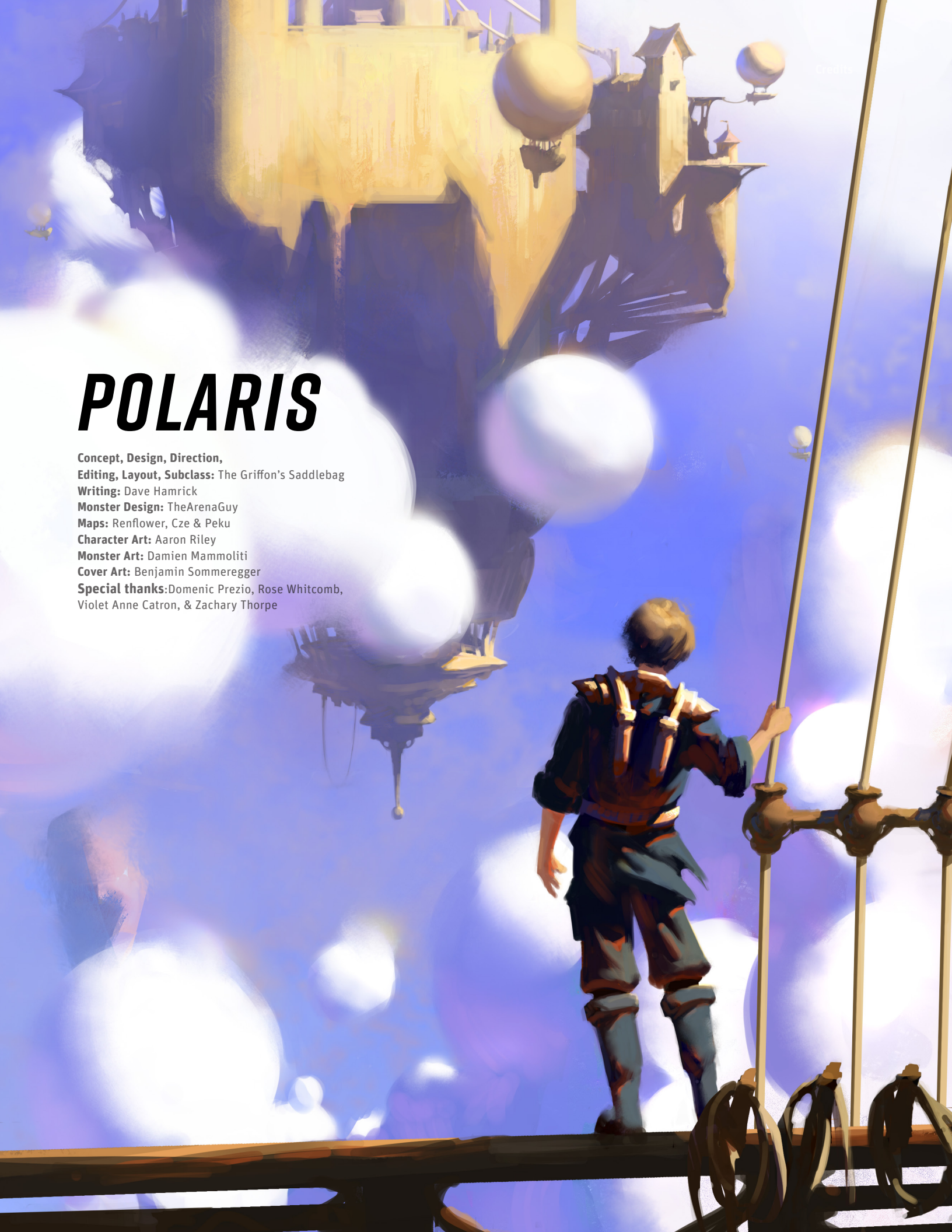


POLARIS

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WELCOME TO POLARIS

The city Polaris drifts at the apex of the Material Plane and Wild Space, representing the magical dominance wielded by its upper-crust citizens. Built into a cluster of asteroids, Polaris resembles a titanic, white sword rising from a broad stone bowl. The “sword” is Polaris’ White Spire, the city’s heart and the seat of its power. This 1,600-foot tall tower rises from the site of the city’s founding, the now dry starmetal mines. Smaller structures and farms surround the White Spire, as well as gated piers and entryways that pierce into its protective shield. All of this floats high above the surface of the planet (typically between 250 and 300 miles), although it can lower itself into the atmosphere to be reached by planet-bound mercantile airships.

Polaris began as a haven for its founder, the lich Paizeaus, who built his wizard tower, the White Spire, onto the asteroid. Recognizing the value of the gravity-affecting starmetal in the asteroid’s core, Paizeaus employed conjurers to plunder the natural resources. Inevitably, Paizeaus drew the attention of a cabal of Prime Material wizards, who convinced their respective patrons the lich wanted the starmetal for evil purposes. With the assistance of a legion of warriors, the cabal entered the White Spire, chased the lich away, and seized control of the site. Called the Magistrates, these high-level wizards still control Polaris, made unimaginably wealthy by the starmetal they took from Paizeaus. Considered some of the greatest spellcasters in the multiverse, few others dare oppose them.

CITIZENRY

Polaris’ highest point is the tip of its White Spire. And roughly 1,600-feet below the spire are the depleted starmetal Mines. A citizen’s home relative to these two extremes, either within or outside of the spire, determines their status in the city.

High Spire Polarisians live within the spire above the farm belt. The wealthiest and most influential of these citizens live at the very top, where their domiciles consume entire floors of the White Spire. Lower-class citizens refer to this noble class as “spirelings.” Only the Magistrates rank higher than those in the High Spire.

The following two castes comprise what’s known as Polaris’ Middle Spire folk.

Belter Polarisians live among the farm platforms and central rings at the midpoint of the spire. Belters enjoy more privileges than the Basers and Miners below them but are still far below—literally and figuratively—the spirelings. Belters serve Polaris as farmers, merchants, and artisans and can freely move around most Polaris without fear of breaking the law. Regardless, their daily tasks and fear of tithing reporting (see Government for details) keep them in line.

Baser Polarisians live at the lowest point of the city, just below the farm belts. Basers are serfs, required to live as servants to the Magistrates (see Government) from the cradle to the grave. These laborers have few rights; they may not leave the city, marry, or even take employment without the express permission of the Magistrates. Still, they hold themselves higher than the Miners, whom they consider the lowest caste.

Hidden within the dry starmetal mines at Polaris’ foundation, Miners exist outside Polaris’ hierarchy. The Magistrates allow the Miners to live in the mines outside of their rule; however, the Miners cannot enter the city proper without a chaperone, nor are they allowed to use magic. Most Miners are beleaguered former Middle Spire Polarisians, refugees, and stowaways.

DEMOGRAPHICS

Nearly 5,000 humanoid claim Polaris as their home. Thirty-three percent of the population are humans. Gnomes take the second-largest portion of the population at thirteen percent, and elves and half-elves combined assume seven percent. The other common races of the multiverse divide the remaining forty-five percent among themselves. An individual’s species or race has no bearing on their status within the city; the only thing that matters is one’s position relative to the Spire’s extremes.

LANGUAGES AND DIALECTS

Common is the tongue preferred by most of Polaris’ citizens. Most merchants and High Spire folk have means to communicate via magic items; therefore, language barriers are rare except in the lowest reaches of Polaris.

