

Storm the Stronghold!

A Homebrew Intrigue Supplement for MCDM Productions' Kingdoms and Warfare by [Bennoni Thomas](#)

If you are like me, the idea of Warfare sounds amazing! But, you can't find a way to fit it into your current adventures or campaigns. This leaves us in an odd spot. We have a system for interacting with an enemy realm, but your Player Characters are not the army having types. So maybe instead of a war, they could leverage their organization to aid them in storming the villain's hideout, routing their forces and ending their dark and foul rituals!

Wait A Minute! Where Are They?

Whoa there, Big Shoots! I know you want to go and fight the Villain and take all their loot and gold, but you gotta find where they're posted up first. Some enemy organizations operate openly and their location is obvious, like a trade guild's offices or a corrupt Knightly Order's keep. Others are more of an open secret, like the butcher's shop being a front for the local thieves' guild, or the cathedral's north wing being home to the Inquisition.

However some organizations have their stronghold well hidden and secret, sometimes in plain sight, other times in hard to reach places. So it's up to your organization to try and find out where they're hiding.

Whenever your organization is trying to find the location of an enemy organization you start Intrigue by making an Espionage Test (see The Location Table for DCs on page 2). On a success you learn of their location and you gain a +1 to your next Espionage test. On a failure, you learn their location, but the enemy organization can make an Espionage test against your Communications or Resolve (their choice). If they succeed they learn that your organization is trying to smoke them out, and gain a +1 bonus to their next Espionage test during the intrigue.

If the organization is well known and their location is public knowledge there is no need to make any roll.

Recovering from Failures

Now in fairness, it wouldn't always be fun if you couldn't do anything about failing a skill test, especially if there are favorite NPCs on the line. Say your organization's favored NPC went out and got captured, or maybe there was a dragon guarding the forest between you and the Enchanter's Tower. At that point your organization's officers might want to take some Active Risk, or as some would call it, Adventuring.

It is well within expectations that the player characters, should they be willing, go on an adventure and resolve an issue, be it saving an ally from an enemy camp, or making friends with a pesky dragon trying to make the glades its lair. Figure out with your table, GM included, how you could make this adventure happen to fix what's gone wrong.

Location Table.

Location Secrecy	Difficulty Class
Public Secret	12
Off the Beaten Path	14
Actively Hidden	16

Defenses

Unlike Kingdoms and Warfare, there are different sets of Defense Levels. One for the NPC Realms and one for the Heroes. Unfortunately the dungeon crawling experience is an unequal experience as the players suffer. This supplement assumes that players will be the offense to the enemy organization's defense, that the officers intend to head to the stronghold and deal with the enemy personally. As a result the design of defense levels needed to be changed and separated to better reflect this shift in goals.

While it is narratively possible for the reverse to happen, this system is not designed to work with enemies on the offensive moving through the player's base of operations. If you do want to explore this in your game, I recommend GMs make this a single combat with relevant consequences, or the result of a successful attack on one of their defenses.

Enemy Organization Defense Levels

Communication

Communication reflects the enemies ability to relay information with each other and how well they keep secrets and track the heroes' movement in their stronghold. The higher the communication the more well informed and alert the enemies will be, the lower their communication, the less attentive they are and more loose in their security as schedules become misaligned

Enemy Communication Level Table.

Level	Effect	Description
3	Unbreakable	The GM chooses 1 enemy within the stronghold. For 1 hour, they are under the effects of Invisibility.
2	Coded	At the end of the first round in any combat, the enemy can make a DC 13 Operations test. On a success, at the start of the following round 1d4-1 (min. 1) enemies appear as reinforcements. For every success, the DC increases by 1.

1	Secure	Enemies within the stronghold may try to hide and ambush the heroes. The GM can roll a d20 and on a 15 or higher the enemies are hidden. The players can try to find them by rolling Perception against the organization's Communications Defense.
0	Normal	No effect
-1	Compromised	Whenever a combat starts, the GM removes one enemy from the combat, as if they were never there
-2	Garbled	When Intrigue ends you gain a map of the stronghold.
-3	Broken	When inside the enemy stronghold you can choose a room where there are no enemies and none will arrive for 2 hours.

Resolve

Resolve reflects the enemies desire to work for the organization, the strength in their belief in the organization's ability to do anything. The higher these levels, the more stalwart and hardy the enemies, as belief is a powerful potion. The lower the levels, the more included they are to not put in much effort, or even run away. For as powerful is belief, doubt is just as so.

