

OF STARLIGHT AND VOID

A SUPPLEMENT BY



KELFECIL'S
TALES

OF STARLIGHT AND VOID

BY



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ART CREDITS

ALL ART IS USED UNDER AGREEMENT FOR NON-COMMERCIAL PURPOSES.

All artists have been contacted in advance before any of their artwork was used in this PDF.

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- [Philip](#)
Who single-handedly wrote more than half of the lore entries for the landscape of Latakar. This world has become as much his as it was mine.

THE ARTISTS

- [ThemeFinland](#)
Who has given the most inspiration in terms of the deities of the world and the Void corruption.
- [ChrisCold](#)
Who gave inspiration for Kalberith, the Lord of Souls and through his art, a lot of things like the Souls Plane were visualized.
- [JoeyJazz](#)
Who has some of the most stunning space art, perfect for the theme of Starlight in the realm of Latakar.
- [AramisDream](#)
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- [Aerroscape](#)
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Whose bewitching characters helped give life to the Fate Weavers.
- [Mona Finden](#)
Whose art was one of the first inspirations for the eastern lands of Latakar.

THE INSPIRATIONS

- [Haven Homebrewing Community](#)
Through their released supplement called *All the Lights in the Sky are Stars (ATLAS)* I was able to get a lot of inspiration to create a lot of starlight-themed things such as spells, subclasses and more. They were super kind to even let me reference some of their spells in my own supplement.
- [Pastordontplay](#)
Who originally had the idea for Distilled Starlight. He allowed me to use all of his content for this supplement and his content has also inspired me with the creation of even more.

A DANCE BETWEEN LIGHT AND SHADOW

The world of Latakar. A place filled with magic, mystery and treasure. While some see it as the land of adventure, others look at it from a more, mundane, perspective. Some traverse its exotic and constantly shifting landscape to uncover long forgotten history while others, just live their normal lives with their daily routine job and activities.

The realm has been in peace for hundreds of years with only a few minor conflicts taking place, ones that occasionally disturbed the peace. The conflicts though are never enough to rouse a war or anything more grand than a small battle. Factions fight for territory and then form treaties again so that they may keep their people safe. A constant rotation of events that has made everyone in the realm never expect the unexpected.

Which is why, when the Void beckoned, most did not dare answer its call.

The corruption would nonetheless find a way to spread throughout the realm and the Void god would emerge from the deep reaches of the Astral plane to consume and devour what was once his. The Starlight gods are aware of this and have decided to make their existence known to the mortals of Latakar, in hopes that they will rally the people against the oncoming corruption.

Will adventurers rise to fight the Void, or will they join it in an attempt to seize complete control?

The stars are all afire and they are showing you the way... will you follow?



INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. Each adventure focuses on a different featured artist. Unlike the traditional way of creating adventures and then finding art that suits what the story is all about, I get inspired by the art of a certain artist and then create something based on the art itself.

This PDF serves as the central source for everything you need to know about the realm of Latakar. The gods, the history, the astral plane, the creatures and the arcane magicks that surround it, are all explained in this module.

AUTHOR'S NOTE

WRITING FICTION

I would like to mention here that all of this work is **purely fiction** that I have written while inspired by all sorts of things such as various cultures, media, art and a bunch of other things that are hard to all list. Even as a Greek person that has traveled for many years, living in different countries and meeting people from all sorts of different cultural backgrounds, I still believe that I am not exactly the perfect person to talk about other cultures and their influence in art. I try to study and understand a lot of things that I try to implement in my fiction writing, but it is bound to happen that now and then some of my words might not appeal to everyone.

This is a disclaimer explaining that none of the fiction that I write is meant to be offensive or insulting to any individual or group of people out there.

We live in a very diverse and beautiful world so if we are to draw inspiration from something, we should always do so in a respectful way. For that reason, I try to constantly study and learn as much as I can about other cultures that I draw inspiration from.

For example, I am always very interested and enthusiastic about ancient Japanese and Bedouin history and culture. If you are familiar with either of those cultures, you will find a lot of things in my writing that will remind you of them. Terms like "eastern-inspired" or "nomadic" are ones that I often use to refer to something that was inspired by one of those cultures.

I am a huge fan of linguistics as well, so you will also find a lot of words written in different languages. I find using words from other languages in fiction quite refreshing as it sometimes allows us to connect fictional things to real life references which in turn gives a better feel for what we see in the theatre of our minds. All those words will of course be explained in terms of the setting and stories I present. In some cases, the use of a non-English word serves a purpose that no English word would be able to.

If you find something that you think it could have been written, phrased or explained in a better way, then I am always open to listen to feedback so that I may improve my future work.

USING THIS SUPPLEMENT

You may use this supplement in order to introduce a whole setting in your favorite Roleplaying Game or just to read and enjoy its contents as you explore a realm with all sorts of details and stories around it. All the stories I publish can either be adapted to your own campaigns and stories or you can connect all of them through the setting introduced in this supplement.

This supplement will be regularly updated with edits and new information that will help improve the setting's narrative. Make sure you check at least monthly for an updated version.

A SIMPLE WORLD

The setting explained in this supplement is meant to be simple. The realm, the planes, the deities, the spells and everything else in it, are meant to be simple in order to provide a solid ground for future stories to stand on. I generally prefer to expand on the story of a couple of deities in just a couple of realms, rather than complicate things with a pantheon filled with twenty different characters who all get mixed up.

A simple setting helps provide both the GM and the players a very quick understanding of how the world around them works and I find that extremely important when trying to get everyone on the same page. In regards to trying to create a fantasy world in the minds of several people at the same time, keeping things simple

REFERENCING MY WORK

If you would like to create something based on my work, then you are more than welcome to as long as it is non-commercial work. However, a lot of time, effort and creativity goes into creating these stories, so I would appreciate it if you let me know about it and I also ask that you credit me appropriately in your work.

Crediting other's people work in your own should always be something you do with joy and excitement. As you may have noticed, I credit people in my work to a great extent.

SPECIAL THANKS

I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who has continuously supported me, every step of the way.
- **The amazing artists**, who have kindly allowed me to use their art for the purpose of giving the readers a better feel for the world of Latakar through their stunningly beautiful art. Please take some time to go through [the art credits page](#) and check out all of the artists and their work.
- **All my patreon supporters** who continue to give me feedback and all their love and support.
- **Philip** who has helped me bring this all to life by contributing so much lore and so many ideas. He wrote so much for the realm of Latakar and this supplement would not have been even half as good if it was not for his help.

PATREON SUPPORT

If you wish to support me with writing more RPG modules in the future, you are more than welcome to do so through my [Patreon page](#).

Patreon supporters get **weekly exclusives, such as extra supplements and short stories!**

PATREON SUPPORTERS

Mart, Karolina O., Keks_Adr, KataiAkuma, Calithiliel Emma Kate, Fey Ma, Claire Buzzelli, Ian Achzenick, Matthew Loughheed, Naomai Alexander, AStarryFox, JC Ramin, Sigurds Eglitis, Silvio Rene Lopar, Bri, Howie Taylor, Yogi



LATAKAR

We grow up learning that things around us are the way they are for a reason. We learn about the science behind everything and what was once a mystery can easily become a well-known fact through research and careful study. Humans are, after all, curious creatures and they try to explore everything.

The realm of Latakar, is no different.

Reality is complex but not beyond explanation. Filled with all sorts of interesting landscapes, magical phenomena and the constant rotation of space bodies in the sky above, Latakar feels like it should be different, but it is really not. The fundamental idea of the realm is that every single material or immaterial body can be understood if one was to carefully study it. Just because something feels magical, does not also mean that exists without reason.

In Latakar, the stars guide fate and fate guides the souls within the realm.

Before beginning to describe anything about the land itself, how it looks or feels like, it is important to understand how a few important things are connected in the realm. Specifically, it is crucial to talk about the different planes of existence as well as their connection to the deities and the stars.

There are three planes of existence. The Material Plane, the Astral Plane and the Souls Plane, but to understand those, one must know about the Astral Siblings first.

A GAME OF POWER

Latakar was created by the Astral Siblings. The planes came to exist when the Siblings had grown bored of all their discussions about the cosmos around them and decided to start playing a game of power.

Eager to show what they can create, Umi and Ukko gathered the dust of the cosmos and created all sorts of beautiful things that suddenly made the vast emptiness of space a little bit more decorated than before. All the things one can see when they look to the skies above the material plane, are the things that Umi and Ukko made. Star constellations, nebulae, black holes, planets, all creations made from the brilliance and playfulness of the two young siblings. From their efforts, came to be the Astral Plane.

Za'strasz, the eldest of the three Siblings, saw what the other two had created and decided to showcase the true length of his power. Za'strasz reached out to the cosmos and gathered everything close to himself. He started creating valleys, deserts, mountains and seas. He started painting on what was otherwise an empty canvas with colors that he borrowed from the astronomical objects around him. From the weaving of his hands, came to be the Material Plane.

The Material and the Astral Planes were connected through the magic that the Siblings commanded and all that was left was to populate what they had created. With one final move, Umi created the Souls Plane where creatures would be born and transported to the material plane to begin their lives.

Although the Siblings had created the world, they hadn't given it a day or night cycle. As such, time was not properly counted and for that reason, creatures in the future would find it difficult to understand how time passed in the past.

It was not long, before the denizens of the Material plane would start to understand and even use the powers of Starlight Magic. The Magic that connected everything was the key to unlocking the secrets of the universe.

As the Siblings watched everything transpire, they could not help but notice that the creatures they had allowed to roam the lands of Latakar, had grown powerful through the use of Starlight Magic. They started to extend their life spans by finding ways to bring creatures back from the Souls Plane and they began to wander the endless fields of the Astral Plane too.

All of this started to make Za'strasz fear of what could happen if the creatures grew too strong. He feared that they would eventually be strong enough to match him in power. So he did what he felt needed to be done. He rained hell on the denizens of Latakar and as he started to destroy large parts of what he and his siblings had created, the younger Siblings saw him gone mad and decided to try and stop him.

It is not known just how long the Siblings' conflict raged, as time was not a thing to be counted back then. However, it is known that it lasted long enough to bring about almost total devastation on the world. Umi and Ukko had won and since they could not bare to see their older brother destroyed, they decided to banish him to the far reaches of the cosmos. They trapped him in the Void. The endless pit of nothingness.

Za'strasz, however, would not be chained by the darkness of the Void forever...

Having disposed of their mad brother, Umi and Ukko began trying to repair what was left of Latakar. They decided that a certain kind of balance needed to be had in the realm and for that reason, they created the Night and Day. Previously, all time would flow without any direct influence by the Astral Siblings. This time though, the Siblings wanted to avoid what happened last time and therefore decided to leave their mark on the world.

Umi, ruled over the Night and was thus named the Moon Goddess.

Ukko, ruled over the Day and was thus named the Sun God.

Together, they ruled over the entire realm, making sure that the creatures of Latakar were kept in check. They would rarely ever show themselves, but even when they did, it would be for a special occasion.

Night and Day allowed time to flow in a more natural manner and soon enough, a balance was found. Whenever daytime or nighttime lasted longer, it was only because the two siblings would quarrel over simple matters. It never happened for too long, but still, it broke the balance now and then.

In order to control the Souls Plane, they created a Daemon. They named him Kalberith and gave him enough power to guide the souls in and out of the plane where he would rule. They also allowed him to create his own race of Daemons so that he may have subjects to aid him in his efforts.

All, was going well and the realm of Latakar was off to a brand new start. The new creatures found themselves building civilizations on top of the ruins of the old realm and peace was a common thing with the exception of a few minor clashes now and then.

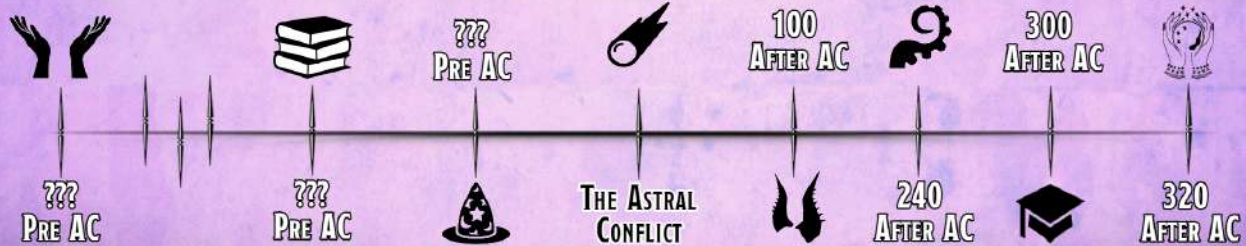
Peace would not last forever though, as the eldest of the Siblings, Za'strasz, had plans to retake what was once his. Having grown powerful from the Void that surrounded him, he has now returned from the shadows to infect all that his younger siblings had repaired. He will not rest, until everything has been touched by the Void and until the corruption has spread to the far reaches of each Plane of the realm.

The Void **beckons** and the Void **corrupts**...



STARLIGHT CHRONICLES

The **Starlight Chronicles** is the name of the setting and the timeline below serves as a guide to anyone that wishes to understand the timeline of events that transpired in the realm. The adventures written by Kelfecil's Tales will always have one of the Chronicle symbols in the first few pages, explaining when the adventure takes place in the timeline. Knowing what has happened before the time that the players are currently in, helps them understand the realm better. This also allows the GM to explain historical things in a much better way. In Latakar, knowing the *time* you are in, is just as important as the *location* you are at.