ATMOSPHERE

Daily life throughout most of Polaris more or less resembles that of a Prime Material township or city, albeit hundreds of miles above the surface of a material world. Although the Magistrates and their servants possess incomparable power, Polaris requires extreme precision to manage correctly. Therefore, law and order are paramount and often oppressive toward Middle Spire folk. Everyone must know their role and execute it without fail lest they face swift and severe consequences. Middle Spire Polarisians—Belters and Basers—rarely pull their attention away from their given tasks. As such, they often seem anxious and unfriendly. No Middle Spire local wants to lose a finger because they took a minute to give directions to some lost visitor. The only exception to the coldness of those from the Middle Spire is in its merchant class, which welcomes all visitors, especially those with fat coin purses.

The High Spire folk spend their time in social gatherings and entertaining themselves. They rarely leave the comfort of the upper levels. Beyond directing Basers and Belter servants to perform frivolous tasks at their behest, they have no concept of what goes on below their tier.

The Miners represent the other extreme of Polaris. In the dark, cold recesses of the asteroid’s old starmetal mines, the Miners spend their time fighting for food and plotting against those above them. The Miners despise outsiders and treat most who enter their cavernous domain uninvited as invaders. To prevent the Miners from properly organizing, the Magistrates fan the fire of the Baser’s feelings of inferiority, which creates frequent skirmishes among the city’s two lowest castes. Supposedly, Magistrate Zul-grim once said, “If you can convince the lowest Baser that he’s better than the best Miner, he won’t notice your boot on his throat. Hell, give him somebody to look down on, and he’ll lie down for that boot.”

Despite the Magistrate's iron fist gripping its citizenry, Polaris desires nothing more than to position itself as a paradise for high-level spellcasters throughout the multiverse. Early access to starmetal and the derivative research positioned Polaris as a hub for magical development and trade. Legendary items are so commonplace in Polaris that their vendors often say, "If you've heard of it or read about it, it's probably on a vendor's table somewhere in the city." The nobles meet wealthy visitors with vibrant parades and scores of servants devoted to their every whim. The Magistrates themselves step away from the highest reaches of the Spire to wine and dine these guests. High-level characters (15th or higher) should receive similar treatment. Tantamount to this reception, the Magistrates strive to keep the "ugly" side of the High Spire hidden from the VIPs' view.

GOVERNMENT

Four groups comprise Polaris' government: the Magistrates, High Spire nobles, knights, and tithings.

MAGISTRATES

The Magistrates, the city's leaders, are at the top of Polaris' government. The Magistrates are all unimaginably powerful spellcasters. Some Polarisians argue that there are only eight Magistrates, while others argue there are ten (learn why below). In actuality, there are only nine Magistrates. Eight of the magistrates represent the eight schools of magic. The ninth Magistrate serves as the chancellor and tiebreaker. All Magistrates are elected officials, pulled from the ranks of the Gold Amulets. However, the Magistrates have no term limits and serve until death. Because the true death of a Magistrate is relatively rare thanks to the advent of the incredible arcane power they wield, the last election held to select a Polarisian Magistrate occurred over two centuries ago.

CURRENT MAGISTRATES

The following creatures (and, in one case, objects) comprise the nine Magistrates of Polaris.

Antonis the Elder. There are seven different Magistrate Antonises who live in Polaris, each one plucked from a different period throughout Antonis' life. Only Antonis the Elder—the version of Antonis believed to be in his mid-fifties—actually holds the role of Magistrate. Meanwhile, five of the other Antonises serve other functions in the city. At the same time, the sixth, Antonis the Agitator, works alongside the Miners and The Dim Voda, plotting against the Magistrates (see the section The Dim Voda for details). Although the Elder is the Magistrate of Transmutation, his dedication to chronomancy allows him to reverse major catastrophes that befall the city. Through the use of such magic, he continues to generate new versions of himself. Antonis the Elder is a neutral human **Magistrate** (see the appendix).

Chancellor Zul-Grim. Zul-Grim is the Magistrate's chancellor and tiebreaker. The two-hundred-year-old archmage was born on Polaris as a Base. After exhibiting magical capability at the age of four, he joined the Gold Amulets and trained as a mage. His ferocity and cunning allowed him to rise swiftly through the Amulets' ranks, eventually becoming a member of High Spire nobility. Zul-grim understands Po-

laris' social dynamics better than most of his colleagues, recognizing that the hierarchy's innate disparity is necessary to maintain order. Zul-grim is a lawful evil human **archmage**.

Devastator Gao. Gao is a native Polarisian who proved magical tenacity at an early age. Gao favors evocation above all other forms of magic, believing that evocation is the only "true magic" in the universe. Gao refuses to use any form of magic other than evocation. Despicably rude and misanthropic, Gao rarely attends meetings with the other Magistrates, content to spend his days in his section of the High Spire devising new forms of "boom" magic. Occasionally, Gao's experiments result in catastrophic destruction, which forces his contemporary Antonis the Elder to reverse it. To keep Gao in check, Antonis the Elder tasked one of his young variants, Antonis the Solicitor, to keep an eye on Gao while serving as his apprentice. Devastator Gao is a chaotic neutral hobgoblin **Magistrate** (see the appendix).

Gate of Light, Gate of Power. Two individuals hold the position of the Magistrate of Conjunction: Gate of Light and Gate of Power. Initially, the two were celestials from different pockets of the multiverse. When a blast of raw conjuration energy swept through the Astral Plane, it forced the two to fuse into a medial state. The pair seemingly occupy the same space in time but two different dimensions. Fearful that separating the two may cause a multiversal collapse, the Magistrates count them as their own to keep a watchful eye over the pair.

Furthermore, the pair's unique predicament grants them considerable control over conjuration magic. Communicating with the pair proves fatal for most without the aid of magic, as their multiversal existence damages most humanoid psyches. The pair share the solar stat block. Fair warning: destroying the pair may result in a universe-ending explosion.

Grand Abjurer Basid Biko. Considered by many to be the face of the Magistrates, Grand Abjurer Basid Biko is the Magistrate who most often makes public appearances. The Grand Abjurer writes most of the laws and manages Polaris' exterior defenses. Biko also presides over criminal cases beyond the scope of the knights and tithings, particularly those involving high-level magic. Biko keeps many of these criminals within the High Spire's Silver Hall, an extradimensional plane filled with *mirrors of life trapping*. Biko is a lawful neutral human **Magistrate** (see the appendix).

The Forgotten One. Like all Magistrates, the people of Polaris must elect the Magistrate of Enchantment into power. However, no one in Polaris remembers electing the current Magistrate. Most can't even recall what this Magistrate looks like, even after immediately being in their presence. Dubbed the Forgotten One by those who hold brief inclination that this person even exists, only a rare few realize that the current Magistrate of Enchantment is the seventeenth person to hold the position. All Forgotten Ones use legendary enchantment magic to conceal their true identities and motives. The Forgotten One's anonymity and proclivity for mindbending magic allow them to serve as Polaris' spymaster. However, what the Forgotten One learns rarely leaves the halls of the Magistrates. It is impossible to give it a stat block because lies and subversions constantly surround The Forgotten One's status. The Forgotten One is just as likely to dominate a spy or assassin to serve as their surrogate than they are to disguise themselves as a Baser dung shoveler. Even if the he-

roes manage to “kill” The Forgotten One, it’s likely they only destroyed an illusion—if they even remember doing it at all.