Enemy Resolve Level Table.

Level	Effect	Description
3	Zealous	Enemies within the stronghold gain advantage on their first attack in combat.
2	Fanatic	Enemies within the stronghold gain 10 temporary hit points at the start of combat. They can only gain these temporary hit points once.
1	Loyal	Enemies within the stronghold gain 5 x [Domain size] feet to their speed until the end of their first turn.
0	Normal	No effect
-1	Discontented	Enemies within the stronghold have their speed reduced by 10 feet until the end of their first turn.
-2	Rebellious	After the end of the first round of combat, enemies within the stronghold must make A DC 13 Wisdom save at the start of each of their turns. On a failure, they will flee or surrender, whichever is more appropriate
-3	Revolt	Enemies within the stronghold suffer disadvantage on their first attack in combat.

Resources

Resources for the enemies reflect not only the equipment they use, but also how well their material needs are met. Food, housing, sleep, and even pay, all of these are important factors to anyone doing dangerous work like fending off adventurers. The higher the levels, the better the enemies are capable, fed, rested and/or paid; And vice versa for lower levels.

Enemy Resources Level Table.

Level	Effect	Description
3	Booming	Enemies in the stronghold gain advantage for the first saving throw they make in combat.
2	Abundant	All Perception checks made by the enemy are increased by 1d4
1	Surplus	At the start of combat, the enemy must make a DC 13 Operations test. On a success, damage rolls taken are reduced by 1d4
0	Normal	No effect
-1	Low	At the start of combat, the enemy must make a DC 13 Operations test. On a failure, damage rolls they make are reduced by 1d4
-2	Poor	All Perception checks made by the enemy are reduced by 1d4
-3	Bankrupt	Enemies in the stronghold suffer disadvantage for the first saving throw they make in combat

Hero Organization Defense Levels

Unlike the enemy organizations, the officers are the only characters that are usually around for the storming of strongholds, so a Hero Organization's defense levels reflect their level preparedness for going into an enemy stronghold, the quality of training done, and the support that their organization can provide to them in the lead up to the final conflict.

Communication

For the Heroes, communication means how well can their organization get the necessary info and training done to help the officers get in as quickly and quietly as they need.

Hero Communication Table.

Level	Effect	Description
3	Unbreakable	When initiative is rolled for a combat, the players can choose if the enemy is surprised. This cannot be used on enemy officers, and can only be used once

2	Coded	The officers gain advantage on a number of Wisdom (Perception) checks they make equal to their domain size
1	Secure	The officers gain advantage on a number of Dexterity (Stealth) checks they make equal to their domain size
0	Normal	No effect
-1	Compromised	The officers suffer disadvantage on any Dexterity (Stealth) checks they make until the start of their first combat
-2	Garbled	The officers suffer disadvantage on any Wisdom (Perception) checks they make until the end of their first combat
-3	Broken	Oh no! The party is split! The officers are split and placed in 2 different places in or around the stronghold that the GM chooses.

Resolve

Resolve for the heroes is about the organization's unity, both with the various NPCs that work the day to day operations, but also between the officers themselves. Resolve levels affect the officer's powers and titles as a result.

Hero Resolve Level Table.

Level	Effect	Description
3	Zealous	When an officer uses any number of power dice, they can leave one unexpended. This can only happen once per combat.
2	Fanatic	When an officer rolls a power die, they can reroll it and can choose either number.
1	Loyal	When making ability checks the officers increase the total by 1d4 until the end of their first combat
0	Normal	No effect
-1	Discontented	When making ability checks the officers must reduce the total by 1d4 until the start of their first combat
-2	Rebellious	The officers cannot benefit from their titles until the end of their first combat.
-3	Revolt	The officers cannot use their power dice until the end of the first round of combat after they are rolled.

Resources

Resources for the Heroes are unsurprisingly similar to the enemies, a reflection of material needs. This for the officers comes to reflect in their capabilities in combat.

Hero Resources Level Table.