CREATION

This is the time when the Astral Siblings played their little game of demonstrating their powers to one another. The three planes of Latakar were created on that day and the realm started to exist.



THE FIRST LIBRARIES

With an absent flow of time, the denizens of Latakar were able to quickly understand all around them. It took only a couple hundred years before they started to build entire civilizations and empires. The knowledge they had gathered though and the knowledge that was to come, had to be preserved somehow. For that reason, the first Great Libraries were built. Legends in the future would speak of those libraries as fountains of immense knowledge.



THE PRE-EMINENT SOULS

Unchecked by the Siblings, the creatures of Latakar grew stronger with every passing year as they eventually reached the point where they could transcend the planes with little to no effort. They were able to manipulate even the powers of the Souls Plane and that allowed them to live for many years past their normal life expectancy. The Astral Siblings noticed this and it was a matter of time before Za'strasz would attempt to reclaim his realm.



THE ASTRAL CONFLICT

The central point of the timeline, when the world came apart and then made anew. Very few survived the catastrophe that Za'strasz brought upon the realm.



DAEMON INSURRECTION

When the Lord of Souls, the Daemon Kalberith, found an opportunity to start expanding his influence and power to other Planes. A few Daemons started infiltrating the Material Plane so that they may prepare the ground for the hordes of hell to arrive later with Kalberith himself.



RETURN OF THE VOID

When the Void Lord, Za'strasz, returned from the abyssal depths of the cosmos. He returned to claim what was once his and he used his newfound Eldritch powers to do that. The Eldritch magic he commanded was drawn directly from the Void itself. He would spread corruption to the Material Plane slowly as he tried to bring more and more creatures to his side, with the end goal being to become the one true ruler of Latakar once again.



RISE OF ASTROMANCY

When the people of Latakar learned how to use Starlight Magic once again, they decided to educate future generations in the correct use of those magical powers. They knew that the instability of Starlight spells could very easily mean that untrained spellcasters could bring havoc to the realm. The creation of *The Astral Academy* helped interested students understand the powers of the cosmos, study them closer and even use them to help others.



COUNCIL OF STARS

It was not long before *The Astral Academy* started becoming the focus of attention of many political powers in the realm. Even the Astral Siblings themselves kept a close eye on the school but they still did their best to stay out of sight. However, with that much power on the line, guidance was needed and it was found in the faces of three powerful magi. They called it the *Council of Stars* and they were three very wise and powerful astromancers who together decided what the Academy's decisions on matter that concerned the realm would be.

Names of the Astromancers to be revealed in a future update.

MORE ERAS

More eras will be added here as the realm of Latakar and its history both expand. With every release of a new adventure, you can expect to find out more about the various events that have transpired. Not only that, but the players who play those adventures, will be able to experience those events first hand and even dare to alter the fate of the realm through their actions.

THE DEITIES

Over the next few pages, a brief explanation of each deity will be given. These are the most powerful beings in the setting and it is very rare that any creature would be strong enough to fight any of them and even defeat them. The Lord of Souls is definitely the weakest of them all, but even he is seen as undefeatable since he commands the vast hordes of Daemons.

Each deity is explained briefly in the next few pages so that GMs running a game in the *Astral Chronicles* setting can have an understanding of how the deities are seen and vaguely how they behave. More detail regarding the reactions of the gods can be found within certain adventure modules (release or to be released) where one or more deities are part of the story.

Each deity also has an identifying emblem. This serves the purpose of giving the players a visual identification when it comes to understanding which deity a temple is dedicated to. The *Church of Stars*, as it is explained in this supplement, is an organization that will also be explored more in-depth in adventures that give it an important role.

Stat blocks for all the deities will be provided in a future update.

UMI, THE MOON GODDESS

Umi, whose whisper brought light into the dark and who birthed the stars. She is known as the great gardener of the sky, as she takes care of the stars and rearranges them as she sows the sky. In the realm of Latakar, the stars remain visible even during the day and light up at night even more intensely as she appears. Sometimes these stars fall down and the pale metal in them was most commonly used to craft statues of her.

Umi is the calmest of the three Astral Siblings and is the one that suggested they create the night in order to balance the realm and force the denizens to evolve in a much calmer pace than they did before the remaking of the world.

She is extremely powerful and is the one that understands the Void the best. This is because she once heard a calling from the abyss that told her to embrace the Void and use it to overthrow her brothers. She tried out the Eldritch magic but was smart enough to know that no such promise of power would come without a cost, so she refused it and vowed to always fight against it.

During the *Return of the Void* era, Umi played a very pivotal role in helping mortals understand Starlight Magic so that they may use it against the oncoming corruption. Her brother, Ukko, disagreed with her on the choice she had made but Umi was wise enough to not reveal herself to anyone. She only gave the creatures she deemed worthy various omens and signs to offer them guidance.



UKKO, THE SUN GOD

Ukko, the one who breathes solar fire, creator of life, bringer of justice, the sun above. The Sun god's name has become synonymous with the brightest star of the cosmos and all who learn of his existence, learn to praise and rever him. Ukko is a very merciless and benevolent at the same time. He craves to be noticed by the creatures of Latakar who he all sees as subjects of his.

He is the least modest of the three Siblings but just as powerful as Umi. He draws his powers from the stars of the cosmos and he is therefore much weaker than Umi wherever the light does not reach. Although not as intelligent as Umi, Ukko's wisdom is unquestionable and has time and again proven this by handling realm matters in ways that none else could have planned similarly.

Unlike the other Siblings, he is constantly trying to find ways to reveal himself in various ways to the denizens of Latakar. He is the one that communicates with Kalberith, the Lord of Souls, the most in order to control what is going on in the Planes of Souls.

Ukko is not as omniscient as Umi due to the constraints of his reach, which is dependant on light, but wherever he is indeed present, he makes sure those around him understand that he is an avenging god. Should creatures defy him, he makes sure that they feel his wrath and anger. This trait also makes him a much more emotional being than Umi creating a contrast of character between the young brother and sister.



CHURCH OF STARS

Although this will be explained more in greater depth in the *Landscape* section, it is important to note that both Ukko and Umi are praised as benevolent gods. The creatures of Latakar do not know of the existence of a third Sibling but they know that Ukko draws his powers from the stars that shine a bright light and Umi draws her powers from luminescent moonlight along with a few other sources.

The *Church of Stars* is the largest of religious organization formed around the need to teach people of the existence of the Astral Siblings and also praise them. Most members of the Church are not aware of what the Astral Siblings are exactly or how many there are. Most know of Ukko while a few have only heard of Umi. This is also why the Church's emblem has only two stars on it. On top of that, the limited amount of contact that they had with the gods has brought them to the point where they are making up a lot of stories about who those almighty beings really are and what they represent.

The first temples of the Church started in the eastern lands of Latakar where most of the survivors of the Astral Conflict fled to after the catastrophe. Those few survivors had witnessed the end of the world and lived to tell the tale. Only a couple of them ended up supporting the idea of building a Church to praise the almighty beings that brought the destruction upon them and a lot of newborn creatures followed them and their teachings. The rest of the survivors adhor the idea of praising the gods who killed so many due to their selfish conflict.



Za'STRASZ, THE VOID

The strongest of the Astral Siblings, once a benevolent and omnipotent god, now cast into the endless void as punishment for his outrageous reaction during the Astral Conflict. Za'strasz is usually spoken of only in old books that survived the unmaking of the world. He has returned from his centuries-long banishment and seeks to reclaim the world he once built with his own hands. He is angry, but also very patient and cunning. His time away from his siblings has taught him to wait and act in ways that his siblings would not expect.

Za'strasz hides his own true power and instead uses the forces of the abyssal void in order to corrupt everything around him so that he may gain allies in his efforts to dominate the realm of Latakar. Subterfuge, assassinations and other tactics from the shadows are the way he operates. He tries to corrupt the minds of mortals by offering them power and riches as long as they follow his path of corruption and destruction.

As the god of the Void, he possesses eldritch powers beyond most mortals' comprehension. Although there have been a few eldritch gods that tried to corrupt the world, none of them come ever so close to what Za'strasz is capable of. Most of the other Old Ones lacked the patience and intelligence that Za'strasz possesses, which is also the reason why they all eventually perished by the hands of mortals.

Eldritch power and void corruption go hand in hand. The Void is literally the opposite of Starlight essence. It is what exists wherever the light of stars does not reach. Void in large amounts is able to fully absorb starlight and that is exactly what Za'strasz wants to do with the world.

Za'strasz's plan would be difficult to accomplish if he does not have a presence on all three of the planes. For that reason, he reaches out to mortals that he believes are capable of handling part of his power, so that they may carry out his bidding. Just like many other eldritch gods, he can be a Warlock's Patron.

More on Za'strasz as a Warlock Patron on [Page #](#).

Nobody has ever come face to face with the Void god himself or nobody has lived to tell the tale. The truth behind this is that most went insane or were consumed by Za'strasz when they saw the atrocious and eternal darkness that is Za'strasz.

Although most speak of unspeakable evil and the presence of corruption, most of the denizens of Latakar do not believe in any such things, since peace has existed for far too long to believe that anything would be so out of place. Cultists and acolytes of Za'strasz preach of his arrival in secret churches, in many cases operating through the Church of Stars where they find a lot of new blood for their cults.

Za'strasz rarely ever communes with any specific mortal. He reaches out to a few chosen every few months, but in general tries to keep his presence hidden.



KALBERITH, LORD OF SOULS

The first of the Daemon race, the Lord of Souls and the Masked one. For some reason, when Za'strasz made Kalberith together with his siblings, he decided to give him a monstrous visage. Legends say that his face is always masked so that people who gaze upon him can still maintain their sanity. Few stories exist of Kalberith ever taking off his mask.

The reason why Kalberith was brought to being is because a dedicated entity was needed to control passage from the Souls plane to the Material one. His task was of great importance since the souls that would be born were all accounted for and the ones that perished were all kept in a safe place under Kalberith's watch.

Kalberith was allowed to create his own subjects, other Daemons, so that he may have assistance in his great task of safekeeping the plane of Souls and everything within it. Unbeknownst to the Siblings, Kalberith actually used perished souls to create some of the first Daemons of Latakar, the ones who later became his most trusted lieutenants. Those were also the ones that Kalberith would later rely on during the Daemon Insurrection.

Kalberith was actually curious as to why he was given life from the very first moments of his existence. He questioned his task but also obeyed the Siblings blindly so that he may gain their trust. Slowly building up that trust, he was allowed to run things his way more and more as the years passed. After the Astral Conflict, he found the perfect opportunity to start building up what he had always planned; infiltrating the Material plane.

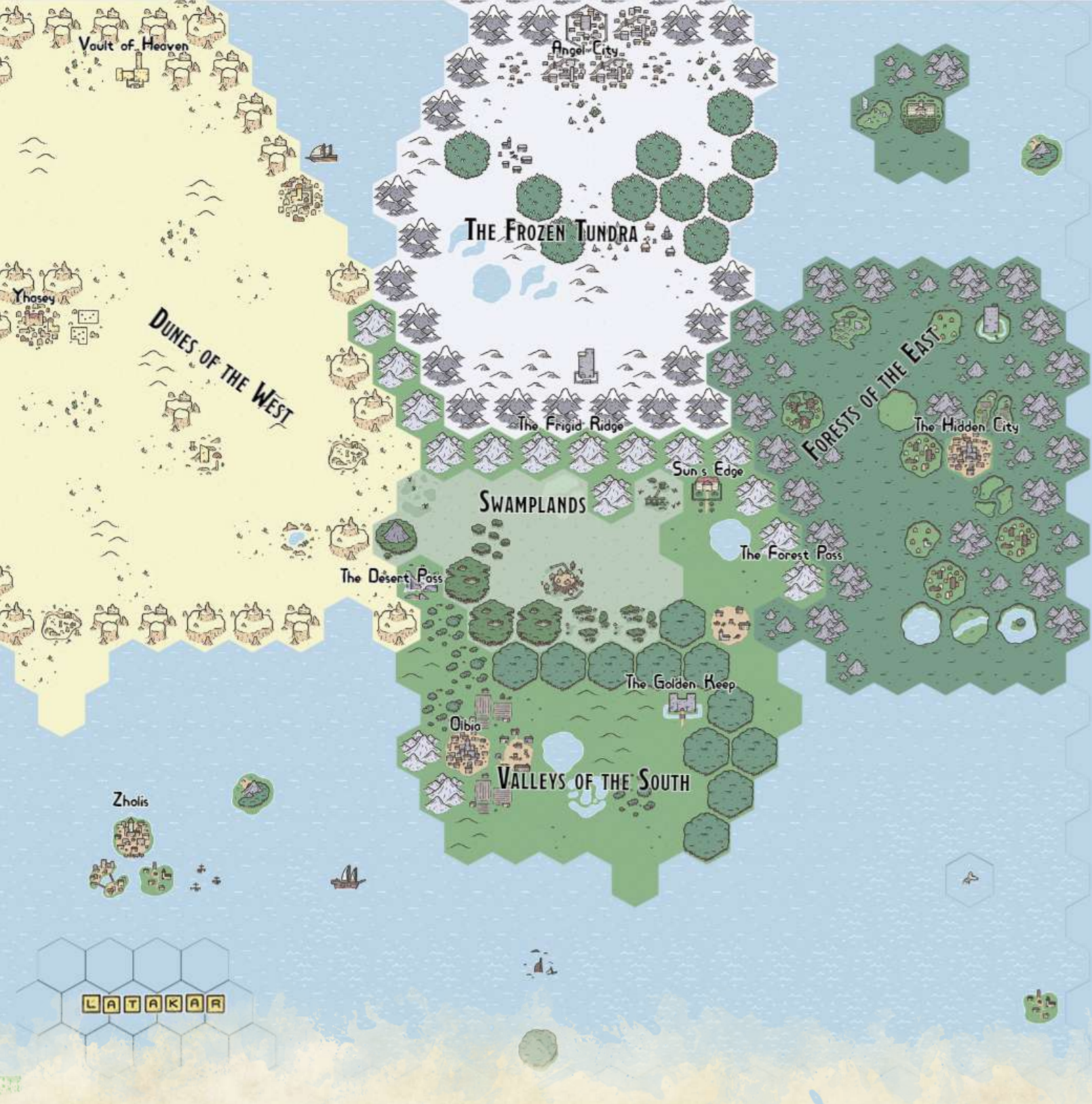
Kalberith actually had one very important rule; he was never allowed to step into the Material plane and should he ever do so, the Siblings would replace him with another Daemon.