Necrolord Faustis Omrael. Despite the grim title, Faustis Omrael is the most benevolent of the nine. Faustis believes that necromancy is just as much a school of healing and revival as it is one of the undead. He incorporates both sides of magic into his repertoire, studying the divine almost as much as the arcane. Faustis also directly manages the Feeders and Healers Guilds, overseeing food and medicine production throughout all of Polaris. The other Magistrates allow Faustis to distract himself with such activities, believing that a “true” necromancer in his position could create issues among the nine. Faustis Omrael is a neutral good half-elf **Magistrate** (see the appendix).

Scum Juggler. Scum Juggler—if that is their proper name—is the Magistrate of Illusion and is perhaps the most feared person in all of Polaris. Scum Juggler’s use of fear magic is legendary throughout the cosmos. Victims of their magic beg for death. Despite Scum Juggler’s erratic nature, the other Magistrates view the illusionist as a valuable tool to keep the High Spire nobles in line.

Scum Juggler’s proper form is unknown. Usually, they represent themselves with a project image duplicate in one of three forms: a young halfling girl, a hill giant wearing noble livery, and an orb of scintillating light. Many believe that the true Scum Juggler doesn’t even live in Polaris. Instead, Scum Juggler uses their illusions to represent themselves while maintaining their distance. Scum Juggler uses the **Magistrate** stat block detailed in the appendix at the end of this document, if somehow encountered in person. However, this encounter is likely one of Scum Juggler’s many simulacra or phantasmal servants.

The Collected Letters of Durothil Tramys. The final Magistrate is not a person at all but a library of missives left by the elven diviner Durothil Tramys. Doruthil was one of the original wizards who forced Paizeaus from Polaris. After she and her colleagues assumed control of the asteroid, Doruthil entered a trance called The Deep Kip and commanded her hand servants to seal the room, leaving only a tiny slot in the wall where the door once stood. Every few days, Durothil pushed a sealed letter through the slot. Each letter had a date and time written on it with instructions not to open the letter until that time. Durothil’s letters continued with regularity for one hundred years until they suddenly ceased. Fearing that they might disrupt her process—assuming she’s still alive—Doruthil’s attendants still refuse to enter the chambers, instead eagerly awaiting a new, long overdue letter to appear.

Durothil’s letters are predictions of the future and are always written in a manner that seems Durothil is present. When the time comes, the leader of Durothil’s servants, The High Curator, delivers the letter to the Magistrates, who then open the letter. Such occurrences are few and far between but cause all of the Magistrates, including the more chaotic ones, to stop whatever they are doing to witness the letter’s opening. The first collection of Magistrates believed they could ignore the letters and their warnings. However, this proved folly, as all Doruthil’s forecasts have come true regardless of intervention. Not even Antonis the Elder’s chronomancy is strong enough to disrupt the hard deterministic words found therein. The current Magistrates treat Durothil’s Tramys letters as a member of the council, revering her words as if she was there in person.



HIGH SPIRE NOBLES

Below the Magistrates are the High Spire nobles—approximately fifty men and women. In theory, these nobles represent the heads of logistics for the spire. However, most nobles delegate their activities to the free-range Belters and knights who comprise their departments; this allows them to focus on their social obligations and gossip-mongering.

The nobles' departments function similarly to Prime world guilds. These departments ensure the quality of every element of Polarisian life, including crafts, trade, education, food production, and even waste disposal. Although the nobles sit at the top ranks of their departments, the bulk of the departments' bureaucrats employ Belters and some Basers to manage their day-to-day operations.

POLARIS KNIGHTS

Belters who prove themselves capable defenders and bureaucrats become knights, or even elite knights, the next highest tier in the Polarisian hierarchy. Polaris' knights serve as the head of the city's defense and guard. They also train the city's militia. Because the knights manage the departments on behalf of the High Spire nobles, some believe they hold all the power in Polaris. Insightful scholars suspect the knights' position is a social construct devised by the Magistrates as a form of control.

The knights rarely act as law enforcement, and instead group the other Middle Spire folk into tithings. A tithing is a group of ten Middle Spire householders who live close together and are made jointly responsible for their actions. If a tithing member breaks the law or fails to perform a particular task, the other nine tithing members must report the deviant. The knights then execute punishment on the transgressor. The three most common forms of punishment include fines, public shaming, and mutilation. Only the most extreme crimes are punishable by death.

Because the Miners live outside of Polaris' hierarchy, they are not subject to its laws. However, the Miners have their own codes of justice. In the early days of the Magistrate rule, the hungry and desperate Miners debased themselves, resorting to feral and inhumane practices. Recognizing that they were doing precisely what the Polarisians above them expected, the Miners changed their ways. The Miners believe in one ideal that guides their laws: "Miners above all." Interpretation: Any Miner's action that hurts another Miner or all Miners warrants punishment. The Miners have three common forms of punishment: flogging, shunning, and death.

DEFENSE

In addition to their role as executioners and punishers, Polaris' knights serve as the city's first line of defense. The knights employ approximately one hundred guards who help with the city's defenses. All able-bodied Middle Spire folk must volunteer for guard service and serve for two to four years. After this period, the Middle Spire folk must remain part of Polaris' militia reserve. The knights then promote those who show promise and leadership during their time as guards to veterans. The knights choose new knights from the veteran stock to join their ranks.

Young Polarisians who exhibit a knack for magic join the ranks of Polaris' Gold Amulets, the city's mages guild. Taking their name from the weighty necklaces that hang from their necks, the Gold Amulets are the only Polarisians allowed to practice magic within the city limits. Unlike Polaris' guards, a spellcaster who trains with the Gold Amulets must remain a member of the Gold Amulets until granted retirement by the Magistrates or death. Gold Amulet mages spend the first two years with the Amulets training, then join the knights to assist in defense of the city. The Gold Amulet also manages the city's **sentry golems** (see the appendix), powerful constructs designed to defend the city at all costs.

Overall, the city has little to fear from humanoid invaders thanks to the overwhelming presence of high-level casters that call the city home. The city's actual threat comes from magically resistant aberrant threats in the Wild Space surrounding the city. For the most part, such attacks are swiftly dealt with by the city's defenders. However, larger and more organized attacks occasionally put the city in jeopardy. The most common large-scale attacks come from the colossal **darkmantle** swarms that inhabit nearby dust clouds and lifeless planetoids. Numbering in the thousands, these swarms approach the city under the cover of magical darkness. The globes of force that encompass the city withstand most of the creatures, but a few manage to slip through and attack the citizenry, sometimes killing and injuring dozens. The Gold Amulets employ truesight telescopes that scan the starfields around the city to prevent these attacks.

COMMERCE

The starmetal veins that once filled the mines of Polaris' core gave the city an early advantage in the magic item industry. When the Magistrates assumed control of Polaris, they employed close to a hundred mid-level mages to craft starmetal items. The sale of these items brought immeasurable wealth to early Polaris, positioning them as a multiversal economic power. Even after the starmetal mines dried up, the Polarisians converted their resources towards other forms of magic craft. Unsurprisingly, their scholars and engineers know more about starmetal and its myriad uses than anyone else in the entire multiverse. Furthermore, they specialize in magics that utilize or transform metal, such as *heat metal*, and the creation of iron golems, shield guardians, and suits of animated armor.