Level	Effect	Description
3	Booming	Until the end of the first round of the first combat, the officers can add a die to all damage rolls equal to their power day. This does not expend any power dice.
2	Abundant	Attack rolls made by the officers gain a 1d4 bonus to hit until the end of the first round of their first combat.
1	Surplus	When the officers take a short rest, they can roll a hit dice without expending it to regain hit points.
0	Normal	No effect
-1	Low	The officers lose 1 hit dice.
-2	Poor	Attack rolls made by the officers suffer a 1d4 penalty until the end of the first round of their first combat.
-3	Bankrupt	Until the end of their first round of their first combat, the officers must reduce all damage rolls they make by the size of the enemy organization's power dice.

Domain Feature Replacement - Heroes

Adventuring Party

We've Got a Job for You. (This feature replaces the "To Arms Fellow Adventurer's" domain feature) As a domain action, you make a DC 13 Operations test. Add your organization's current Resource Level to the roll. On a success you call "**The Ringer**" to your aid. The Ringer is an experienced adventurer of the officer's choice if they have one. They cannot be a retainer (See Strongholds and Followers for details), and they cannot have a lair or any legendary or villain actions. On a failure, they cannot try to call upon that character until they finish an extended rest.

If the heroes already have an NPC ally from another organization they can instead create the Escape Rope.

Escape Rope

Wondrous Item, Rare

As an action, creatures holding the rope or tied up in the rope are teleported back to your organization's base of operations. If they are an enemy, your organization will hold them and await further orders. After use, the rope loses its magic and returns to being a normal hemp rope.

Martial Regiment

Deployment Orders. (This feature replaces "The Professionals" domain feature) As a domain action, make a DC 13 Operations test. On a success, you call **Sergeant Mordain** to service. Sgt. Mordain is an old soldier ready to fight and will follow the orders of the Tactical Marshal or whoever has the highest Wisdom score among the officers.

If the heroes already have an NPC ally from another organization, they can instead commission the Mark of Meritorious Service.

Mark of Meritorious Service

Wondrous Item, Rare, requires Attunement

On your turn, you can choose to gain an additional action on your turn. This item is rendered inert once this ability is used.

Mercantile Guild

Time and a Half. (This feature replaces the "Soldiers of Fortune" domain feature) As a domain action, make a DC 13 Operations test. On a success, you call in **Vault Officer Gravelbraid** after hours. On a failure, the officers can instead choose to lower their Resource Level by 1 to turn it into a success. The Vault Officer is a strong ally and is very capable in defending others or objectives.

If the heroes already have an NPC ally from another organization, they can instead rent out their weapon, The Master Key.

The Master Key

+1 Warhammer, Rare

Siege Weapon. Attacks made with this weapon deal double damage to constructs, objects, and structures. Vault Officer Gravelbraid will take back this weapon when you next return to your base of operations.

Mystic Circle

Ancient Blueprints. (This feature replaces the "Forgotten Rite of Animation" domain feature) Make a DC 13 Lore Test as a domain action. On a success, you are able to temporarily revive an **Animated Defender**. The Defender can be made of Wood, Metal, or Stone and will follow the commands of one officer the players choose.

If the heroes already have an NPC ally from another organization, they can instead ensorcle The Extra Set.

The Extra Set

Wondrous Item, Rare

A pair of magically constructed arms. They grant proficiency in sleight of hand and all tool proficiencies. As a bonus action, they can make a melee attack (4 + Domain Level to hit, reach 5 feet, 2d6 damage).

Nature Pact

Heed the Omenspeaker. (This feature replaces the “Frog of War” domain feature) As a domain action, make a DC 16 Lore Test. On a success you can consult the **Elkenwyrd**, the Omen of Changing Ages. It’s wisdom reaches to the elder days, but only speaks to that which will change the world. The officers can ask 1 question and the GM must answer truthfully. The Elkenwyrd can be moved to help the officers with a successful DC 16 Wisdom (Animal Handling) or Wisdom (Persuasion) check.

If the heroes already have an NPC ally from another organization, they can instead summon the Staff of Unbound Proliferation.

Staff of Unbound Proliferation

+1 Quarterstaff, Rare, requires attunement

Non-Chaotic enemies have disadvantage when attacking the wielder of the staff. The wielder can cast Plant Growth 3 times. When cast this way, Chaotic enemies entering the spell's area of effect for the first time on their turn or starting their turn there must make a DC 15 Dexterity saving throw. On a failure, any creatures they attempt to see benefit from three quarter’s cover.

This item's abilities end when the enemy organization’s leader is defeated.