Knowing that, a lot of his subjects tried to trick him into losing his position of power, but none succeeded over the centuries. Kalberith has always been the one true ruler of the Souls plane for as long as the world has existed. A few of his subjects came close though and Kalberith remembers that very well, being ever so careful about how he handles things because of those incidents.

Kalberith is not praised by any mortal. Instead, mortals know of his existence much like humans in reality know of the grim reaper. Even when cults are created to praise him, they are never contacted by Kalberith himself. Instead, most of those cults are either pretenders or are ran by a lesser Daemon, a demon or a devil, that is trying to gain power through worship.

Mortals know of the existence of Daemons as well and in most cases see them as evil, even though most of them are of Neutral nature. Some Daemons but can easily be found trying to make their own plans to assert dominance over certain areas or creatures. Over the years, they have developed a kind of infamy amongst mortals and most of all among the religious creatures.





MAP OF LATAKAR

It is difficult to talk about the landscape without referring to the map of the realm first.

The map above was made using the World Map Hextiles [by Slowquest](#) is only used for reference at the moment. Since the setting is constantly evolving, there will be a lot of changes made to the map over the course of time and you can expect to see these implemented in future monthly updates to the supplement.

It looks very simple for now, although beautiful enough thanks to the amazing tiles provided by Slowquest, but the idea is to generally be able to switch things in and out without too much effort before a more finalized form of the map can be made. Once there is a more concrete idea of how the map of the Material plane of Latakar looks like, a commission for a unique map will be made and will be used here.

LANDSCAPE OF LATAKAR

From the deserts to the west, to the forest-filled land of the east and from the frozen mountainous area of the north to the valleys of the south, there are many places to explore in Latakar.

Although most of the adventures haven't had the chance to explore this yet, Latakar is a place of marvelous sights. This is mostly because space and the cosmos above Latakar is so closely connected to the realm. Although Latakar is just another planet in the cosmos, it is also the only inhabited one (*for now at least*).

When the Astral Siblings made the realm, they used a whole range of resources from the galaxy around them to create it. Most of those, are still close to Latakar and can be seen by anyone who steps outside and looks up into the skies.

Several suns, moons and stars can be seen both during the day and night. Some reveal themselves at very specific times of the day or even on more special occasions, at a certain time of the year. Latakar spins around itself much like the Earth of our world and seasons change the same way too.

There are places where the stars align and planets align in such a way that the realm gets painted in beautiful colors unlike any seen in natural landscape of reality. Pink, purple and green luminescent colors shower the mountains with a neon glare that travelers marvel at and later write songs inspired by their beauty.

The land itself however, was created in such a way, that certain places rarely ever change in terms of climate or weather conditions. This has allowed the people to study and slowly understand how the realm works. The abundance of stars and other cosmic bodies is the reason why Astromancers are the most sought after science by those who seek to know more about the world around them.

Combined with Starlight Magic, Astromancers understand how the cosmos was weaved together and stays in place due to the perfect balance that exists within it.

The next few pages of this supplement go a lot more in depth, explaining a lot of things about specific areas and several important places. Some of them are left empty on purpose and will be expanded on in the future.

As more adventures are written in the Starlight Chronicles setting, so will a lot of these pages be expanded with more information on each area and many specific things about it like important places within them.

RELATED ADVENTURES

At the end of each segment, you will also find a list of all the adventures that are related in some way to the location. Be it that the adventure takes place entirely in that area or that the adventurers just pass by it, you can also look through this information in order to learn more about how you can expand your understanding of the world and in turn allow yourself to play it out even better for your games.



THE VALLEYS TO THE SOUTH

The southern lands of the Material plane of Latakar are filled with green valleys a couple lakes and lots of forests that separate it from the swamplands.

This is where the majority of the civilization resides. With Olbia, the City of Marble at the west of the valley, a lot of people have found the perfect opportunity to settle in the area around the city. The climate is perfect for farming and cultivation of the land. The center part of the valley is still largely uninhabited and one can only find sparse houses while traveling through it.

It is clear that despite what happened during the unmaking of the world, Southern Latakar was the one that recovered the fastest from it. Some of the richest families actually moved to this land in order to accommodate their needs next to others that would prosper from the welcoming environment of the valley.

One of the most notable things about Southern Latakar, is that the people have not built docks yet. The people of Olbia usually rely on the ports of small villages when it comes to venturing out into the sea.

To be expanded in future updates.

RELATED ADVENTURES

- **Astral Invitation.** The players have to help investigate certain supernatural disturbances at a nearby forest. The village that the players visit is in somewhere in Southern Latakar, close to the forest.
- **Toxic Haze.** The players have to defeat the Magpies gang before they complete production of a new toxic magitech item.
- **Heart of Gold.** The players start in Olbia where they tasked by a young Astromancer to venture out to an old archaeological site where a gaint's remains were found.



OLBIA, THE CITY OF MARBLE

Olbia is one of the world's largest and richest cities. Called the City of Marble, not only is it powerful, it is also greatly advanced thanks to magic powered technology made by the city's wizards. This technology is made possible via the study of the magic of Starlight. It is called Magitech and it has helped Olbia advance technologically at a rapid pace.

Although by no means in its industrial age yet, things such as clockwork machinery and elevators have begun to appear, with more advanced things yet to come. Olbia is ruled by the Magocracy, a council of sixteen mages.

THE PIT

The Pit is Olbia's darker side. It began its life as a crater adjacent to the city, probably made by a meteorite impact. At first, it was mined for building materials and precious metals. As the city expanded, it was stripped bare of anything useful and was transformed into a deep, giant crater, home to the city's less fortunate, who built shanty towns on its walls and floor, and also to a big garbage dump where the city disposed of its refuse, magical or not. As the years passed, Olbia expanded beyond the Pit, incorporating it into the city. Those down on their luck can still be found here, scrounging a living, some working honest jobs while others committing crime. Some keep themselves busy with giving a second life to the trash the mages of Olbia throw into the Pit.

To be expanded in future updates.

THE MAGOCRACY

The Magocracy is Olbia's ruling body, led by nine mages. The body is responsible for all internal and external matters of the city, from diplomacy and policing to war and trade.

Apart from those matters, the Magocracy also organizes a great variety of expeditions, either directly or via funding archaeologists. The rulers of Olbia are among the most knowledgeable people in Latakar when it comes to the world's past, and they are well aware of all the things that have been lost.

In particular, the Magocracy is eager to find the First Libraries, repositories of ancient arcane knowledge that they believe will help them in harnessing the power of Starlight.

RELATED ADVENTURES

- **Toxic Haze.** The players have to defeat the Magpies gang before they complete production of a new toxic magitech item.
- **Heart of Gold.** The players start in Olbia where they tasked by a young Astromancer to venture out to an old archaeological site where a gaint's remains were found.



THE GOLDEN KEEP

The keep at the northeast part of the valley.

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



THE FRIGID RIDGE TO THE NORTH

The mountain range that separates the swamplands in the center of Latakar to the northern area is called the Frigid Ridge. It is there that altitude goes hand in hand with the decrease in temperature. The coldest climate exists in the North but that does not mean that there are no creatures living there.

On the contrary, quite a few have made the North their home. They have even founded one of the most important cities in all of Latakar, Angel City. The harsh environment is most definitely a way for many to test themselves by venturing out into the cold.

What is even more attractive to many is the fact that there are so many secrets to be discovered under the snow that has placed itself like a blanket over everything that remained from the old world.

Unlike all the other areas of Latakar, the North was barely affected during the Astral Conflict and therefore has some of the oldest landscapes and structures in all of the Material plane.

To be expanded in future updates.

RELATED ADVENTURES

- **Windrider.** Players help a traveler from the east of Latakar traverse the Frigid Ridge as they encounter various Yokai spirits.

To be expanded in future updates.



THE FROZEN TUNDRA

The snowy valleys of the north are a place that offers little comfort for a traveler. The tundra offers empty expanses of wild land, populated by beasts accustomed to the cold weather.

Interspersed among the emptiness are small villages whose inhabitants make a living through mining, hunting for fur or other endeavors. Lately, explorers from the rest of Latakar have begun arriving in force, eager to find the ruins hidden under the snow, and the treasure they think is inside them.

Some of the tundra's villages have adapted to this arrival, and have begun offering services to the explorers. Indeed, a couple villages, Forodruin first among them, have flourished by offering guides, inns and shops to the explorers, making themselves centers of trade in the region as a result.

Although most of the hidden ruins in the area have not yet been discovered, their effects are still felt in some places. There are areas of the Frozen Tundra where no guide is willing to go, places where the ruins from bygone ages have not been entirely covered. In the past few years, those ruins seem to be coming alive, infested with old horrors reborn.

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



ANGEL CITY, THE JEWEL OF THE NORTH

Beyond the Frozen Tundra lies the most beautiful, and probably the oldest, city in all of Latakar.

The angel city, as it is called, is situated in the far north of the continent, where the destruction of the Astral Conflict did not quite reach. As such, there are many remnants of that age that are still functional.

The most important of those is the Weather System, or the Angels' Gift, as the inhabitants of Angel City call it. Placed around the city like a globe, it protects those within from the elements. Inside the Angels' Gift, the weather is always temperate, allowing crops to be grown.

It is not known how the Weather System functions. It is certain that it uses Starlight magic, but the mages of the current era do not have the capability to understand it yet. Even the members of Olbia's Magocracy are oblivious of the science behind it. Even so, the Angels' Gift carries on, ensuring the city's survival.

Although the Weather System's mechanics are unexplained, this does not mean that the mages of Angel City are not powerful and knowledgeable. Indeed, they are some of the most powerful arcane users of the age. Although not united in a single body like Olbia's, they nevertheless wield great power in the city.

Angel City is ruled by the Winged Lord. The Winged Lord is elected from one of the city's noble families and rules Angel City for five years along with the Noble Council. The Winged Lord rules from the Angelic Throne, an old relic from a time long past.

To be expanded in future updates.

The Winged Lord and the Noble Council are often at odds, even though they are supposed to be working together, with both sides seeking to become the sole power in the city. Although this struggle has never reached the point of armed conflict, both sides often attempt to sabotage each others' reputations via various means.

RELATED ADVENTURES

To be expanded in future updates.



THE RAINY FORESTS OF THE EAST

The land in the eastern part of Latakar is covered in ancient forests. This had made the area hard to traverse on foot, leading to some places being secluded from the rest of the world, having regular contact with other lands only rarely.

The people of the East are divided into many small realms, some of which coexist in peace while others have more strained relations.

Most of the realms are ruled by a Daimyo, a local ruler responsible for ensuring his dominion is stable and defended from outside threats. A Daimyo uses their retainers to keep the peace, and in exchange they collect taxes. If a Daimyo is not able to keep the peace, their people are quick to rise up, believing them to be unworthy.

At the far south of the forests, there are no daimyos. Rather, there are Tsenpuos, struggling with each other for dominance.

The legends say that once, before the Astral Conflit, the lands of the east were ruled by a Tsenpuo, a powerful being with the ability to be reincarnated into new bodies. The Tsenpuo was a benevolent ruler who ensured that the east flourished, and they were loved and worshipped as a deity by their people.

During the Astral Conflict, however, the Tsenpuo perished without their reincarnation being found. Whatever remained of the people of the eastern lands, after the Conflict, fought against one another with dozens of prominent folk declaring themselves as Tsenpuo in an attempt to seize control.

As the years passed, more and more of the East fell under the rule of Daimyo and forgot about the worship of the Tsenpuo. Only in the far south has this religion still remained, where around a dozen Tsenpuo can be found at any given moment, each of them claiming legitimacy over the others.

As a result, the far south of the forests is perhaps the most war-torn place in the world of Latakar, the lands there, are full of warriors of faith each fighting for their own Tsenpuo.

RELATED ADVENTURES

To be expanded in future updates.



THE FOREST PASS

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.





THE HIDDEN CITY

The Hidden City lies far to the east, beyond the Rainy Forests. It is, like the name implies, hidden from the outside world, through a mix of magic and nature.

The forests around the city are carefully cultivated, so as to give the appearance of natural growth. The forest paths twist and turn, forcing everyone who doesn't already know the way into the Hidden City to be lost and give up the search.