In addition to their magic crafting prowess, Polaris serves as a hub for arcane and historical knowledge. The Gold Amulets lend their services as consultants to those willing to pay their steep fees.



CURRENCY

Although Polaris actively participates in trade throughout the planes of existence, their feudalistic society relies heavily on communism to support its citizens. However, the distribution of said surpluses is not equitable. High Spire folk earn well more than their fair share of the goods. They are also the only ones who enjoy the fresh foods grown in the Belters' gardens, the spoils of Polaris' booming magic trade, and all the creature comforts one finds in their section of the tower. Meanwhile, Middle Spire folk eat bland food conjured by the Feeder Guild, live in simple, spartan domiciles, and rarely enjoy any pastimes or hobbies beyond the management of their gardens.

Because Polaris trades with so many civilizations, they do not use a uniform currency with their trade partners. Instead, they prefer payment through gems and raw materials. The Department of Counters sets the value for the goods based on Polaris' current supply and demand and whether or not the Department of Trade feels they can successfully trade away any goods deemed unnecessary.

OTHER FACTIONS AND ORGANIZATIONS

Beyond the hierarchical groups relative to the White Spire's extremes, the section below lists other important Polarisian factions.

GOLD AMULETS

The Magistrates require any native Polarisian child who demonstrates magical talent to join the Gold Amulets, Polaris' spellcasters league. See the Defense section for more details on these spellcasters.

In addition to their defensive and education duties, the Gold Amulets share management duties of the Department of Magic Craft alongside the Department of Trade.

DEPARTMENT OF MAGIC CRAFT

The Department of Magic Craft oversees the production of all magic items in Polaris. The extent to which the department members oversee production depends on the status of the crafter. Apprentice and journeyman crafters require weekly observational meetings, where members of the Gold Amulets ensure the items meet Polarisian standards. Such crafters may only create common and uncommon magic items. To earn the master's status, a journeyman must present a "master" piece item to the guild and demonstrate the requisite spellcasting ability to create magic items of rare or very rare quality. Most journeymen fail to pass these tests. As such, master crafters number few in Polaris. Only a select few masters may assume the role of grandmaster, allowing them to create legendary items. Only the Magistrate of Transmutation, Antonis the Elder, may appoint grandmaster status.

DEPARTMENT OF TRADE

The Department of Trade manages the dozens of merchants who operate the shops, inns, and other businesses within Polaris' Belt. As Belters, the merchants enjoy more freedoms than their other Middle Spire brethren. Furthermore, these

merchants self-regulate, very rarely requiring intervention by the High Spire managers who the merchants keep wealthy and happy through bribes. Without the oppressive eye of the spirelings casting a shadow over their labors, the merchants of Polaris entrench themselves in black market trade. Such practices run the risk of drawing the ire of the Knights, as many merchants trade information and magic with the Miners and, by extension, The Dim Voda.

THE DIM VODA

In the darkness of the starmetal mines, a new faction makes waves, drawing the lowest caste Polarisians into its fold—The Dim Voda. The Dim Voda and its supporters view the organization as the saviors of Polaris, dedicated to removing the shackles of hierarchical oppression so all Polarisians may be treated as equals. The High Spire folk view The Dim Voda as cultists and terrorists. Antonis the Antagonist, a twenty-two-year-old variant of the Magistrate of Transmutation, leads The Dim Voda alongside his lover Araednae of the Seven Swords. Because of Antonis' unusual temporal connection to Antonis the Elder, dealing with The Dim Voda often proves difficult for the knights and other Magistrates.

CONFLICTS

Beyond the hierarchical troubles detailed above, Polaris' central conflict stems from its ongoing clash with the denizens of the Staver Phenomenon. Shortly after the Magistrates' conquest of Polaris, the city encountered an unstable flux of conjuration magic in deep Wild Space. Past Magistrate of Conjuration Julius Staver studied the phenomenon and eventually reasoned that it must be a portal to a secondary multiverse—one that evolved quite differently from their own. From this Staver Phenomenon emerged dangerous creatures composed of pure energy, which are immune to the magic of this dimension. Fortunately, the creatures of the Staver Phenomenon are not interested in conquest, but when Staver and his colleagues detected starmetal within the parallel dimension, they reasoned that the phenomenon owed its entire existence to the coveted material. The Magistrates' unbridled desire to control all starmetal in the multiverse and replenish their dwindling supplies frequently pushes the Polarisians into direct conflict with the denizens of the Staver Phenomenon, which use the stat block detailed in the appendix at the end of this document.

Many scholars view the Magistrates' campaign against the Staver Phenomenon as unethical and immoral. They believe that removing starmetal from the parallel dimension may result in its collapse, killing trillions of lifeforms in the process. The Magistrates argue that the creatures are not actually lifeforms and that if left unchecked, their universe could consume our universe. No evidence exists to support either of these arguments.

LOCATIONS IN POLARIS

The locations detailed below are keyed to the map of Polaris on the left.

1 - DOMAIN OF THE MAGISTRATES

Polaris' Magistrates assume the highest point of the White Spire, each Magistrate with their own complete level. This includes the Forgotten One, whose level is impossible to find without the aid of magic, and Durothil Tramys who remains interred in her old chambers. Scum Juggler's level appears as a never-ending festival where illusory partygoers engage with select High Spire folk in increasingly debaucherous encounters.

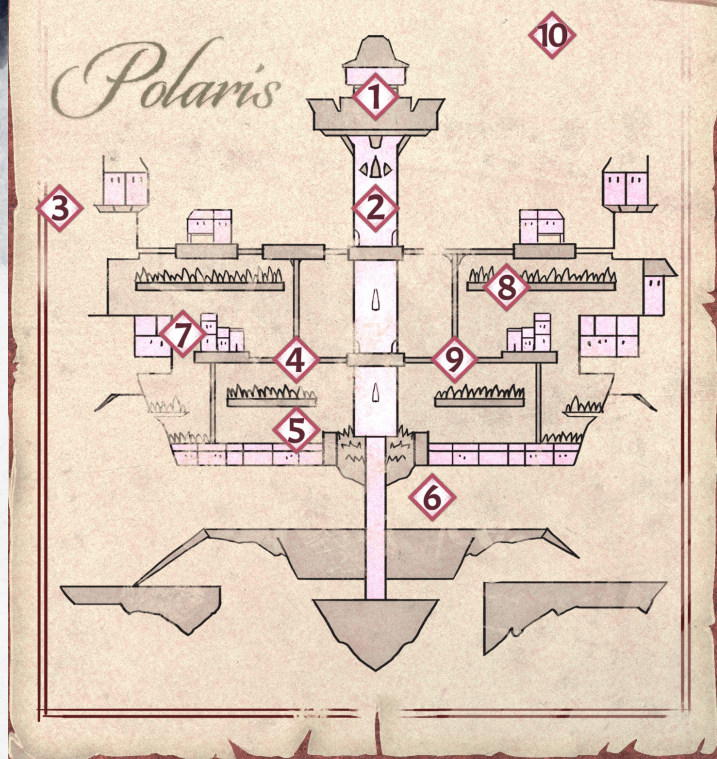
2 - THE HIGH SPIRE

The next three hundred feet of Spire directly below the Domain of the Magistrates is home to the High Spire nobles of Polaris. Servants from the Middle Spire deliver everything the nobles could ever want or need to their homes. Nobles who serve as department heads keep their offices within this section of the tower, too. Thus, no noble ever needs to leave their section of the tower. And since the spirelings delegate so many of their day-to-day tasks to their Middle Spire subordinates, the nobles spend most of their time at social gatherings.