Noble Court

Duty Reassignment. (This feature replaces the “Prepare the Horses” domain feature) Make a DC 13 Diplomacy Check as a domain action. On a success you gain **Knight Captain Ardiar** as an ally. As a captain of your organization’s guard detail, Ardiar is well aware of how to help you and is well prepared to fill roles as necessary.

If the heroes already have an NPC ally from another organization, they can instead commission the creation of a Transcription of Good King Omund’s Charter

Transcription of Good King Omund’s Charter

Wondrous Item, Rare, requires attunement

Non-Lawful enemies have disadvantage when attacking the bearer of the charter. Additionally, the bearer can cast Command 3 times with a DC 15, Lawful enemies have disadvantage against this spell when cast this way.

This item's abilities end when the enemy organization’s leader is defeated.

Religious Order

Holy Orders. (This feature replaces the "Spread the Holy Word" domain feature) As a domain action, make a DC 14 Lore test. On a success, you successfully petition your organization's higher power and receive the aid of the **Avatar of the Most Sublime**. The Avatar may be an NPC the officers know or even already have within their organization, or just a sudden manifestation of the patron's will made manifest.

If the heroes already have an NPC ally from another organization, they can instead anoint a weapon as The Vile Silencer.

The Vile Silencer

+1 Weapon, Rare

A Holy Weapon anointed in times of great need. It deals an extra 2d4 necrotic/radiant damage. Targets hit with the Vile Silencer must make a Charisma saving throw against your organization's Resolve. On a failed save the target cannot speak and cannot use vocal components for spells until the end of their turn. The weapon's abilities end when the enemy organization's leader is defeated.

Underworld Syndicate

Old Hands Make Light Work. (This feature replaces "The Crew" domain feature) Make a DC 16 Espionage test. On a success you find where **Ms.Sabrina** is hiding and get her to help you out. Being a recluse former cat burglar, Ms.Sabrina is not one to mince words, being deft with her hands and her short swords.

If the heroes already have an NPC ally from another organization, they can instead acquire the materials to construct the Dead Man's Key.

Dead Man's Key

+1 Dagger, Rare

A dagger that requires a creature's blood to activate. Once activated, when the creature holding the Dead Man's key would reach 0 hit points, they instantly regain half their total hit points. As a reaction to killing a creature with this weapon, you can ask one question about the creature or anything they knew in life, the GM must answer truthfully. Once the first ability is used, the weapon shatters.

NPC Realm Special Unit Replacement

Despotic Regime

A Summons Most Foul. (This feature replaces "The Crimson Guard" domain feature) As a domain action, make a DC 13 Operations test. On a success, the Despotic Regime summons

The Crimson Knight, Alvère. The Crimson Knight is well feared for their capacity for suffering and brutality. Woe betide fools who cross their path lightly.

If the heroes seek help from this organization and are unwilling to part with Alvère, the Despotic Regime can instead send The Blood Seal in their stead.

The Blood Seal

Wondrous Item, Rare

As a bonus action you can roll a d6, all creatures with 15 feet must make a DC 14 Constitution Saving throw or suffer that much in necrotic damage. Then add the total damage across all those creatures to your next damage roll. You can use this ability up to a number of times equal to your domain level. After all uses are expended the Seal cracks and shatters, rendering it simple wax.

Draconic Empire

Kin Control. (This feature replaces the "Praetores Draconis" domain feature) As a domain action, make a DC 13 Operations test. On a success, The Draconic Empire binds the **Legatus Draconis** to service. Leader of the Drake Knights, the Legatus is a mounted warrior who is well versed

If the heroes seek help from this organization and the Legatus is preoccupied with conquering petty kingdoms elsewhere, the Empire can instead send an Ancient Dragon Shard.

Ancient Dragon Shard

Wondrous Item, Rare

"So how do we use this weird rock? Is it like a spell thing or-"

"The missive says to eat it."

"I'm sorry?"

"...I've heard giants know some good dragon recipes?"

Consume it and gain dragon scales (AC 15) and a breath weapon (15 foot line, 5d6 damage, DC 16). The damage type is based on the type of dragon it came from. You also gain the following ability:

Eyes of the Tyrant. As a bonus action, you can target one creature and they must make a DC 16 Wisdom save, on a failure they are frightened of you for 1 minute, remaking the save at the end of each of their turns.