Those who manage to find their way through the forest are faced with the second barrier to entry in the Hidden City. A combination of ancient illusion magic enchantments and new additions combined that give the traveller the idea that they have been completely lost. Like with the forest paths, only those who already know the path into the Hidden City can cross this obstacle.

If someone knows their way through the forest and the illusions, they find themselves in the Hidden City; a flat expanse of lush fields of crops with a small orderly city built on a hill in the middle. At the top of the city, a building known as the Pillar stands.

The Hidden City's inhabitants take pride in their story, considering it a tale of community and survival. The Hidden City used to be nothing more than an astral observatory located in the Pillar, back during the time before the Astral Conflict. Back then, the city consisted mainly of the Pillar and a few surrounding buildings.

When the Astral Conflict began, the city's defenses became active (and remain so to this day). Cut off from the outside world and not knowing of its condition, the citizens of the Hidden City were left to fend for themselves.

The people lived behind the defenses and they excelled in many things. Using the many resources found in the Pillar, they built a small city around it and strengthened the city's defenses. As the years passed, they sent people to the outside world, who returned with news of the developments there. Although the world was for the most part peaceful, it was a far cry from what it had been, most of the wonders of the age before the Astral Conflict having been lost.

As such, it was decided that the city would remain hidden. Over the decades, the city has kept a low profile, although they have contact with some daimyos of the Rainy Forests, as a means of added protection.

Most of the knowledge of the Pillar and the astral observatory within has been lost, but it is still in working order and small scale observations are still being conducted and some records have been maintained. With the return of astromancy in force the past few decades, a new faction has risen in the Hidden City, seeking to rejoin the rest of the world and share their knowledge with them.

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



MYSTERIES OF THE EAST

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



THE ENDLESS DUNES IN THE WEST

RELATED ADVENTURES

To be expanded in future updates.

The deserts in the western part of Latakar are an unforgiving place, a place of two extremes. They are a place where a creature can perish from the heat during the day and the cold during the night.

Moreover, they are the place where the worship of the Sun God Ukko and the Moon Goddess Umi is at its strongest, although most of the inhabitants do not know the deities' names. Instead, they pray to the Day and Night, as the two things that govern their life. Indeed, the desert itself changes during the night, in more ways than one.

Most of the tribes that wander the dunes are nomadic in nature, traveling from oasis to oasis to secure sustenance. Each one has its own culture and traditions, and an experienced traveler can easily tell them apart from their garb and the various banners on their mounts and tents. The tribes are fiercely territorial when it comes to the oases they control, but there has never been a single war between them.

The reason for this peace is the Tribe of Sky Seers. The Sky Seers are one of the few settled tribes, and easily the most important. They are also the only tribe that actually knows the names of Ukko and Umi. The Sky Seers are the spiritual guardians of the tribes, and also their judges.

Any conflict between the tribes is taken to Amura, the hidden city of the Sky Seers. There, a delegation of Spirit Seers hears both sides and gives a decision, which is final. Both sides uphold it, and the matter almost always ends there.

To be expanded in future updates.



THE DESERT BY NIGHT

The people of the desert believe the Goddess Night - Umi - to be a mysterious and sometimes even cruel deity. A single night in the desert convinces any passers-by as to why that is the case.

Where during the day the desert is oppressively hot, the night brings with it a cold, often extreme. Yet that is not the most important difference.

During the day, the desert has the standard features one would expect. Dunes, rocky outcroppings and the such, places that are ordinary, although not always safe. When the night comes and, according to the tribes, the Goddess Night takes over, the very landscape of the desert changes.

The very air fills with magic, starlight and other kinds, to the point where the desert is lit by tiny motes of magical light. On top of that, mirages and apparitions appear all along the desert. Some are totally harmless, simple reconstructions of old ruins or just simple oases.

Others are far more dangerous. Along with the mirages and the apparitions, monsters wake in the night. Some are perfectly content to leave the tribes well alone and coexist with them in a peaceful manner. Others, however, like the feared vampires of the sands, assault the tribes relentlessly and lure them into traps with mirages.

Most of the desert tribes travel during the day and form fortified camps during the night. There are some, however, who do the opposite. Those tribes usually have strong magicians, some of them with at least a passing knowledge of starlight magic too. They travel from mirage to apparition, seeking out powerful magical sources and hunting monsters.

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



DESERT CITY OF YHASEY

The desert city of Yhasey belongs to no tribe and all tribes at the same time. It is the center of trade in the desert, the place where one can find members of two dozen different tribes, as well as merchants from all over Latakar.

The city has no permanent population. Instead, the tribes come and go according to their needs. The city is neutral ground, which means tribes come there to trade and meet other tribes. As soon as their business is concluded, they leave for the desert again.

Each tribe has its own neighborhood in the city, where its own laws are in effect. Apart from those neighborhoods, there is also one large neighborhood for all the merchants that come to the city. Although Latakar's merchants can trade with the tribes directly, finding said tribes in the desert can be an ordeal. For that reason, they usually come to Yhasey instead, to do their business there, even if they are charged a bit extra for it sometimes.

Apart from serving as a trade hub, the Desert City of Yhasey is also the tribes' council grounds. A large amphitheatre is built in the middle of the city, large enough to fit representatives of all tribes. Should there ever come a day when the tribes will need to unite against a threat, the meeting to decide that will take place in Yhasey's amphitheatre.

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



THE VAULT OF HEAVEN

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



The Swamplands of central Latakar are treacherous places, yet ones full of wonder, if one looks past the dour exterior.

The Swamplands were, according to scholars, the epicenter of the Astral Conflict. Large parts of the ground there sunk into the earth, leading to the creation of the swamps.

The Swamplands do not have any large population centers. Indeed, even constructing a single building in the swamps is a difficult endeavor, with the ground where one is building liable to collapse at any moment. For that reason, only small villages exist, usually built on wooden platforms.

Those villages make their living chiefly via hunting and gathering peat. Lately, they have also supplemented their funds by providing services to explorers passing through, eager to either unearth ruins of older times or to visit the lands of the Fae.

Although most of the villages in the Swamplands are peaceful communities, there are some of them that are dangerous. Surviving in the Swamplands is a difficult affair, and some villages have turned to otherworldly powers such as the Void for aid. They have formed themselves into cults, and they have, on occasion, abducted passers-by.

To be expanded in future updates.



Even before the Astral Conflict, the lands that would become the Swamplands had an affinity for the Fae. Those beings congregated there and formed communities, sometimes by themselves, other times with the people of Latakar.

When the Astral Conflict happened, this status quo changed rapidly. The Fae became distrusting of anybody but themselves, and retreated into the Swamplands, forming secret communities. Sometimes, those communities are uncaring of the outside. Most often, they are outright hostile to anybody who strays into their lands.

Back before the Astral Conflict, the Fae had the ability to warp reality around the places they lived in. The sun might shine brighter around a Fae village, or a place that seems small on the map might be as large as ten fields stacked side by side. This has remained true even now.

Before the Conflict, entering Fae lands was a conscious decision. Portals existed that connected them to the world of Latakar, and those portals had stable locations where people knew to go to if they wished to travel to the Fae.

One of the devastating consequences of the Astral Conflict was that these portals stopped being as reliable. Indeed, people might now find themselves in the Fae realm without warning, simply by taking another step on the path they were already on. What is worse, those hidden portals to the Fae realm are not stationary, changing every day. Entire villages in the Swamplands have been lost in just a few hours to such portals.

The Fae themselves know where those portals are, since the portals are an extension of their realm. Most of them pay them no mind, but some Fae use them to ambush the people of the Swamplands.

To be expanded in future updates.



SETTLEMENTS IN THE MOSS

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



To be expanded in future updates.

To be expanded in future updates.



THE DESERT PASS

The Desert Pass is one of the few safe ways linking the deserts of the west to the Swamplands of central Latakar. Protected by fortifications, the bridges of the pass offer a way to cross the mountain range.

The bridges are truly enormous, remnants of bygone ages. They are large enough to link mountains together through enormous, deep valleys. They are so wide that whole forts have been built in the middle of them, so as to keep them secure.

In the entire length of the Desert Pass, a traveller will find almost two dozen forts of varying sizes, situated along a bridge or at the end of one.

The most obvious function of the forts is for toll collection purposes. The population that lives in the forts - a mix of various people, the majority being cousins of the tribes of the deserts but also many others - uses the toll collections to survive.

The forts serve a second purpose too, one known to few apart from those living in them. Ever since the invasion of the Daemons - some say before that - a link has existed between the lower reaches of the valleys below the bridges of the Pass and the Souls Plane. This link, or rather those portals that are located there, regularly unleash Daemons into the world.

The defenders of the Desert Pass forts fight to contain those Daemons, and so far they have been successful, although not fully. Despite the unsuccessful attempts of the Daemons to ever to make it anywhere beyond the Pass, the defenders have also failed in closing the portals that allow the Daemons access to Latakar.

This secret war has continued for centuries, and shows no signs of stopping any time soon.

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



BEYOND THE SEA

The various islands around Latakar are all vastly different. Due to the various conflicts happening in the mainland over the past centuries, there are only a few docks and, as a result, few ships large enough to traverse the open seas and explore them.

This has led to most islands (except those around Zholis) to become isolated from the rest of the world. For example, there is an island whose inhabitants still believe the world to be under attack from the Daemons, since that's when they were last in contact with the world.

The last few years, with the rise of Astromancy and the improvements in technology, new ships have been made, capable of braving the sea. Many explorers have begun travelling to the islands, hoping to uncover treasures from bygone eras. Yet it seems that many islands are more full of danger than they are of treasure, for most of the explorers have not returned.

Although most islands have not had contact with the mainland for a long time, as stated above, there are two notable exceptions. One is Zholis, detailed in another page on its own. The other is the island of Hormuza, east of the Frozen Tundra and North of the Rainy Forests of the East.

Hormuza is the largest of all islands surrounding Latakar, and, as a result, has quite a few natural resources. Those resources have both allowed the island to create seafaring ships as well as made it important enough for the rest of Latakar to keep in contact with it.

Hormuza is ruled by a king, who controls the entire island. It is, in most regards, an ordinary place, with few ruins of bygone eras and other places of interest.

There is, however, a very important building there, hidden even from most of Hormuza's citizens. This building, called the Asylum, has also been another reason why mainland Latakar has sought to maintain regular contact with Hormuza.

The Asylum houses those who have been irrevocably corrupted by the Void, to the point of no return. There, they are kept away from any place where they could do harm, their powers kept in check through various magics.

There is also a darker side of the Asylum, as the Void corrupted residents are regularly experimented upon by mages who travel to Hormuza just for that task, in order to gain knowledge of the Void.

RELATED ADVENTURES

To be expanded in future updates.



THE GLORIOUS CITY OF ZHOLIS

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



RUINS OF THE OLD WORLD

To be expanded in future updates.

RELATED ADVENTURES

To be expanded in future updates.



THE ASTRAL PLANE

The plane above the material plane were all of the cosmic bodies, such as stars, planets and nebulas, exist.

To be expanded in future updates.




THE SOULS PLANE

The plane that looks like Hell itself and is home to Kalberith, the Lord of Souls.

To be expanded in future updates.





THE MAGIC OF THE STARS

The world of Latakar is one governed by the powers of the cosmos around it. The stars along with all the other bodies of the cosmos, allow for things to be connected through the mystical magic of Starlight while the corrupted magic of the Void fills all the emptiness that the Starlight has not touched yet.

NEW SPELL SCHOOL: STARLIGHT

Through scientific research and training with using these magicks, a creature can potentially become educated enough to wield them in whatever way they want. This takes dedication, time and sometimes even talent. A well-read scholar will not be able to cast Starlight magic if they have not practiced spellcasting. At the same time, a talented spellcaster will not be able to cast Starlight magic either if they have not spent any time trying to understand this unique school of Magic.

The connection of the science behind the stars and the mystical force that they hide is all that the Spell School of Astromancy seeks to explore.

A huge thank you to [Pastordontplay](#) who I met through Reddit while researching other creators' homebrewed content around astromancy and astral magic. He was kind enough to allow me to reference and use his content for the purpose of explaining Starlight magic even better.

The stars are a powerful force in the cosmos. As they travel across the night sky, they exert their influence over the fates of mortals below. Spellcasters who pursue magic from the school of astromancy often seek to harness the power of the stars to influence fate, reach across the astral sea, and manipulate the ebb and flow of time.

NEW MATERIAL COMPONENT: STARLIGHT

With the exception of cantrips, spells from the astrology school all require **starlight** as a material component for their spells.

This component can typically be supplied freely by the stars of a clear night sky. However, if the spellcaster cannot directly see the stars of the night sky, whether because it is day or they are underground, they must use distilled starlight as a material component in order to cast the spell. This component is denoted by an "L" in the Component line of the spell's description.

By Pastordontplay

NEW ITEM: DISTILLED STARLIGHT

Distilled starlight allows spellcasters to cast astromancy spells without the night sky over their heads.

This starlight is measured in ounces. Astromancy spells will specify the amount of distilled starlight needed to cast them. Generally, the higher the spell level, the more starlight is required.

There are rituals that can be used to distill starlight, it can be found while adventuring, or it may even be for sale at certain locations. However, simply knowing spells of the astromancy school does not give a character access to distilled starlight. It is up to them to acquire some if they wish to cast these spells without the night sky above them.