The architecture of this section of the spire includes many balconies, walls of invisible force magic, and magically-tempered glass, allowing those below the High Spire to view the nobles' ceaseless entertainments. The original Magistrates designed the spire this way to offer a "carrot" to the Middle Spire folk, flaunting the life they could have if they worked hard and fulfilled their duties to the best of their ability. Of course, the disparity only bred resentment among the Middle Spire folk who quickly realized Polarisian nobility is virtually unattainable.

3 - CITY GATES

Polarisians welcome visitors to Polaris through the section of the Spire dubbed the gates. Although the gates function as the city's entry point, they hardly resemble the gates of a castle. Instead, the gates are a series of arcane portals and narrow openings in the force bubble that surrounds the city. The gates connect Polaris to most Prime worlds and planes of existence throughout the multiverse, allowing the flow of trade and information to go unhindered. Recognizing the vulnerability the gates pose to the rest of the city, the knights maintain their barracks in this portion of the city. The Gold Amulets keep their guildhalls here as well. Grand Abjurer Basid Biko spends the bulk of their time here at the gates, working alongside the Gold Amulets to review and improve the city's defenses. Because of the relative ease of accessibility to the city through these gates, strange and otherworldly creatures can be seen near the gates as they enter the city to do their various business. Similarly, Wild Space-faring crafts, or airships from the Prime world (if the city has moved low enough into its atmosphere), can be found here, potentially even for charter.



4 - POLARIS BAZAAR

Sometimes referred to as “the Hilt” by native Polarisians, the city’s center of trade consumes the entirety of the platform situated just above the White Spire’s base. Hundreds of interdimensional shops, merchant tents, booths, and stalls filled with wares mundane and magical fill nearly every inch of the platform, leaving only narrow labyrinthine alleys for shoppers to move around. Because crime is rampant in this part of the city, the knights and their subordinates, including autonomous golem sentries, take a more active role here. Even a few Gold Amulet diviners move through the crowds, using their magic to uncover troublemakers.

5 - THE LOW SPIRE/BASE

Considered by most to be Polaris’ slums, the Low Spire or Base is the home to the Spire’s indentured servant class. Basers live in small hovels hugging the side of the base and the lower platforms like a hornet’s nest. Ladders, rope bridges, and ramshackle stone platforms connect the Baser neighborhoods, recalling the elven treetop villages of the Prime worlds. Most Basers wear harnesses that allow them to move through this section of the city without fear of tumbling into the rocks below.

6 - THE MINES

Originally the site of Polaris’ starmetal wealth, these dry mines are now home to the city’s lowest caste, the Miners. The Miners make their homes in the old tunnels dug out by the city’s founders. Accustomed to life in the dark, most Miners possess darkvision. Few lights illuminate these cold corridors. What rare maps that once detailed the mines mysteriously vanished from the Gold Amulet’s libraries decades ago. Furthermore, the lingering presence of starmetal energy disrupts divination magic within the tunnels. Even rangers versed in underground exploration find navigating the tunnels difficult.

The Miners aren’t the only ones who inhabit the tunnels. The Mines are also home to a variety of strange and deadly creatures drawn from Wild Space. These threats include telepathic darkmantle scavengers, xorn, otyughs, and other psychically empowered (or cosmically mutated) beasts.

7 - BELTER HOMES

Polaris’ “Middle Class” lives in a cluster of neighborhoods on a series of platforms that extend out from the tower. Although these homes are only marginally bigger than those belonging to the Basers below them, Belters enjoy a few more creature comforts than Basers. Since the Magistrates and High Spire nobles grant most wealthy visitors to Polaris free room and board within the High Spire, there are no inns in Polaris. Those who can’t afford the fanfare of the High Spire folk turn to the Belters for a place to stay within their homes, paying the Belters in whatever currency they have available. Such lodgings are frowned upon and sometimes require the attention of the knights, citing invasion risk. However, the practice is so common that very few Belters actually receive punishment for it.

8 - FARM FIELDS

Extensive crop fields cover many of the platforms that jut from the White Spire’s midsection. Only the High Spire folk are allowed to eat the locally sourced food in Polaris, despite any occasional surpluses. Tithing members must report any Middle Spire person caught stealing or eating the food from the fields. The city’s knights punish such violations with heavy fines and mutilation, often the removal of one’s front teeth.

9 - THE CORRUPTION

Once a thriving Belter neighborhood, this platform now lies in ruins. In one of the darkest moments in Polaris’ history, a darkmantle swarm punctured the force globe near this section of the city and killed many of its citizens. Those who weren’t killed became thralls to the psychically active darkmantles. Only through the combined efforts of the Belters, knights, and Miners were the citizens of Polaris able to clear the platform of the aberrations. However, the intense presence of the psychic darkmantles cursed the area, giving rise to incorporeal undead, oozes, and other unusual dangers. Occasionally, the knights attempt to reclaim this section of the city, but often fail. The Magistrates, distracted with their ongoing conflict with the Staver Phenomenon, view the platform as a lost cause and choose to ignore it. On the other hand, Gold Amulet necromancers and evokers fear that the Corruption may continue to grow even in the absence of the psychic darkmantles. If left unchecked, it may spread its infection into the rest of the city.

10 - TENEBRIS PETRAM

Many of the darkmantles that plague the city come from a rogue asteroid attracted by the lingering magnetic energy of Polaris’ Mines. The Gold Amulets named this asteroid Tenebris Petram, or “The Dark Rock.” Initially, the Gold Amulets and Magistrates tried to sever the unwanted connection with the Dark Rock, but a letter from Durothil Tramys warned against the move. Researchers later discovered that severing the Dark Rock would disrupt the magnetic field keeping the city together. Occasionally, the Magistrates task the knights to enter the Dark Rock to diminish the darkmantle population that resides within. Of course, these are almost always suicide missions. The few knights who manage to escape often do so with irreparable damage to their minds. Scholars believe that the darkmantles are controlled by even larger entities—the so-called **elder darkmantles** (see the appendix).

RANDOM ENCOUNTERS

Considering its position in the greater multiverse and Wild Space, there is no limit to the types of creatures the characters might encounter while they explore the city. Regardless, the tables below detail encounters common to Polaris that will help illustrate the city’s unique qualities. Roll d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher in the High and Middle Spire and a 14 or higher in the Mines. Roll a d10 and check the encounter table keyed to the characters’ current location, or simply choose an encounter you like.