Dwarven Thanedom

The Selection Ceremony. (This feature replaces the "Siege Manufacturing" domain feature) As a domain action, make a DC 13 Operations test. On a success, the Dwarven Thanedom selects **The Chosen**. Selected through ancient dwarven rituals, The Chosen is a dwarf of particularly Dwarvish qualities that will represent their Thane in the coming conflict.

If the heroes seek help from this organization and The Chosen cannot perform their duties, the Thanedom can instead send The Tumblerer and several sets of Safety Boots in their stead.

The Tumblerer and Safety Boots

Wondrous Items, Rare

As an action on your turn, you plant and activate The Tumblerer. On initiative count 0 (losing any ties) all creatures standing on the same surface or connected walls and structures must make a DC 15 Strength saving throw or fall prone. During the same turn as a domain reaction, make an Operations test against the enemy's Resources, on a success choose a structure in the space, or 10ft sq of wall, or a 15 foot line on the ground. Those structures are destroyed leaving holes as appropriate.

Creatures wearing Safety Boots have advantage on this saving throw, and Dwarves wearing safety boots, automatically succeed. After 1 minute of use or when shut off, the Tumblerer breaks and the Safety Boots are collected after an Extended Rest.

Fey Court

The Wry Rhyme Contest. (This feature replaces the "Surely You Jest" domain feature) As a domain action, make a DC 13 Lore test. On a success, the Fey Court finds **The Poet**. The Poet needs only speak to have magic and people move to their song. Thus they do not, lest they use all the good words early.

If the heroes seek help from this organization and the contest ends up running overlong, the Court can instead send, with anticipation, Valmai's Air Harp.

Valmai's Air Harp (This is a theremin)

Wondrous Item, Rare

As an action, you can start playing. All creatures you choose that can hear you must make a DC 14 Wisdom saving throw. On a failure, the creatures are charmed by you and must use their turn to move closer to you. Fey and creatures with the Fey Ancestry trait have disadvantage against this regardless of any resistance.

Giant Jarldom

Time for a Walk. (This feature replaces the "There Are Giants in the Sky " domain feature) As a domain action, make a DC 13 Operations test. On a success, the Jarldom releases their Armored Centipede **Lil' Slinker** to your aid. Lil' Slinker is a bit difficult to handle on either side of combat for small folk, but can certainly take them for a hell of a ride.

If the heroes seek help from this organization and Lil' Slinker needs to go to the vet, the Jarldom can instead send The Bolstering Rune.

Bolstering Rune Stone

Wondrous Item, Rare

Given as a temporary ability, the rune grants the recipient proficiency in Constitution saving throws, and any time you hit a creature with a melee attack the target has to make a DC 14

Strength saving throw or be knocked back up to 5 x the Jarldom's Domain level in feet. The Rune Stone goes inert after an extended rest.

Gnomish Kingdom

Harried Reconstruction. (This feature replaces the "Mirror Legion" domain feature) As a domain action, make a DC 13 Operations test. On a success, the Gnomish Kingdom swiftly recrafts **The Mirror Knight**. A proof of concept for the Mirror Legion, the Mirror Knight is a more sophisticated, but fiddly version of the legionnaires in the reflection abilities.

If the heroes seek help from this organization and the Kingdom has gone down a rabbit hole (maybe literally) with the reconstruction, they can instead lend you the service of the Mole Rat Squadron via The Scroll of Signaling Secret Trap Springing.

The Scroll of Signaling Secret Trap Springing

Scroll, Rare

The Gnomish Sapper Division, the Mole Rat Squadron, starts to activate the ancient traps and mechanisms within the stronghold to work on the enemies within. As an action you can summon the Mole Rat Squadron to you, when you find a trap or mechanism within the stronghold, as a domain action make an Operations test against a DC the GM decides. On a success the trap is under your control. On a failure, it is destroyed.

The Mole Rat Squadron will remain with you for 1 hour and then return to base.

Goblinoid Coalition

Pull Them Out of the Thorn Hole. (This feature replaces the "The Red Howl" domain feature) As a domain action, make a DC 13 Operations test. On a success, the Coalition is able to extricate **Morzo Ruffskin**. Morzo is an expert beastmaster, though generally is more concerned with the lives of his charges so will more often than not defend them with his body. Very good at tracking and trapping otherwise.