By Pastordontplay

THE ASTROMANCER

The wizards that study to understand Starlight magic can learn of the rituals needed to distill starlight and bring its power to bear in their magic.

Astromancers focus on the manipulation of Starlight magic in ways that it can alter all sorts of things, sometimes even fate and time.

Level	Feature
2nd	Secrets of Starlight
6th	Enhanced Starlight Focus
10th	Starlight Friend
14th	Fury of the Stars
20th	Translucent Being

SECRETS OF STARLIGHT

At 2nd level, you learn the secrets to distilling starlight.

You gain proficiency with astrologer's tools. In addition to the normal uses of these tools, you may spend an hour while under a starry night sky to distill starlight into a useable physical form. At the end of this process, you produce 1 ounce of starlight trapped in a vial. This starlight is a required component in astrology spells and has a vast number of different applications. The amount of starlight you may distill increases to 2 ounces when you reach 5th level in this class and to 3 ounces when you reach 11th level in this class.

In addition to using the starlight as a component for astromancy spells, you may use a single ounce of starlight when casting a spell of 1st level or higher to increase the damage that spell deals by one die of damage. This die counts as force damage.

NEW TOOL: ASTROMANCER'S TOOLS

New Tool: Astrologer's Tools These tools are used by those who study the stars, their movements, and their influence on the mortal world. These tools consist of items useful in charting the stars such as constellation maps, telescopes, lenses, protractors, and compasses. Proficient use of these tools allows a user to discern their location and heading, the season and approximate date, and offer predictions based on horoscope findings.

By Pastordontplay

ENHANCED STARLIGHT FOCUS

Starting at 6th level, you learn how to focus and use starlight magic to enchant weapons and spellcasting foci with distilled starlight.

The magically infused items start gleaming with light as they become stronger and more potent. The enchanter may choose what color this light is. An enchanted item can have the following effects:

- **Weapon.** As an action, you may apply 2 ounces of starlight to a weapon. For one hour, attacks made with the weapon score a critical hit on rolls of 19-20 (or the range expands by 1 if it already scores critical hits on a 19).

- **Spellcasting Focus.** As an action, you may apply 2 ounces of starlight to a spellcasting focus. For one hour, spell attacks made with the focus score a critical hit on rolls of 19-20 (or expands by 1 if it already scores critical hits on a 19) and the saving throw DC of spells cast through this focus (including those cast directly from the focus such as in the case of a wand) increases by 1. This effect does not stack with itself.

Any item that is enchanted in this way is also illuminated and is radiating with bright white light. The item can be seen shining with a transparent glow that when looked at seems like it is reflecting the visage of the cosmos itself. An Astromancer would be able to tell how powerful another of his kind is just by looking at the enchanted item.

STARLIGHT FRIEND

Starting at 10th level, you learn how to cast the spell Find Familiar as an action and without any of its normal costs, once per day.

The spell summons any of the familiars available with the normal spell with the exception that the familiar appears in an astral-like form. Its color is that of shifting space and stars and the companion has the ability to illuminate dark areas up to 60ft. away from it with a bright white light.

The spell *Find Familiar* is stated below for easy access.



FIND FAMILIAR

1st level conjuration

Casting Time: 1 hour

Range: 10 feet

Components: V S M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

-Spell found in the SRD

FURY OF THE STARS

Starting at 14th level, your understanding of the cosmos is at a point where you can easily expand the potency of your starlight spells.

The Astromancer may expend distilled starlight in order to increase the damage of a spell of 1st level or higher. This works very similarly to the way Secrets of Starlight does. In addition to the extra ounce of distilled starlight that you spend for the Secrets of Starlight effect, you may expend up to x3 more, in order to increase the damage of the spell by rolling x3 more die of damage. This can only be used once a day.

COSMIC ATTUNEMENT

Starting at 16th level, you have reached the point where you can easily read the stars. You also have a clear understanding of how Starlight magic connects everything around you, allowing you to notice things others cannot.

You may attune yourself to a cosmic body such as a star, a planet, a nebula or even a constellation. The rules for what kind of benefits that gives you vary from one cosmic body to another, but it is ultimately up to the GM to decide what you receive as a bonus. No matter what you have attuned to, you gain the following benefits anyway:

- You have resistance to radiant damage.
- Once per day, you may cast Contact Other Plane or Astral Glimpse without expending a spell slot. When you cast Contact Other Plane spell in this way, treat the Intelligence check as an automatic success.

TRANSLUCENT BEING

Starting at 20th level, your knowledge and understanding of the cosmos is at such a level that you are able to use the magic around you in ways others cannot even begin to comprehend.

- Your *Fury of the Stars* ability can be used three times a day.
- As an action, you can open a portal to the Astral Plane once every week.
- You can have up to 3 familiars at the same time.

FORTUNE TELLING AND FATE WEAVING

Although Starlight magic can be explained through careful study of the magic itself and the cosmic bodies above the realm, there are also those who are either born blessed with the powers of the occult or learn how to read the stars in order to foresee the future and understand how fate works.

Very similar to the practice of fortune telling through various methods such as tarot card or palm reading, Latakar is home to a select few that have learn how to understand the threads of Fate that connect everything around them. Starlight magic may be the connector for everything in creation, but the way it is altered over the course of time is the work of Fate.

The sorcerers that are able to peer into the future or even into the unknown, are called Fate Weavers and are the most talented ones among them can even alter fate through the use of powerful occult magic.

SORCEREROUS ORIGIN: FATE WEAVER

Fate Weavers are sorcerers that are born with the gift of the occult and are able to use Starlight magic. Combined with their knowledge of the location of various cosmic bodies, they are able to read Fate and even weave it as they will once they grow more powerful.

Fate Weavers are the most potent of fortune tellers and are divided into several categories. A Fate Weaver can use any of the following to read Fate:

- **Cartomancy**
Through the use of tarot or oracle decks. The cards are empowered with the magic of Starlight.
- **Crystallomancy / Scrying**
Through the use of a magical item that is a crystal ball or through peering into reflective objects.
- **Necromancy**
Through communion with spirits or the souls of the dead.
- **Pyromancy / Hydromancy**
Through careful observation of flames or water.

Each method allows the Fate Weaver to use different abilities and spells. A Fate Weaver is bound to the method they use once they choose it and only once they become strong enough are they able to expand into using another method as well.

Level	Feature
1st	Fate Reading
2nd	Eternity's Loom
6th	A Sealed Fate
14th	Rewind, Reweave
18th	As Above, So Below

FATE READING

Starting at 1st level, the talented Fate Weaver must choose a method with which they will read Fate.

The character is bound to the choice once made. All choices are available unless the GM says that the character is drawn more towards a specific one, in which case, it means that Fate is pushing you towards that one.

CARTOMANCY

In the world of Latakar, only few are lucky enough to have seen, let alone possess, a magical tarot deck. They are artifacts of the old world and those who are lucky enough to still have one, only do so because their family passed it on to them or because Fate smiled upon them and decided they would upon it.

Reading Tarot cards can be really fun when roleplayed to the fullest by the player. It is something that can easily be arranged between the player and the GM so that the Fate reading is more relevant to the story.

The Tarot card decks are usually consisted of 22 cards with both Minor and Major Arcana cards included. It is advised to have a physical deck of cards next to you with all 22 of the cards included in a Tarot deck of that style. Not only will it look and feel cooler but the randomized effects of pulling a different card every time is much more realistic as well. There are multiple stores out there that sell this sort of deck for a very reasonable price in case you do not want to make your own.

In the next page, you will find a table with all of the cards and the effects that they come with. You can use that table to play out what happens or the GM can decide on the spot what the effect of the card which could be based on something close to the narrative at the time of the card pull.

Draw a card. As a bonus action, you may pull a card from your magical deck.

All bonus effects last until the character's next long rest.

Tarot Card Effects inspired by [@StartTheTilt](#) on Reddit.



"Sketchbook Beauty" by [Sigras Art](#). A lot of Sigras art is more than perfect to visualize the magic users of the realm.

TAROT CARD EFFECTS

Card Name	Meaning	Possible Effect
Fool	Free-Spirit, Spontaneity	You feel the trials of the day melt into thin air. Your character acts as if it just took a long rest.
Magician	Power, Concentration	Power surges through your body. Your next 1d4 spells are twice as powerful.
High Priestess	Intuition, Subconscious	You truly see the world as if for the first time. Advantage on insight and perception checks until your next long rest.
Empress	Fertility, Nature	You feel at one with the land around you. Current location counts as favored terrain until your next long rest.
Emperor	Authority, Structure	You feel strength well up in your vocal chords, others will learn to obey. You may cast Compulsion a single time without expending a spell slot or any components.
Hierophant	Religion, Tradition	The gods look down on you approvingly. Advantage on Religion checks and your weapon acts as a Blessed Weapon until it is sheathed, All water on their person is now Holy Water.
Lovers	Relationships, Love	As the magic of the card seeps into your finger you begin to gain insight on how to more effectively interact with those around you. You may cast Charm Person/Monster a single time without expending a spell slot or any components. You also gain a +2 bonus to Charisma.
Chariot	Will Power, Determination	You grit your teeth and realize that anything is possible, if you are willing to pay the price. Your next d20 roll acts as a natural 20.
Justice	Fairness, Cause and Effect	You firmly believe that you could tip the scales in your favor, but only for a moment. The player gains an inspiration point.
Hermit	Inner Guidance, Introspection	You suddenly feel at peace with yourself. Bonus for saves against enchantment, persuasion and fear based spells.
Wheel of Fortune	Good Luck, Karma	Based on your actions of the day, you suddenly feel optimistic/pessimistic about the situation you are in. Depending on the GM's decision, you may gain advantage or disadvantage on your next roll.
Strength	Strength, Courage	You flex your muscles, the fibers cord under your skin, leaving you feeling strong and fearless. You gain a +6 bonus to Strength and cannot be feared until next long rest.
Hanged Man	Sacrifice, Letting Go	You realize that sometimes letting go is good. Sudden arrival of an item that is suitable for both the player and another at the table. If the player keeps this item, it is cursed, if they give it to someone else it is enchanted.
Death	Transformation, Transition	A rattling voice appears in your head as your body begins to shiver due to the sudden cold you start to feel within you. If you hold the card on you, you become an immaterial spirit for 1 minute. If you throw the card on the ground, the nearest creature that is half your level instantly dies.
Temperance	Balance, Purpose	You feel the toxins leave your body leaving you whole and prepared for the journey ahead. Bonus on Acrobatics, Dexterity saves until you consume alcohol or other "unclean" practices.
The Devil	Materialism, Addiction	You suddenly realize how soft your tunic is, how warm the leather of your boots is, how nice and shiny those coins in your pocket are and it all feels good. The player cannot give up any items, coins etc for the rest of the day, once picked up, the character refuses to leave them.
The Tower	Upheaval, Sudden Change	The card in your hand crumbles to dust, as does your 1d100 options for things they like... weapon armor rings etc...
The Star	Hope, Spirituality	You see the majestic beauty of the star and feel suddenly hopeful, as if you could ask for just about anything right now. Single use wish used immediately, as if just cast by a cricket or some such.
The Moon	Illusion, Insecurity	You feel the serene glow of the moon and feel suddenly hopeful, as if you could ask for just about anything right now. You may make a wish that will appear to come true as far as you can tell. After a long rest you might realize how it was not exactly as it initially seemed to be.
The Sun	Warmth, Vitality	The sun beams down and fills your heart with joy. Gain 2 extra hit die (based on your class) for the remainder of the day.
Judgement	Judgement, Rebirth	You realize quite accurately your advantages and disadvantages in life. Ability modifiers doubled/bonused (+2 becomes +4 and -2 becomes -4) until your next long rest.
The World	Completion, Accomplishment	Nothing gets done if you can't get there first. The card turns into a map of the dungeon, world, city before your eyes. Single use instantaneous group teleport to a single location.

CRYSTALLOMANCY / SCRYING

To be expanded in future updates.

NECROMANCY

To be expanded in future updates.

PYROMANCY / HYDROMANCY

To be expanded in future updates.

ETERNITY'S LOOM

Starting at 2nd level, you start to understand that the world works with the threads of Fate all around you. You understand that Fate is infinite and eternal and none can erase it.

You gain access to Sorcerer Starlight spells and each time you gain new spells, you may add an extra spell to your list from the Starlight School of magic.

A SEALED FATE

Starting at 6th level, you have peered into the unknown and now understand that there is more than meets the eye. Fate has a way of making things happen in mysterious ways.

You gain a permanent +1 bonus to Charisma as your hands begin to illuminate every time you cast a Starlight spell. Once per day, you are able to force someone to reroll a Saving Throw. This cannot be used on yourself.

REWIND, REWEAVE

Starting at 14th level, you start to see the threads of Fate itself and are able to weave them in ways that alter the destiny of creatures.

You gain the ability to alter the Fate that surrounds other creatures. As a bonus action, you reweave Fate around you to force a creature within 15ft. to have advantage or disadvantage on its next roll. You may use this ability twice a day.

AS ABOVE, SO BELOW

Starting at 18th level, you have reached a point where you can clearly read what the threads of Fate are there for. You have achieved true clairvoyance and are able to predict things very easily.

- You may pick another Fate Reading method.
- Your *A Sealed Fate* ability can now be used **2 times a day**.
- Your *Rewind, Reweave* ability can now be used **4 times a day**.
- You may cast [Far Sight](#) once per day without expending any spell slots.
- You may cast learn one new Sorcerer spell from the school of Starlight every month.