HIGH SPIRE

d20 Encounter

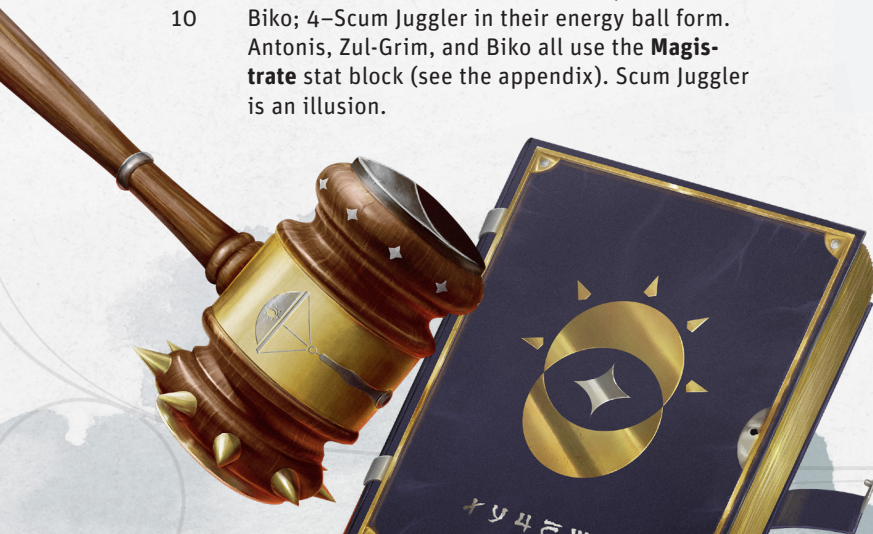
- 1 An uptight Belter servant (**commoner**) questions the characters' reasons for being in this section of the city. If the characters fail to give a good reason, the servant summons 1d4 + 1 **guards** led by a **Polaris elite knight** (see the appendix).
- 2 A green-furred **tiger** nuzzles its head against one of the character's legs. The tiger is the pet of a High Spire **noble**.
- 3 Two **nobles** accuse the characters of stealing art objects from one of the High Spire's many parlors. The characters must prove their innocence to the nobles and a **Polaris elite knight** (see the appendix) on the scene.
- 4 A drunken noble invites the characters to a lavish party filled with strong drink and stronger personalities.
- 5 The character with the highest passive Wisdom (Insight) score notices that one of the Belter servants seems suspicious. If confronted, the servant attacks—they are a Miner **spy**, working for The Dim Voda. They're looking to somehow infiltrate the High Spire's Silver Hall and rescue a high profile Dim Voda member from their *mirror of life trapping*.
- 6 Alarm horns declare that a darkmantle swarm is attacking the city's protective globe. The nobles and servants panic as 1d10 + 5 **darkmantles** and one **elder darkmantle** enter the area under cover of magical darkness.
- 7 The characters encounter a procession of 1d4 + 1 **azers** from the elemental plane of fire.
- 8 The characters witness a servant quitting their job moments before a spectacular banquet begins. Desperate for help, one of the High Spire nobles offers the characters 2 ep each if they will fill the role.
- 9 A practicing Gold Amulet enchanter's collection of 2d4 + 2 **animated armors** go berserk, attacking nearby patrons and bystanders.
- 10 The characters encounter one of the Magistrates. Roll a d4 to determine who: 1—Antonis the Elder; 2—Chancellor Zul-Grim; 3—Grand Abjurer Bastid Biko; 4—Scum Juggler in their energy ball form. Antonis, Zul-Grim, and Biko all use the **Magistrate** stat block (see the appendix). Scum Juggler is an illusion.

MIDDLE SPIRE BELT

d10 Encounter

- 1 A flock of colorful, three-eyed birds swoops past the characters. Moments after they pass, a vendor (**commoner**) asks the characters if they saw which way the birds flew.
- 2 An aggressive merchant (**commoner**) who only sells *potions of water breathing* accosts the characters, demanding they buy their wares.
- 3 Three Belter children ask the characters if they want to hear a special song they wrote for them. While the children perform, a fourth child attempts to pick one of the characters' pockets. All the children are noncombatants.
- 4 A Belter dung digger accuses the characters of blocking the path of their stench-ridden wheelbarrow. If the characters argue with the Belter, he invites over 1d4 + 1 friends. All of the ruffians use the **tribal warrior** stat block except they wield shovels instead of spears (+3 to hit, reach 5 ft. one target; deals 1d4 + 1 damage on a hit).
- 5 The character with the highest passive Wisdom (Insight) score notices that one of the Belter farmers seems suspicious. If confronted, the farmer attacks—they are a Miner **assassin**, working for The Dim Voda. They aim to kill one of the **knights** working the Belt.
- 6 Alarm horns declare that a darkmantle swarm is attacking the city's protective globe. The Belters panic as 2d10 + 5 **darkmantles** enter the area under cover of magical darkness.
- 7 A Belter farmer shouts "look out!" as a barrel of beer rolls down the street. Choose two characters. Both characters must make a DC 12 Dexterity or Strength saving throw (the characters) choice. A character takes 7 (2d6) bludgeoning damage on a failed saving throw.
- 8 A **knight** and **sentry golem** (see the appendix) spot the characters and question their reasons for being in the Belt. If the characters demonstrate high-level capabilities, the knight swiftly apologizes and invites them to the High Spire "away from the common rabble."
- 9 A gang of 1d4 + 1 Miner **thugs** working for The Dim Voda attack the Belters, killing anyone that gets in their way. If caught, the thugs swallow poison to avoid interrogation at the hands of the Magistrates.
- 10 The characters encounter one of the Magistrates. Roll a d6 to determine who: 1 or 2—Antonis the Elder; 3 or 4—Chancellor Zul-Grim; 5 or 6—Grand Abjurer Bastid Biko. All three use the **Magistrate** stat block (see the appendix). They are accompanied by 1d4 + 1 **knights** (50%) or 1d2 **Polaris elite knights** (50%) (see the appendix).

POLARIS MAGISTRATE
GAVEL AND CODEX



MIDDLE SPIRE BASE

d10	Encounter
1	The character with the lowest Wisdom (Perception) score steps in a pile of animal dung.
2	A swarm of 3d4 giant wasps attacks the characters. A Baser commoner failing to wear their harness slips and falls from one of the stone perches above the characters. A character who succeeds on a DC 10 Strength (Athletics) check may catch the falling Baser. If the characters fail to catch them, the Baser falls to their death. If the characters succeed, the Baser nods his head and goes on his way without so much as a thank you.
3	
4	The character with the highest Wisdom (Perception) score spots a pale, white-eyed woman staring at them from a distant perch. She is a spy for The Dim Voda sent to keep tabs on the party. Unless the characters possess magical means to reach her location, she vanishes before they can catch her.
5	A gang of 1d4 + 1 guards accosts the characters, mistaking them for Basers. As soon as the characters draw weapons or reveal their powers, the guards flee, begging forgiveness.
6	Alarm horns declare that a darkmantle swarm is attacking the city's protective globe. The Basers panic as 2d10 + 10 darkmantles enter the area under the cover of magical darkness.
7	The section of the floor that the characters are walking along crumbles under their feet. Each character must make a DC 10 Dexterity saving throw. On a failed saving throw, the character falls 1d10 x 10 feet to the next lowest platform, taking 1d6 bludgeoning damage for every 10 feet they fall.
8	The characters witness a group of 1d4 + 1 guards troubling an elderly Baser woman. If the characters intervene, the guards warn them they will call one of the Magistrate's sentry golems (see the appendix) to intervene (an empty threat).
9	A Baser pulls one of the characters aside and asks them if they will help them. The Baser reveals herself to be a spy for The Dim Voda and escaped Gold Amulet mage. She offers to pay the characters handsomely for any information they can find pertaining to the High Spire nobles or Magistrates.
10	An otyugh crawls out of the Mines and attacks.