If the heroes seek help from this organization and Morzo is stuck deep in the Thorn Hole, the Coalition can instead send some Worg Soup. You'll never be sure if it's a joke or not though.

Worg Soup

Wondrous Item, Rare

"Could you ask them if this stuff is *for* Worgs or... *made of* Worgs?"

"Sure... Um, they don't seem to understand the question."

"...Let's not press any further, then."

As an action, you can throw the container of Worg Soup within a range of 40 feet. All creatures within 15 feet of the shattered container, at the start of their turn or entering the area for the first time, must make a DC 14 Constitution saving throw. On a failure, they must roll on the Affliction Table and suffer its effects until the start of their next turn. The spilled soup will remain harmful for 10 minutes or until cleaned up.

Afflictions Table.

Afflictions (d4)	Effect
1 - Flaky Eyes	Your eyelids and cheeks start to crack and peel as you start to itch. You are blinded unless you take your bonus action to itch, then you regain vision but attack rolls are made at disadvantage.
2 - Foot Warts	The soles of your feet start to grow boils, feeling very tender. If you move more than half your speed this turn, your speed is reduced to 0 the following turn as your feet are in blistered pain
3 - Blue Skin Rash	Your skin turns neon blue and breaks out. You suffer terribly, making attacks on you have advantage, unless you use your action to itch to soothe the pain.
4 - Purple Nose Flu	Your nose turns purple, your eyes get puffy, your mind gets hazy. You suffer disadvantage on perception checks, you can only make 1 melee attack on your turn, and any concentration checks are done so at disadvantage.

The Soup loses its flavor after a long rest, losing any of its effect.

Hag Coven

Bane of the Swamp King. (This feature replaces the “Swamp’s Wrath” domain feature) As a domain action, make a DC 13 Lore test. On a success, the hag coven brings **The Swamp Father** to heel. A horrid amalgamation of all that is born in the swamp, The Swamp Father is a fell beast that stops at nothing to eat what it’s set out to eat, and has the scars to prove it.

If the heroes seek help from this organization and the Swamp Father chooses to eat out elsewhere, the coven can instead send The Bag of Weird Magic as a close enough replacement.

The Bag of Weird Magic

Wondrous Item, Rare

A large black leather bag with stubby reptilian legs that crawls about, eating small animals when unattended. You open the bag as an action, choose a target within 30 feet and roll on the **Weird Magic Table**. The target must make a DC 13 Charisma saving throw or suffer the effects.

Weird Magic Table.

Result (d10)	Effect
1 - Backwards Legs	Your legs are reversed, making it difficult to move. At the start of the target’s turn they must make a DC 15 Intelligence check, on a

	failure they move the opposite direction.
2 - (Limited) Curse of the Lordling of Frogs	Non-magical objects the target touches with your hands turns into a frog for 1 hour.
3 - Shrinking Back Curse	You back itches constantly, but everytime you scratch you shrink 1 inch.
4 - The Worst Hair Growth Serum	The target's facial hair grows to a ridiculous degree, preventing the target from speaking or seeing properly. They have disadvantage to intimidation, perception, persuasion checks.
5 - Too Many Arms	Every hour the target gains an extra arm. The arms don't listen to the target.
6 - Whistle While You Breathe	As the target breathes there is a musical whistle that can be heard. The target has disadvantage on stealth checks.
7 - Some Words Are Better Left Unsaid	The GM chooses a word, whenever the target hears that word, they are compelled into a maddening rage and punch the speaker once.
8 - Three's A Crowd, But This is Too Much	The target begins to hear the voices of all their weapons and they have opinions
9 - Run Away!	Anything currently in the target's hands is magically pushed away from them and will attempt to escape their grasp. They can attempt to capture them with a melee attack roll (AC 15)
10 - Never a Bad Time For a Salad	The target is compelled to eat anything that is green mistaking it for a wonderful salad.

A curse from the Bag of Weird Magic, can only be removed with Remove Curse and other such magicks. The Bag will escape back to the coven by the end of an Extended Rest

Infernal Echelon

Contract Invocation. (This feature replaces the "Summon the Pale Riders" domain feature) As a domain action, make a DC 13 Lore test. On a success, the Infernal Echelon recalls the **Ash Knight, Morgan**. Wielding the Ashmaker, Ash Knight Morgan rides his personal steed, Inferno Jones' Payday, into battle. They work for the interests of Hell as their dog, though some would prefer the terms "Retainer" or "Warlock".