FATE READING

Through Fate Reading, you can learn how significant a creature's destiny is in the grand scheme of things. The future is always in some flux and Fate Reading yields answers based on the current course of events. You could learn whether a creature's current fate will lead them to have local, regional, national, global, or cosmic significance, but you do not learn the manner in which they will have this influence.

CLERIC DOMAIN: ASTRAL

Clerics that draw power from their faith in Ukko, the Sun God.

To be expanded in future updates.



"Kasir, Priest" by ThemeFinland. An illustration that captures a devout cleric's appearance.

PALADIN OATH: OATH OF STARS

The Starlight Knight subclass.

To be expanded in future updates.



"Stars" by Sigras Art. A piece of art that perfectly showcases how a starlight knight meditates.

THE VOID

With an understanding of what Starlight Magic is and how it connects everything around it, it is time we explore the Void as well.

Simply put, the Void exists wherever Starlight does not. This can be either in places really far away from the realm or places in the realm that the Ukko and Umi do not see. After the return of Za'strasz, the Void covers all that the light of the stars and the moons does not reach.

The Void has the capability of corrupting even the most devout creatures. Whoever gets corrupted is under the direct influence of Za'strasz and will therefore hear his voice frequently in their mind.

WARLOCK PATRON: ZA'STRASZ

Your patron is one of the most powerful beings to have ever existed in the cosmos and one that is planning to return for vengeance. You have been chosen to be one of the few selected creatures that will carry out his will in ways that other, weaker ones, cannot. Za'strasz is the Void itself and the eldritch terror, power and unspeakable horrors that he is capable of unleashing will be seen throughout your journey as you slowly embrace Za'strasz as your Patron. Embrace the void and be blessed with the powers of the endless dark.

Za'strasz lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ZA'STRASZ EXPANDED SPELLS

Spell Level	Spells
1st	Moonlight Orb, Meteor Strike
2nd	Detect Thoughts, Phantasmal Force
3rd	Clairvoyance, Astral Barrage
4th	Stellar Degeneration, Ionizing Wind
5th	Dominate Person, Golden Glow

Whenever you cast Starlight School spells that have the starlight (**L**) requirement, you may ignore that and take one point of corruption as a cost instead.

All spells you cast emit a black light instead of any kind of bright light as written in their description. It is always very clear to other practitioners of Starlight magic that you are using your void powers to cast magic.

You are an acolyte of the Void and therefore a messenger of Za'strasz. The messengers of the Void god have a series of special abilities that they can make use of in their mission to spread the corruption of the Void.

Level	Feature
1st	Gaze of the Abyss
6th	Engulfing Darkness
10th	Assimilation
14th	Void Form

GAZE OF THE ABYSS

Starting at 1st level, your Patron entrusts you with the ability to see who else is touched by the Void as well as a bit more than that.

You gain darkvision up to 60ft away and the ability to tell who else is corrupted by the void and exactly how much (points of corruption) just by looking at them. Apart from that, if you touch any corrupted being, you can read their thoughts and send them messages telepathically even if you do not speak any of the languages they understand.

ENGULFING DARKNESS

Starting at 6th level, Za'strasz grants you his blessing as he protects you from all incoming attacks with a magical Void shield that manifests around you.

Once a day, you may cast the spell [Astral Barrier](#) as a bonus action without any of its normal costs. The barrier appears pitch black when you are hit and lasts for double its normal duration.

ASSIMILATION

Starting at 10th level, you become a true bringer of the corruption and Za'strasz has given you the power to corrupt others directly.

You learn the following ability.

Assimilate. You target one creature in melee range and either put your hand on its head or embrace it with your arms around its body. As long as that creature stays still (grappled or immobilized in some way), it will start gaining corruption rapidly. You need to focus on using this ability and therefore are not able to do anything else throughout the duration of the assimilation. Dark purple tentacles will form around your body as they will extend out of you and towards the creature you are assimilating. For every turn you spend using this action, target creature takes 5 points of corruption and you heal for 1d8 + your Charisma modifier.

VOID FORM

Starting at 14th level, Za'strasz starts to see the true potential in you and decides to allow you to experience the true power of the Void.

Once per day, you may engulf your entire body in Void essence, allowing you to gain the following abilities and bonuses:

- +3 to AC.
- +30 temporary HP.
- +10 ft. to any kind of movement you already have.
- **Void Form.** You can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.
- **Corrupted Essence.** You are engulfed by the Void and any creature that comes in direct contact with you takes x1 times corruption. Direct contact means that the creature's skin must touch you.
- **Enhanced Assimilation.** While in this form, both the corruption and the healing values of your Assimilate ability are doubled.

This effect ends if you lose all of the form's temporary HP.

CORRUPTION OF THE VOID

The eldritch Void that Za'strasz brings with his return to realm is capable of corrupting even the most devout creatures. In this section of the supplement you will have rules that will help you play out how corruption can affect your players or even various NPCs of Latakar.

The Void is what Za'strasz uses to manipulate the will of those that he seeks to convert to his side. He promises them power, shows them glimpses of it and even empowers a selected few so that they may carry out his will. Stay exposed to the corruption long enough and you will find yourself losing all of your sanity.

USING THE CORRUPTION

If a certain item, monster, area or source of any nature does not have a special description as to how it corrupts things, then the general rules for corruption apply as listed in the table below.

Each time a character comes near a source of corruption or attempts to use something corrupted, they must make a **DC 12 Wisdom Saving Throw**. On a fail, they take a point of corruption. It is up to the GM's discretion to adjust this value accordingly if no extra explanation is given for a source of corruption.

CORRUPTED SOURCES:

Times Exposed	Corruption Value
1 to 10	Signs of Corruption
11 to 35	Mild Corruption
36 to 70	Severe Corruption
71+	Seething Corruption

Being affected by the corruption can have a lot of effects on a creature. Those effects can be both negative and positive, depending on how one looks at it.

The few side effects that start happening at each tier of corruption are:

- **Signs of Corruption:** The creature starts having mild coughs now and then and a few hallucinations, occasionally seeing things in purple and black color.
- **Mild Corruption:** The creature starts being a bit more reckless than usual and also becomes mildly afraid of certain things for the first time in its life. The creature also becomes distracted easily and its eyes start turning black for short amounts of time at random occasions.
- **Severe Corruption:** The creature starts having parts of its flesh have parasite-like infections that look like purple spores. Other parts of the creature's flesh start becoming withered.
- **Seething Corruption:** The creature becomes murderous, paranoid and its will is broken. Insanity kicks in, the Void has claimed this creature.

EFFECTS OF CORRUPTION:

Corruption Value	Weapon Effect	Armor Effect
Signs of Corruption	+2 Void damage on attacks	+1 AC and/or +5ft. movement speed
Mild Corruption	+4 Void damage on attacks	+2 AC and/or +10ft. movement speed
Severe Corruption	+8 Void damage on attacks	+3 AC and/or +15ft. movement speed
Seething Corruption	The GM decides on this one	The GM decides on this one

The rules for corruption will be expanded in time with more specific effects and ways to use it to be explained as well.



WARLOCK PATRON: THE ICE MOTHER

The Ice Mother is cruel and likes to toy with people. She is worshipped through fear instead of respect and is known as the goddess that controls the cold weather that sometimes plagues the realm with intense blizzards. Making a pact with her is difficult but possible if she finds you to be a helpful pawn in her plans.

The Ice Mother lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE ICE MOTHER'S EXPANDED SPELLS

Spell Level	Spells
1st	Fog Cloud, Hideous Laughter
2nd	Blur, Blindness/Deafness
3rd	Sleet Storm, Water Breathing
4th	Ice Storm, Wall of Ice
5th	Dominate Person, Cone of Cold

The Ice Mother blesses you with powers that are normally not available to the Warlock class. The blessings she bestows mostly revolve around the magical frost that she wields against her enemies.

Level	Feature
1st	The Visage of a Goddess
6th	Ice-Cold Touch
10th	The Mother's Ruse
14th	Frigid Witchcraft
20th	Heart of Ice



"The Goblin King's Bride" by [Mona Finden on Instagram](#). An illustration that I found was very fitting for The Ice Mother.

THE VISAGE OF A GODDESS

Starting at 1st level, the blessing of the Ice Mother has allowed your appearance to change into something more beautiful.

You permanently gain +2 to your Charisma attribute and proficiency in Deception and Persuasion. The Ice Mother wishes that her most dedicated followers look stunning in front of the ones that who dared oppose them. She believes beauty to be yet another tool that can be used to manipulate those who can be beguiled by it.

ICE-COLD TOUCH

Starting at 6th level, your skin begins to become frigid to the touch and you are blessed with protection from extreme weather conditions that are related to the cold.

- You gain resistance against cold damage and immunity against all cold weather effects. You are able to see clearly through snowstorms and also walk on the thinnest of snow as if you were as light as a feather. Your cold skin does come with negative effects though as you become vulnerable to fire damage and any extreme heat can cause severe damage to your skin.
- Your Eldritch Blast becomes Frost Blast and does cold damage instead. All options for empowering Eldritch Blast also affect Frost Blast.

THE MOTHER'S RUSE

Starting at 10th level, the Ice Mother blesses you with the ability to see through the spell trickery of others.

Even though you may not be so well-versed in deceit yourself, the Ice Mother makes sure you will not be fooled by others. The Ice Mother has blessed you with the ability to identify any illusion magic just by looking at it. You can tell when someone is casting an illusion spell and also all kinds of illusions that may already be in place. They appear a somewhat different and transparent color to you when you come upon them.

FRIGID WITCHCRAFT

Starting at 14th level, you are given the gift of true frost. Only the most potent followers of the Ice Mother are gifted with this power.

- Whenever you cast a spell, you may change its element to cold. The spell changes according to the description that the GM gives it (or the player if given the choice) and it does cold damage instead of whatever it did before. Each spell changed this way also has the added effect of causing the targets to be affected by cold conditions.
- Once a day, whenever you cast a spell that does cold damage, after you roll damage, you may add half of the rolled amount of damage to the final damage done total. In addition, all cold conditions that the targets suffer are doubled in duration.

HEART OF ICE

Starting at 20th level, you feel your heart freeze, as the Ice Mother now considers you her kin and blesses you with power, comparable to her own.

You no longer age and cannot die from aging. All effects of

THE ASTRAL CODEx

In this section, you will find a collection of all the new spells created for the realm of Latakar. This is one of the sections that will be most frequently updated as new spells release and old ones are rebalanced after testing.

For now, you can find a few spells for the Fate Weaver and the Astromancer.

Not all of the spells are from the Starlight School of Magic but most if not all have the Starlight requirement.

A big thank you to the creators at Haven and also Pastordontplay for allowing me to reference and use their spells in my own supplement. Their spells have been both a great addition as well as an inspiration for creating my own.

Most of the Starlight spells are specific to the Wizard class but can become available to other subclasses at a certain level.

FULL SPELL LIST

CANTRIPS (0 LEVEL)

Illuminate
Read Stars
Sunlight Ray
Twinkle

1ST LEVEL

Aether
Align Stars
Gravity PULSE
Meteor Strike
Moonlight Orb
Starlight Shroud

2ND LEVEL

Accelerate Tempo
Dazzling Gleam
Gleam-Eye
Starbeam
Stardust
Starlight Spear
The Light of Stars
Twist Fate
Ultraviolet

3RD LEVEL

Astral Barrage
Guiding Light
Icy Ring
Lucky Stars
Shimmer
Starfault

4TH LEVEL

Celestial Pyre
Conjure Astral Entity
Far Sight
Field of Stars
Ionizing Wind
Stellar Degeneration

5TH LEVEL

Golden Glow
Infinite Collapse
Juncture
Quintessence
Vacuum

6TH LEVEL

Intensify Gravity
Quasar

7TH LEVEL

Astral Glimpse
Cord Sight
Starcrossed Binding

8TH LEVEL

Astral Portal
Black Hole
Chronosphere
Moonfall

9TH LEVEL

Alter Destiny
Infinity
Night Sky

SPELL DESCRIPTIONS

In this section, you can find all of the new spells created for the Starlight Chronicles setting in alphabetical order.

Unless mentioned, all Starlight ("**L**") requirements can be substituted with 1 ounce of distilled starlight.

ACCELERATE TEMPO

2nd-level Starlight

Casting Time: 1 action

Range: 30 feet

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You place a fragment of eternal starlight into one creature you can see within range. The flow of time is altered slightly for the creature. For the duration, the creature may use a bonus action to Dash, Dodge, Disengage, or make one weapon attack.

At Higher Levels: When you cast this spell at 4th level or higher, you may target an additional creature for every two levels above 2nd.

[Original idea by Pastordontplay.](#)

AETHER

1st-level Starlight

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You pull on the wispy stuff of the astral sea's essence and cause it to coalesce in a 5 foot cube within range. The wispy and fluctuating aether causes its area to be heavily obscured. When a creature enters the spells area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 1d6 cold damage on a failed saving throw or half as much on a success.

At Higher Levels: When you cast this spell at 2nd level or higher, the damage increases by 1d6 and the size of the cube increases by 5 feet on each side for every level above 1st.