THE MINES

d10	Encounter
1	1d3 otyughs attack the party. The ground collapses below the characters. Each character must make a DC 10 Dexterity saving throw or fall 1d10 x 10 feet into the shaft below. A character takes 1d6 damage for every 10 feet they fall in this manner.
2	
3	A group of 2d6 + 1 grimlocks attacks the characters. The characters might learn that the grimlocks are devolved Miners altered by aberrant energy that courses through the caverns. 1d3 xorns stalk the characters, swimming through the unworked stone around them. If the characters possess gold or gems, the xorn attack. Otherwise, they remain hidden.
4	
5	A colossal lizard-like creature attacks the party. The creature uses the tyrannosaurus rex stat block, except it is immune to the blinded condition and has blindsight out to 60 feet (blind beyond this radius).
6	The characters enter a chamber filled with 1d10 + 5 darkmantles and one elder darkmantle .
7	1d6 + 2 scouts working for The Dim Voda stalk the characters through the tunnels. Believing that the characters are spies working for the Magistrates, a band of Miners attacks the party: 1d6 + 2 tribal warriors led by a berserker .
8	
9	The characters stumble into a corridor with 2d4 ravenous swarms of rats , diseased.
10	The characters encounter members of The Dim Voda: 2d6 cultists led by an assassin .

EXAMPLE TREASURE

You can find all manner of magic items in Polaris as a result of its accessibility to various planes of existence and accomplished Gold Amulet craftsmen and enchanters. Most items for sale will be either common or uncommon, as few Gold Amulet members reach master craftsman status. An *abjurer's bangle*, *astronomer's boon*, *boots of the cloud jumper*, *dark mantle*, *hideaway vase*, *scroll of mapping*, or *scroll of miraculous mail* would be thematic, low-rarity items to find in the city. Of course, items with "starmetal" in the name can probably be found here more than anywhere else, although the Magistrate's grip over the prized material may make it hard to track down. Example starmetal items include the *starmetal blaster*, *starmetal ring*, *starmetal shard spear*, and *starmetal striker*, although other rarer ones also exist. Lastly, the Magistrates themselves possess unique magic items of their own, such as the *Polaris Magistrate codex*, *gavel*, and *mantle*.

ELDER DARKMANTLE

Huge monstrosity, neutral evil

Armor Class 15 (psychic defense)

Hit Points 93 (11d12 + 22)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +4, Cha +4

Skills Intimidation +4, Perception +4, Persuasion +4, Stealth +5

Damage Immunities cold, psychic

Condition Immunities charmed, frightened

Senses blindsight 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 7 (2,900 XP)

Darkmantle Aura. Darkmantles within 120 feet of the elder darkmantle have resistance to psychic damage and advantage on saving throws against being charmed or frightened. In addition, when a darkmantle within 120 feet of the elder darkmantle (including itself) scores a critical hit, the target must succeed on a DC 14 Wisdom saving throw or gain a random form of short-term madness; this effect lasts for 1d10 minutes.

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a Huge cave formation such as a wall, stalactite, or stalagmite.

Innate Spellcasting (Psionics). The darkmantle's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *command*

1/day: *blindness/deafness* (as a 4th-level spell), *fear, hold person*

Psychic Defense. The darkmantle's AC includes its Intelligence modifier.

ACTIONS

Multiattack. The darkmantle makes two crush attacks. It can cast a spell in place of one attack.

Crush. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) psychic damage, and the darkmantle attaches to the target. If the target is Huge or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 15 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (2/Day). A 30-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled. Hostile creatures within the darkness have disadvantage on saving throws against the darkmantle's spells.

Overwhelm (Recharge 5–6). The elder darkmantle psionically commands nearby darkmantles to swarm a target it chooses. Each darkmantle within 120 feet of the elder darkmantle (not including itself) can immediately use its reaction to move up to its speed toward the target and make one melee weapon attack against it.

APPENDIX: POLARIS STAT BLOCKS

ELDER DARKMANTLE

Like their smaller relatives, elder darkmantles thrive in darkness. However, elder darkmantles are massive by comparison, and exude an psionic aura from them that controls nearby darkmantles and enhances their natural abilities.

POLARIS ELITE KNIGHT

The knights of Polaris are qualified enforcement agents in their own right, but the elite knights of the city stand head and shoulders above the rest in terms of raw strength and tactical know-how. Polaris elite knights are usually left to manage groups of other knights or mind the welfare and daily tasks of the Magistrates.

POLARIS ELITE KNIGHT

Medium humanoid (any race), lawful neutral

Armor Class 17 (splint mail)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Con +5, Wis +4

Skills Insight +4, Intimidation +3, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Defensive Combatant. Hostile creatures provoke opportunity attacks from the knight when they enter its reach. If the knight takes the Dodge or Search action, it has advantage on opportunity attacks until the start of its next turn.

ACTIONS

Multiattack. The knight makes two glaive attacks. It can take the Dodge or Search action in place of one attack.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

POLARIS MAGISTRATE

Medium humanoid (any race), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	20 (+5)	17 (+3)	15 (+2)

Saving Throws Con +7, Int +9, Wis +7

Skills Arcana +9, History +9, Insight +7, Investigation +9

Senses passive Perception 13

Languages Common plus up to five other languages

Challenge 12 (8,400 XP)

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

Spellcasting. The magistrate is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The magistrate can cast magic missile and detect thoughts at will and has the following wizard spells prepared:

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

1st level (4 slots): *detect magic, disguise self, mage armor,* shield*

2nd level (3 slots): *levitate, nondetection*

3rd level (3 slots): *fireball, haste, hypnotic pattern, slow*

4th level (3 slots): *banishment, dimension door, greater invisibility*

5th level (3 slots): *mislead, modify memory, scrying, wall of force*

6th level (1 slot): *disintegrate, mass suggestion*

7th level (1 slot): *reverse gravity*

8th level (1 slot): *mind blank**

9th level (1 slot): *meteor swarm, time stop*

*The magistrate casts these spells on itself before combat.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

POLARIS MAGISTRATE

Powerful archmages in their own right, the Magistrates of Polaris are long-lived and exceedingly wealthy leaders of the floating city. Almost uniformly lawful in nature and ideology, Magistrates are renowned across the multiverse for their influential standing in cross-planar trade and mediation. Those who attempt to assassinate or otherwise overthrow a Magistrate are universally met with a terrifying, and certainly life-ending, display of arcane skill.

POLARIS MAGISTRATE



SENTRY GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	3 (-4)	14 (+2)	1 (-5)

Skills Athletics +8, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire, poison, psychic

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

Senses darkvision 120 ft., passive Perception 18

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

Challenge 6 (2,300 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to half the fire damage dealt. In addition, if its Flamethrower is not charged, it immediately recharges.

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

Restricted Propulsion. The golem can only fly up to 15 feet off the ground.

Sure-Footed. The golem has advantage on ability checks and saving throws against effects that would move it or knock it prone.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Flamethrower (Recharge 5–6). The golem releases a burst of flames in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in the area that aren't being worn or carried.