If the heroes seek help from this organization and Morgan is unavailable, they can instead receive the Infernal Dueling Chain from the Echelon.

“Why would you name a horse something like that?”

“You my friend are clearly unaware of the rich history and tradition of rearing racehorses.”

Infernal Dueling Chain

Wondrous Item, Rare, Cursed

Once activated as an action, you and a target within 30 feet must make a DC 14 Dexterity Saving Throw or be bound and drawn together within 20 feet of each other by the black iron chain as it alights in crimson flame. Neither you nor the target can move more than 20 feet away from the other, but either can attempt to move the other with a contested Athletics check. At the start of either creature's turn, both take 2d6 fire damage (this ignores any resistance).

The chain can only be removed if either the user or the target's hit points reach 0 or if Remove Curse or other similar spells are used on the item.

Medusean Tyranny

Gather the Stones. (This feature replaces the “Living Statuary” domain feature) As a domain action, make a DC 13 Lore test. On a success, the Tyranny completes the ritual to create **The Memory of Heroes Past**. An inhuman conglomeration of the broken stone limbs of unfortunate souls bound into a single creature. Its many parts and terrifying visage strike fear and pain into its targets.

If the heroes seek help from this organization and the Memory is in a deeply useless shape, the Tyranny can instead gift the heroes a Medusa's Kiss.

Medusa's Kiss

Wondrous Item, Rare

A beautiful set of serpentine jewelry that when activated as an action, can make a target with 10 feet have to make a DC 15 Constitution saving throw. On a failure, the target is paralyzed for 1 minute and can attempt to remake the save at the end of each of their turns. Regardless if the target succeeds or fails they are poisoned for 1 minute and the item falls inert.

If the target is immune to poison, then both effects of this item fail and it returns to the user.

Orc Clan

Champion's Trial. (This feature replaces the “The Unbreakable” domain feature) As a domain action, make a DC 13 Operations test. On a success, the clan calls their champion, **Koruush the Unbroken**. Koruush is an Orc among Orcs: Strong in arm, deft in aim, and wise in spades. She is a well and capable battlefield commander, and can offer her wisdom if asked. Not a foe to face simply.

If the heroes seek help from this organization and Koruush cannot meet the call, she will instead send The Black Arrows as an apology.

The Black Arrows

“Remember these words, archer: ‘5 Shots, 5 Hits.’”

“Orcish culture has high expectations.”

“Of course, any less would mean death for the hunter.”

Ammunition, Rare

A set (2d6+1) of black lacquered arrows and marked with the orcish symbols of attrition, these arrows gain a +1 bonus to attack and damage for each arrow that hits the target. Every time a target is hit with an arrow their speed is reduced by 5 feet.

The arrows lose their magic at the end of an Extended Rest.

Planar Invaders

Post The Bounty. (This feature replaces the “Recall the Fleet” domain feature) As a domain action, make a DC 13 Operations test. On a success, the Invaders find the **Bounty Hunter Shan** to lend their aid, for a price. Shan is well armed and well trained in subduing humanoids and eliminating anything else that gets in the way.

If the heroes seek help from this organization and the bounty isn’t taken, Invaders can instead send The Circlet of Turmoil.

The Circlet of Turmoil

Wondrous Item, Rare

A piece of psionic enabled technology often given to fools and masters of the technique. The show at the end of life is always entertaining. As a bonus action you can activate the circlet for 1 minute, gaining proficiency in Intelligence saving throws and gaining an extra 3d6 psychic damage to all damage rolls. After the end of the minute, you must make a DC 17 Intelligence saving throw. On a failure roll 1d6 and reduce your Intelligence score by that amount. This can be recovered after a short or long rest.

If you fail by 5 or more you are incapacitated for 1 hour. This does not count as a short rest. If you roll a 1 on this saving throw, your Intelligence is reduced to 1. This can only be recovered from by taking a long rest, or Greater Restoration.

In any case, the circlet burns out, its abilities or technology unrecoverable.

Reptilian Band

Consult the Ancestors. (This feature replaces the “Prehistoric Wrath” domain feature) As a domain action, make a DC 13 Lore test. On a success, **Sorka the Scaled Witch** ends her congress with her predecessors and will come to the fore. Learned in the ways of magecraft and healing she is capable of keeping her allies together with her wit and spells. And if should the need arise, she can always summon a dinosaur

If the heroes seek help from this organization and Sorka is unable to leave her meeting with spirits, the Band can instead avail the heroes to the Idol of the Ancestors.