[Original idea by Pastordontplay.](#)

ALIGN STARS

1st-level Starlight

Casting Time: 1 action

Range: 10 feet

Components: V, S, L*

Duration: 10 Minutes

Classes: Druid, Sorcerer

You bind the fates of two creatures you can see within range to one another. Both creatures must make Charisma saving throws. If both creatures fail, you are able to change the way the two feel about each other. If either of them succeed, the spell fails. While these emotions feel real to the creatures, they will still act within character when acting out these temporary feelings. If you are attempting to cause creatures that already have strong feelings toward one another to have conflicting feelings, they make the saves at advantage.

When you cast this spell, choose one of the following emotions:

Hatred: The spell causes targets to wish ill and harm on one another and possibly even cause such misfortune themselves.

Love: The spell causes targets to feel romantic love and attraction toward each other desiring one another's attention and affection.

Loyalty: The spell causes targets to feel as close as siblings desiring the best for one another.

Rivalry: The spell causes the targets to view each other as frustrating rivals, though not necessarily enemies, who stand in each other's way of getting something they each want.

At Higher Levels: When cast at higher levels, the spell's duration increases. When cast with a 2nd or 3rd level slot, the duration increases to 1 hour. When cast with a 4th or 5th level slot, the duration increases to 24 hours. When cast with a 6th or 7th level slot, the duration increases to 1 month. When cast with an 8th level slot, the duration is 1 year. When cast with a 9th level slot, the duration is permanent until dispelled.

"" Can be substituted with 1 ounce of distilled starlight if cast from 1st to 3rd level, 2 ounces if cast from 4th to 6th level, or 3 ounces if cast from 7th to 9th level*

[Original idea by Pastordontplay.](#)

ALTER DESTINY

9th-level Starlight

Casting Time: 1 reaction, which you take in response to any single action taken by a creature within range

Range: 30 feet

Components: V, S, L*, M (a cord made of a strand of silver, a strand of gold, and a strand of platinum worth 3,000 gp which the spell consumes)

Duration: Instantaneous

Classes: Druid, Sorcerer

Weaving starlight together you undo both fate and time to alter the course of history by changing a single moment. As a result of casting this spell, time itself rewinds and undoes the triggering action. The creature which took the action loses its action. Any resources expended by the creature in taking the action such as arrows loosed or spell slots used are still expended as if they had been used. If used outside of combat, this spell may only undo an action that took place over 6 seconds of time or less.

"" Can be substituted with 3 ounces of distilled starlight.*

[Original idea by Pastordontplay.](#)

ASTRAL BARRIER

2nd level abjuration

Casting Time: 1 action

Range: Touch

Components: V S L*

Duration: 8 hours

Classes: Cleric, Druid, Wizard

You touch a willing creature who isn't wearing armor, and a protective starlight force surrounds it until the spell ends. The target's base AC becomes 14 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

The affected creature shines with a starlight glow when hit by any projectile. The light emitted shines up to 15ft. away.

ASTRAL BARRAGE

3rd level Starlight

Casting Time: 1 action

Range: 140 feet

Components: V S L*

Duration: Instantaneous

Classes: Druid, Wizard

You create four glowing bolts of magical force that leave a trail of stardust behind them. Each bolt can hit a different creature of your choice that you can see within range. Each bolt deals 3d4 + 2 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Any target hit by one of the bolts becomes highlighted until the end of its next turn with a starlight glow and is easy to see in the dark.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the spell creates one more bolt for each slot above 3rd.

ASTRAL GLIMPSE

7th-level Starlight

Casting Time: 10 minutes

Range: Unlimited

Components: V, S, L*, M (a hoop two feet in diameter made from precious materials costing no less than 2,000 gp)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Sorcerer

This spell functions exactly as *Scrying* except that the target does not need to be on the same plane of existence.

"*" Can be substituted with 3 ounces of distilled starlight.

Original idea by Pastordontplay.

ASTRAL PORTAL

8th-level Starlight

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*, M (an object or piece of a creature native to the plane you are using this spell to access)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Wizard

You open up a 10 foot diameter portal to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispat on the second level of the Nine Hells, and the portal opens to that destination. If you are trying to reach the City of Brass, for example, you might open a portal in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the GM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can open a portal directly above that circle.

As long as the portal remains, any objects or creatures that pass through from either end are immediately transported through the portal to the other side. Creatures and objects too large to squeeze through this portal cannot travel through it.

At Higher Levels: The duration of the spell increases to 1 hour when cast with a 9th level slot.

"*" Can be substituted with 3 ounces of distilled starlight.

Original idea by Pastordontplay.

BLACK HOLE

*8th-level Starlight

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Wizard

You condense gravity into an immeasurably dense orb at a point you can see within the spell's range. The orb fills a 10-foot radius sphere around it with darkness, which no light, magical or mundane, can illuminate.

When a creature enters within 30 feet of the orb for the first time on a turn or starts its turn there, it must make a Strength saving throw or be pulled 10 feet toward the orb. When a creature enters within 5 feet of the orb for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking 10d10 bludgeoning damage on a failed save or half as much on a successful one.

The orb's gravitation makes moving away from it incredibly difficult. While within 10 feet of the orb, a creature moving away from the orb must spend 4 feet of movement for every 1 foot it moves. While within 30 feet of the orb, a creature moving away from the orb must spend 2 feet of movement for every 1 foot it moves.

In addition, unsecured objects that are completely within the area of effect are automatically pulled into orb. Small nonmagical objects that come within 5 feet of the orb are immediately destroyed.

"*" Can be substituted with 4 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

CELESTIAL PYRE

4th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (100 lbs of firewood, which the spell consumes), L*

Duration: Until dispelled or triggered

Classes: Cleric, Druid, Sorcerer

You can cast this spell only at night. You memorialize a dead creature you touch, turning it into a constellation, provided that it has been dead no longer than 1 day. The target's body dissolves into stardust and rises into the sky.

The spell effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*. A spell that targets the dead but usually require a body can be cast targeting this constellation instead, provided the spell is cast at night and the caster can see the target's constellation. If the target of this spell is returned to life, this spell ends and the constellation fades.

"*" Can be substituted with 2 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

CHRONOSPHERE

8th-level Starlight

Casting Time: 1 action

Range: 120 feet

Components: V, S, L*, M (a finely crafted clockwork device from the plane of Mechanus worth at least 10,000 gp which the spell consumes)

Duration: Special

Classes: Wizard

You disconnect an area from the flow of time, trapping creatures and objects within for the spell's duration. You choose a point within range and a sphere of crackling energy with a radius up to 5 feet appears centered on that point. Unwilling creatures may attempt a Dexterity saving throw. On a success, they are able to leap to the nearest space outside the sphere's area.

Time utterly ceases for all matter and creatures within the sphere. Creatures within are unable to move or take actions so long as the sphere persists. Nothing within moves, ages, or changes in any way whatsoever.

When you cast this spell, you may choose a length of time as short as 1 minute and as long as 1 year. The sphere persists for this duration unless dispelled or stopped.

Anything attempting to pass into the sphere from outside takes 10d10 force damage as the temporal disjunction tears it to pieces. If this damage destroys the object or creature, it is reduced to dust that scatters nearby. If the object or creature survives this damage, it enters the sphere and is immediately frozen in time for the duration.

At Higher Levels: When cast at 9th level, the radius of the sphere increases to up to 10 feet and the duration you select may be up to 100 years.

"*" Can be substituted with 3 ounces of distilled starlight.

[Original idea by Pastordontplay.](#)

CONJURE ASTRAL ENTITY

4th-level Starlight

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Wizard

You open a tear to the astral sea and draw out one of its native travellers. You choose which kind of creature, which must be one of challenge rating 5 or lower and from among creatures that related to the Astral Plane. The creature appears in an unoccupied space you can see within range, and disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the creature, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the creature's turns, it makes a Charisma saving throw. The creature has disadvantage on this saving throw if you say its true name. On a failed save, the creature continues to obey you. On a successful save, your control of the creature ends for the rest of the duration, and it spends its turns pursuing and acting of its own volition. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled creature doesn't disappear for 1d6 rounds if it still has hit points.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

"*" Can be substituted with 2 ounces of distilled starlight or 3 ounces if cast with a 7th level slot or higher.

[Original idea by Pastordontplay.](#)

CORD SIGHT

7th-level Starlight

Casting Time: 1 action

Range: Touch

Components: S, L*

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer

Your touch bestows a creature with the ability to see the invisible cord that ties souls to the weave of fate from a short distance. For the duration, the targeted creature becomes more deadly as they target their attacks and spells toward the cord.

Whenever the affected creature hits a target within 30 feet of them with a weapon or spell attack, the attack is a critical hit on a roll of 15-20. Whenever the affected creature casts a spell which requires a saving throw against a target within 30 feet of them, the saving throw is made with disadvantage.

These benefits do not apply when the affected creature targets creatures that do not have souls or ties to fate such as zombies, skeletons, or most constructs.

"*" Can be substituted with 3 ounces of distilled starlight.

[Original idea by Pastordontplay.](#)

DAZZLING GLEAM

2nd-level Starlight

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, L*

Duration: Instantaneous

Classes: Wizard

You release a burst of light. Each creature within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 3d8 radiant damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.

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

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

FAR SIGHT

4th-level Starlight

Casting Time: 1 action

Range: Self

Components: V, S, L*

Duration: 1 minute

Classes: Cleric, Druid, Sorcerer

You peer across the flow of time to glimpse fragments of possibility moments before they occur. When you cast this spell and as a bonus action so long as you maintain concentration, you may roll 1d6 and peer into the very near future of that many creatures within sight.

When you do so, the GM shares the most immediate course of action that creature will attempt in the next few seconds based on the current situation. In combat, this means the GM will reveal the actions the creature will take on its next turn. This information is played out in a burst of visions.

These are only glimpses of possibilities. As such, unforeseen events may change the creature's actions before it acts.

*** Can be substituted with 2 ounces of distilled starlight.

[Original idea by Pastordontplay.](#)

FIELD OF STARS

4th-level Starlight

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*

Duration: 1 minute

Classes: Druid, Wizard

You conjure into existence four motes of starlight, each in an unoccupied space you can see within range. Each mote provides dim light in a 5-foot radius and lasts for the duration or until it explodes.

When a creature moves within 5 feet of a mote or moves away from a mote within 5 feet of it, the mote explodes. Each creature within 5 feet of the mote must make a Dexterity saving throw. A creature takes 2d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional mote for each slot level above 4th.

*** Can be substituted with 2 ounces of distilled starlight.

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

GLEAM-EYE

2nd-level Starlight

Casting Time: 1 action

Range: Self

Components: S, L*

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You imbue your eyes with an endearing twinkle that distracts even the most hardened of hearts. When you cast this spell, you can target a creature within 30 feet of you that you can see with a brilliant wink. The target must make a Wisdom saving throw or have disadvantage on the next attack roll or ability check it makes before the start of your next turn. On each of your turns until the spell ends, you can use your bonus action to repeat this effect, targeting the same creature or a different one.

A creature that can't see you or that can't be charmed is unaffected by this spell.

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

GOLDEN GLOW

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a golden orb worth 100gp, which the spell consumes), L*

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer, Wizard

You point at a spot within 30ft of you that you can see, a bright orb of sunlight takes form there. This orb emits bright light in a 20-foot radius and dim light for an additional 20 feet, the orb will hover 15ft above the ground unless you're pointing at a wall or ceiling.

When a creature enters the bright light for the first time on a turn or starts its turn there, it must make a Constitution saving throw. It takes 6d8 radiant damage on a failed save, or half as much damage on a successful one.

An undead makes its saving throw with disadvantage, and the spell deals maximum damage to it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell deals an additional 1d8 damage for each slot level above 5th.

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

GRAVITY PULSE

1st-level transmutation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, L*

Duration: Instantaneous

You concentrate gravity around your body. Each creature within 15 feet of you must make a Strength saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and be pulled up to 10 feet toward you. On a successful save, it takes half as much damage and is not pulled toward you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

GUIDING LIGHT

3rd-level divination

Casting Time: 1 minute (Ritual)

Range: Special

Components: V, S, M (a piece of flint, which the spell consumes), L*

Duration: 8 hours

Classes: Cleric, Druid, Sorcerer

You can cast this spell only at night. You speak the name of a creature or location known to you to be the target of this spell. The target must be on the same plane of existence as you, and cannot be under more than 100 feet of dirt or stone. A shining star appears high in the sky above the target's location, visible only at night. Your familiarity with the target determines the accuracy of the star's location. The GM rolls d100 and consults the table.

STAR LOCATION

Target Familiarity	Mishap	Similar Target	Off Target	On Target
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False description	01-50	51-100	—	—

Familiarity. "Very familiar" is a creature or place you have met with or been to very often, a creature or place you have carefully studied, or a creature or place you can see when you cast the spell. "Seen casually" is someone or someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a creature or place you have seen once, possibly using magic. "Description" is a creature or place whose location and appearance you know through someone else's description, perhaps from a map.

"False description" is a creature or place that doesn't exist. Perhaps you scried an illusion, or you are attempting to locate a familiar creature or location that no longer exists.

On Target. The star appears directly over the target's location.

Off Target. The star appear a random distance away from the target's location in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance between you and the target. For example, if the target was 120 miles away from you, and the GM rolled a 5 and 3 on the two d10s, then the star would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass.

Similar Target. The star appears over a different target that's visually or thematically similar to the target. Generally, the star appears over the closest similar target, but since the spell has no range limit, it could conceivably wind up anywhere on the plane.