Knockout Gas (2/Day). The golem launches a canister of sleep-inducing gas to a point it can see within 60 feet of it, which immediately expels its contents on impact. Each creature within 20 feet of that point must succeed on a DC 14 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



SPACE SYMBIOTE

Large ooze, unaligned

Armor Class 8

Hit Points 76 (9d10 + 27)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	1 (-5)

Skills Stealth +2

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

Damage Immunities cold, slashing

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Alien Animation. When the symbiote kills a humanoid with a melee attack or touches a humanoid corpse, a piece of itself attaches to the creature's body and reanimates it. The reanimated creature is friendly to the symbiote and has the statistics of a zombie, but it has a flying speed of 20 feet and can hover.

Amorphous. The symbiote can move through a space as narrow as 1 inch wide without squeezing.

Space Camouflage. The symbiote has advantage on Dexterity (Stealth) checks made to hide in Wild Space or the Astral Plane.

Symbiotic Bond. The symbiote knows the distance and direction to each creature it has reanimated as long as it and the creature are on the same plane of existence. In addition, it can magically communicate simple ideas and images with any such creature.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 7 (2d6) necrotic damage.

STAVER PHENOMENA

Medium aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 37 (5d8 + 15)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4

Damage Immunities cold, force

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 2 (450 XP)

Ephemeral. The phenomena can't wear or carry anything.

Magic Immunity. The phenomena can't be affected or detected by spells or other magical effects, and the properties of magic items used against it are ignored. For example, a +1 *longsword* used to attack the phenomena functions as a nonmagical longsword.

ACTIONS

Energy Beam. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 14 (4d6) force damage.

Energy Surge (Recharge 5–6). Each creature within 15 feet of the phenomena must make a DC 13 Constitution saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

SPACE SYMBIOTE

A space symbiote is a pitch-dark ooze that travels through the Astral Plane and Wild Space in search of living, or even once-living, matter. Wild Space-faring humanoids consumed by it are posthumously reanimated, becoming mindless thralls of the otherwise aimless ooze as it travels the universe in search of its next meal.

STAVER PHENOMENA

These strange, trans-dimensional beings of pure force are from another reality where starmetal can still be found. Named after the late Conjurition Magistrate who discovered them, Julius Staver, the Polaris Magistrates are in constant opposition with these alien creatures as they desperately seeks to reach and harvest more starmetal from their dimension. Other than in defense of themselves or their home, the Staver Phenomena don't actively seek conquest or violence.

SENTRY GOLEM

The sentry golems of Polaris are smaller and more easily produced than their larger constructed brethren, such as the iron golem or shield guardian. These city defenders and riot-controlling arcane machines are capable of limited flight, and can launch a salvo of flames or sleeping gas from its arm-mounted canister attachment.



METEOR KNIGHT

NEW FIGHTER ARCHETYPE

Not everyone who can tell you which end of a sword to hold is a fighter: that title is reserved for the trained guards, valiant knights, and masterful veterans of the world, and apart from their shared expertise with weapons, armor, and combat, few two fighters are exactly the same. Fighters are focused on the honing of their skill in combat, adapting to the settings around them and developing new solutions to the challenges they face. Some choose to focus on the mastery of one particular weapon or develop keen tactical skill, whereas others rely on clever magical forces to enhance their martial prowess. Beyond that, weapon and armor preference play a significant part in determining a fighter's role. When you are a fighter, you're equipped to face the world's dangers head-on.

METEOR KNIGHT

Meteor knights can exercise a limited degree of control over the gravity around them. These fighters command a growing collection of missiles and other debris that float around

them, using it to mercilessly pelt targets beyond their reach or launch veritable hailstorms of meteorites. While a meteor knight's abilities are magical in nature, such powers are often manifested from a connection to the astral sea rather than from arcane study. Knights of the highest order, or those who fill the role of leader in their community, may sometimes be referred to as Lode Stars.

SATELLITE MASTERY

Beginning at 3rd level when you choose this archetype, you can magically bind a number of missiles to you up to your proficiency bonus. You can bind a missile, such as a dart, sling bullet, crossbow bolt, or similar object to you using an action. You must be touching the object to bind it. If you bind another missile when you already have the maximum number bound to you, a different missile of your choice ceases to be bound. A bound missile is called a satellite.

You can mentally command any number of satellites to hover and orbit around your body or drop into your hand, quiver, or similar container. Doing so can be done in place of drawing or stowing a weapon.

While you have at least one satellite orbiting you, you can use a bonus action to make a ranged spell attack with it, sending it magically hurtling toward a target that you can see within 30 feet of you. Intelligence is your ability modifier for this attack, and you are proficient with it. On a hit, the satellite deals bludgeoning or piercing damage (depending on the shape of the missile) equal to 1d4 + your Intelligence modifier. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with this feature. When you reach 10th level in this class, the range of this spell attack increases to 60 feet.

You can use an action to cause all satellites within 120 feet of you to return to you, flying back into your orbit or into your open hand or similar container you are carrying (your choice).

The damage of your satellites increases by 1d4 when you reach certain levels in this class: 10th level (2d4) and 18th level (3d4).

REDUCE GRAVITY

Also at 3rd level, you can cause the pull of gravity on you to lessen. You learn the *feather fall* and *jump* spells. At 10th level in this class, you also learn the *levitate* spell. When you cast one of these spells, you can target only yourself, and the spell doesn't require material components. You can cast each of these spells once with this feature, and once you cast a spell in this way, you can't do so again until you finish a long rest.

When you reach 15th level in this class, you can cast the *feather fall* and *jump* spells at will. The spells must still target only yourself.

COURSE CORRECT

Starting at 7th level, your control over your bound missiles can be exerted over others that come near you. When a launched missile (that's light enough to be a satellite for you) comes within 10 feet of you, you can use your reaction to attempt to alter its course or ensnare it. Make a contested Intelligence check against the original attack roll, adding your proficiency bonus to the check. On a success, you can choose

a new target for the attack within 10 feet of the original one, using the original attack roll to determine whether or not it hits the new target. Alternatively, on a success, you can cause the missile to become a satellite for you, ending your control over another satellite if necessary.

IMPROVED SATELLITE MASTERY

At 10th level, you can return a satellite to your orbit when it misses its mark. Once on each of your turns when you miss with a ranged spell attack roll using a satellite, you can cause it to immediately fly back and return to your orbit (no action required).

In addition, all satellites within 120 feet of you return to your orbit when you use your Action Surge. They return to your orbit either before or after the additional action.

INCREASE GRAVITY

By 15th level, you've learned how to briefly adjust the way that gravity affects you, increasing your sturdiness and reducing that of your enemies. You have advantage on any ability check or saving throw you make to resist being pushed, pulled, or knocked prone.

In addition, when you shove a creature, you can also add your Intelligence modifier to the ability check.

SATELLITE BARRAGE

At 18th level, you can send a bombardment of satellites all at once. As an action, you can make any number of ranged spell attacks with your satellites, up to the number of orbiting ones you have.

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Daniel
Desmond Wooten
DM Dan
Micah Ortiz
Rusty
The murderous
mongoose who is
secretly standing
directly behind
you
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Omair Quraishi
David Bonney
Elaina
J Subscribes
Dark Zero
Ben Turner
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Ian Guay
Ethan Nestel
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Curtis Geddes
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Darion Nutter
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Jarva
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