Idol of the Ancients

Wondrous Item, Rare

As a bonus action, you can activate the idol and become empowered by the spirits of powerful dinosaurs.

T-Rex. When you make a successful attack, a ghostly T-Rex's maw grapples the target (Escape DC 15).

Allosaurus. When you move at least 15 feet straight, and you make a successful melee attack on a creature, they must make a DC 15 Strength saving throw or be knocked prone

Brontosaurus. As an action, you can summon a spectral brontosaurus tail that sweeps across a 15 foot cone area, all creatures in the area must make a DC 15 Dexterity saving throw or take 4d6 bludgeoning damage and be knocked prone, taking only half as much on a success.

After 1 minute, the idol falls inert, with the spirits within going dormant.

Undead Dominion

UNSEAL THAT COFFIN! (This feature replaces the "Mass Animate Dead" domain feature) As a domain action, make a DC 14 Lore test. On a success, the Undead Dominion raises **The Last Sovereign**. Who that is exactly is up to you, the Dungeon Master, but whoever they were, they are no more. Now they are a faded reflection of themselves, empowered by necromancy to follow their new master's will.

If the heroes seek help from this organization and the Dominion is unwilling to part with their new servant, they can put together a Scroll of Necrosis.

Scroll of Necrosis

Scroll, Rare

The scroll is etched into the bark of a tree that has been dead for 20 years, seeping in necrotic pools for that time. As an action on your turn, choose Arms or Legs, then choose a number of targets up to your Domain Level. All must make a DC 14 Constitution saving throw. On a success the target takes 4d8 necrotic damage. On a failure, the target suffers the chosen effect.

Arms. The target's strength in arms start to falter as their arms start to necrotize. The target deals half damage with weapons attacks and they take 2d6 necrotic damage for every successful melee attack they make.

Legs. The target's speed is reduced by half and they take 1d8 necrotic damage for every 5 feet of movement they make. If the target fails by 5 or more they're speed is reduced to 0.

At the end of their turns the targets can attempt to make the save again. Once used this scroll burns away. This item does not affect undead creatures.

Undersea Colony

Rite of Deep Sea Summoning. (This feature replaces the "Salt Golems" domain feature) As a domain action, make a DC 13 Lore test. On a success, the Undersea Colony unleashes the **Wretch of the Deep**. Rising from the depths of the Abyssal Ravines, the Wretch is a creature of

unrivaled strength and horror. Only those of powerful will can keep it under their control, lest it begins to devour all creatures on all sides.

If the heroes seek help from this organization and the Wretch is in Hibernation, they can instead send The Coralmaster's Rod.

The Coralmaster's Rod

Rod, Rare

Born from the elder coral crowns of the Sea Kings, the Coralmaster's Rod

Coral Armor. As a reaction, you quickly summon a surge of coral to protect you. When you take damage, you can reduce the damage by 1d10 × your domain level.

Reef Shelter. Taking 1 minute to craft, you form a secure 10 foot radius shelter. Inside, the spirits of fish move about giving life to the interior. Creatures that take a rest inside the shelter can roll a hit die and gain that many temporary hit points.

Barrier Coral. As an action, you create a wall of coral up to 20 feet long and up to 10 feet high. It has an AC of 15 and 20 HP. The Wall is destroyed when you summon another wall.

After using any of these features a total of 3 times, the rod breaks into bleached coral, rendering it unusable.

World Below City State

Thread the Needle. (This feature replaces the "Worm Knight" domain feature) As a domain action, make a DC 13 Operations test. On a success, the City State successfully summons **The Emerald Thread**. Little is known of the Thread, some say they are a single assassin able to travel as they will. Others say they are a league of assassins who take a mantle. What the City State knows is that they are effective.

If the heroes seek help from this organization at an inopportune moment, they can instead send a Kunzite Lash as a sign of support.

The Kunzite Lash

+1 Whip, Reach 15 feet

When you make an attack with this whip you can choose to grapple the target instead of dealing damage. You can grapple up to 3 creatures this way.

Shocking Lash. As a bonus action, deal 2d6 lightning damage per creature grappled by this weapon.

This weapon disintegrates into inert dust at the end of an extended rest