Mishap. The star appears in your hands and then explodes. Each creature within 30 feet of the star must make a Dexterity saving throw. A creature takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

ICY RING

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of ice or glass of water), L*

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

You form a 5-foot thick ring of dust and ice that circles around you, with the outer edge of the ring 10 feet away from you. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can increase or decrease the ring's radius from you by 5 feet, to a maximum distance of 20 feet away from you. The ring retains its 5-foot thickness, but its radius grows or shrinks.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

ILLUMINATE

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, L*

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

You release a cloud of shimmering gas at a creature you can see within range. The creature must succeed on a Constitution saving throw or take 1d8 radiant damage, and has disadvantage on Dexterity (Stealth) checks and can't benefit from being invisible until the start of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

INFINITE COLLAPSE

5th-level Starlight

Casting Time: 1 action

Range: 50 feet

Components: V S L*

Duration: Instantaneous

Classes: Wizard

A tiny black hole appears in a space of your choice within range, pulling everything in a 15-foot radius around it towards the middle. Every creature caught in the radius of the spell, must make a Constitution Saving Throw. The target takes 4d8 force damage on a failed save, or half as much damage on a successful one. All target creatures collapse on the same point, suffering an extra 1d4 force damage for each creature or large item they touch while being pulled.

This spell breaks concentration of other spellcasters.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

INFINITY

9th-level Starlight

Casting Time: 1 action

Range: Self

Components: V, L*

Duration: 1 Hour

Classes: Cleric, Sorcerer, Wizard

You infuse the eternal nature of starlight into yourself to find limitless magical resources. While this spell lasts, you may cast spells of 1st through 5th level without expending spell slots.

*** Can be substituted with 3 ounces of distilled starlight.

Original idea by Pastordontplay.

INTENSIFY GRAVITY

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lead weight), L*

Duration: Concentration, up to 1 minute

Classes: Wizard

This spell magnifies the gravity in a 30-foot-radius, 100-foot high cylinder centered on a point within range. For the spell's duration, everything within the spell's area becomes 10 times heavier. If the increase in a creature's carry weight exceeds 15 times its Strength score, it takes 1d6 bludgeoning damage at the start of each of its turns, its speed drops by 20 feet and it has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Arrows, bolts, and other ordinary projectiles that enter the spell's area drop to the ground and automatically miss.

*** Can be substituted with 2 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

IONIZING WIND

4th-level evocation

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Wizard

A blast of electrified wind erupts from your hands. Each creature in a 40-foot cone must make a Strength saving throw. On a failed save, a creature takes 6d8 lightning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

*** Can be substituted with 2 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

JUNCTURE

5th-level astromancy

Casting Time: 1 hour

Range: 5 feet

Components: V, S, L*, M (a quartz hourglass with diamond dust for sand worth 1,000 gp which the spell consumes)

Duration: 10 Minutes

Classes: Wizard

You create a bridge in the flow of time from the moment you complete this spell that continues to stretch through time until the spell's duration expires. A mote of starry light about two inches in diameter forms within range. It hovers near you and follows with you for the duration. It cannot be damaged or affected by physical things but can be dispelled or affected by similar magic.

At any time, you may reach out and touch this mote as a bonus action. When you do, your consciousness is immediately pulled through the mote and backward in time until you reach the moment you finished casting this spell. Only your consciousness moves backward in time. You bring nothing back with you except your memory of what happened.

At Higher Levels: When you use a spell slot of 6th level or higher, the duration of this spell increases. The duration becomes 30 minutes with a 6th level slot, 1 hour with a 7th level slot, 2 hours with an 8th level slot, and 4 hours with a 9th level slot.

*** Can be substituted with 2 ounces of distilled starlight or 3 ounces if cast at 7th level or higher.

Original idea by Pastordontplay.

LUCKY STARS

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a rabbit's foot or other lucky charm), L*

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Sorcerer

You create three small stars that circle around your head. Whenever you make an attack roll, an ability check, or a saving throw, you can spend expend one star to roll an additional d20. You can choose to expend one of your stars after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also expend one star when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you create one additional star for each slot level above 3rd.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

METEOR STRIKE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, L*

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Paladin

The next time you hit a creature with a weapon attack during the spell's duration, your weapon strikes with the momentum of a meteor. The attack deals an extra 1d6 fire damage, and the target must succeed on a Strength saving throw or be knocked prone or pushed 5 feet away from you (your choice). A Large or larger creature has advantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

MOONFALL

8th-level Starlight

Casting Time: 1 action

Range: 500 feet

Components: V, S, L*

Duration: Instantaneous

Classes: Druid, Wizard

You materialize a minor moon from its place in the stars to use as an instrument of doom. A large stone moon of 100-foot radius appears 1500 feet above a point you can see within range. The spell fails if you can't see a point in the air where the moon could appear, or if you do not have a clear view of the sky.

The moon falls 500 feet at the start of each of your turns. Each creature in the moon's path as it falls must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is grappled until the end of its next turn, pinned by the moon. On a successful save, a creature takes half as much damage and is pushed out of the moon's path, up to 100 feet away from the moon.

Once the moon collides with the ground, each creature within 100 feet of the point of collision takes 12d12 bludgeoning damage. The spell deals maximum damage to structures. The moon then break into pieces, leaving a 100-foot radius impact crater, which becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

"*" Can be substituted with 3 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

MOONLIGHT ORB

1st Level, Starlight

Casting Time: 1 Action

Range: 90 feet

Components: V S L*

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

You hurl a 6-inch-diameter shimmering bright white orb at a creature that you can see within range. Make a ranged spell attack against the target. If the attack hits, the target takes 2d8 force damage.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

NIGHT SKY

9th-level illusion

Casting Time: 1 action

Range: Self (1-mile radius)

Components: S, L*

Duration: 1 hour

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

With a wave of your hand, you force the sky above you to clear and become night, in a radius of 1 mile. Within the spell's area, spells that can be cast only at night (such as *create undead*) can be cast regardless of time of day.

When you cast this spell, choose one of the following effects. On each of your turns until the spell ends, you can use your action to choose an effect, selecting the same effect or a different one.

Dreamland. The terrain within the spell's area shapes to your desires. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. You can end this effect as an action on your turn.

Grim. You imbue false life into a corpse you can see within the spell's area. It rises as a skeleton if you choose a pile of bones, or a zombie if you choose a fleshy corpse. On each of your turns, you can use an action to mentally command any creature you made with this spell if the creature is within the spell's area (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature reverts to a corpse or pile of bones when the spell ends.

Shooting Star. A star streaks across the sky. One creature of your choice who can see the star gains 25 temporary hit points. While the creature has these hit points, it is immune to fear.

Slumber. You inflict drowsiness on a creature of your choice within the spell's area. If the target has less than 50 hit points, it falls unconscious until the spell ends, it takes damage, or someone uses an action to shake or slap it awake.

Star Storm. Ten stars fall from the sky. Each star hits a creature of your choice within the spell's area. Each star deals 1d4 + 1 force damage to its target (roll damage for each star separately). The stars all strike simultaneously, and you can direct them to hit one creature or several. Each time you use this effect, the sky grows darker. After the 10th use, the sky above becomes entirely dark, and you can no longer use this effect.

"*" Can be substituted with 4 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

QUASAR

6th-level Starlight

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, L*

Duration: Instantaneous

Classes: Wizard

You produce a beam of radiance in a line, 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A target takes 10d8 radiant damage and is blinded for 1 minute on a failed save, or half as much damage and is not blinded on a successful one.

A creature blinded by this spell makes a Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

"*" Can be substituted with 3 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

QUINTESSENCE

5th-level Starlight

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer

You pull the essence of the astral sea into a potent and concentrated form which coalesces into a perfect sphere of rapidly swirling dark aether three feet in diameter. Choose an unoccupied point within range. The sphere floats in that space for the duration of the spell.

When you cast this spell and as a bonus action on each of your following turns, you may cause the sphere to either *attract* or *repel* creatures within 30 feet of it.

Attract: When you choose for the sphere to attract, it turns utterly black and devoid of light. All creatures within 30 feet must make a Strength saving throw. They are pulled 15 feet toward the sphere and knocked prone on a failed save or are pulled only 5 feet and not knocked prone on a successful one. The distance pulled is reduced by 5 feet for every size category a creature is above large.

Repel: When you choose for the sphere to repel, it turns to a murky pale light. All creatures within 30 feet must make a Strength saving throw. They are pushed 15 feet away from the sphere and knocked prone on a failed save or are pushed only 5 feet and not knocked prone on a successful one. The distance pushed is reduced by 5 feet for every size category a creature is above large.

Whenever a creature or object starts its turn adjacent to the sphere, it takes 5d6 bludgeoning damage as the rapidly swirling aether rips it to pieces.

"*" Can be substituted with 2 ounces of distilled starlight.

Original idea by Pastordontplay.

READ STARS

Cantrip Starlight

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

Classes: Druid, Sorcerer

You discern how a creature you touch is tied to the threads of fate held in the stars. You immediately learn what month and year the creature was born.

This is different from the kind of Fate reading that the Fate Weaver can do. The various Fate reading methods that the Fate Weaver subclass has allow for the character to learn different things and go way more into detail than this spell does.

Original idea by Pastordontplay.

SHIMMER

3rd-level Starlight

Casting Time: 1 action

Range: 30 feet

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer, Wizard

You infuse a willing creature within range with starlight causing its physical form to partially become light for a brief time. Until the spell ends, the target gains resistance to radiant damage, deals an extra 1d6 radiant damage with melee weapon attacks, and gains a special defensive reaction. When the target takes damage, it may use a reaction to gain resistance to that damage as its physical form fades into light. This reaction cannot be taken to reduce psychic or force damage.

"*" Can be substituted with 1 ounce of distilled starlight.

Original idea by Pastordontplay.

STARBEAM

2nd level Starlight

Casting Time: 1 action

Range: 200 feet

Components: V S L*

Duration: Instantaneous

Classes: Druid, Wizard

A beam of pure energy shoots from your hand towards a target within range. If the target fails a Dexterity Saving Throw, it takes 3d10 Force damage means the target only takes half damage. If successful, it takes only half the damage.

Anything between the spellcaster and the target it is aimed at is affected by the damage and must also roll a Dexterity Saving Throw.

Any target hit by the spell becomes a light source until the end of its next turn emitting dim starlight up to 20ft. away.

STARCROSSED BINDING

7th-level abjuration

Casting Time: 1 hour (Ritual)

Range: 10 feet

Components: V, S, M (two stone rings made from the same meteorite and a diamond worth at least 3000 gp), L*

Duration: Until Dispelled

Classes: Cleric, Druid

You adorn two willing creatures within range, bonding them together across time and space. As long as the two creatures remain on the same plane of existence, each creature gains a +1 bonus to its AC and saving throws, and is immune to the *charmed* condition. Additionally each target knows the direction and distance to the other, and if one of them travels or is transported to a different plane, the other knows to which one they went.

The spell ends if one of the creatures is killed. A creature can only benefit from this spell once in its lifetime.

This spell can only be dispelled by a *wish* spell.

"*" Can be substituted with 4 ounces of distilled starlight.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

STARDUST

2nd level Starlight

Casting Time: 1 action

Range: self

Components: V S L*

Duration: Instantaneous

Classes: Sorcerer, Wizard

You sprinkle magical dust around you in a 10-foot radius forcing any creature caught in the spell to become defeaned until the end of their next turn. This spell does not affect the spellcaster itself.

STARFAULT

3rd-level astromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Sorcerer

You twist the destinies of creatures so that their strengths and weaknesses are interchanged. Choose up to three creatures within range that you can see. Each creature must make a Charisma saving throw. On a failure, their highest ability score and lowest ability score are swapped. Creatures may repeat the saving throw at the end of each of their turns to stop the effect. If there is a tie among ability scores, you choose which of the tied ability scores is affected.

"*" Can be substituted with 1 ounce of distilled starlight.

Original idea by Pastordontplay.

STARLIGHT SHROUD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, L*

Duration: 10 minutes

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

Ghostly starlight surrounds your body, casting bright light in a 10-foot radius and dim light for an additional 10 feet. The first time you take damage after casting this spell, the starlight explodes outward and the spell ends. Each creature within 10 feet of you, other than you, must make a Dexterity saving throw, taking 2d10 radiant damage on a failed save, or half as much damage on a successful one.

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

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

STARLIGHT SPEAR

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, L*

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin, Wizard

You weave threads of starlight together to create a spear of solidified light in your hand. This magic spear lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d12 radiant damage on a hit and has the reach and thrown (20/60ft.) properties. In addition, if you move at least 20 feet straight toward a target, your next attack with this weapon deals an additional 1d12 radiant damage on a hit.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the spear to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d12. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d12.

Original spell found in All the Lights in the Sky are Stars (ATLAS) by Haven.

STELLAR DEGENERATION

4th level Starlight

Casting Time: 1 action

Range: 30 feet

Components: V S L*

Duration: Instantaneous

Classes: Sorcerer, Wizard, Warlock

Starlight energy washes over a creature of your choice that you can see within range, highlighting it until the end of its next turn with a starlight glow that makes it easy to see in the dark. The target must make a Constitution saving throw. The target takes 8d8 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

*** Can be substituted with 2 ounces of distilled starlight.

SUNLIGHT RAY

Cantrip, Starlight

Casting Time: 1 Action

Range: 50 feet

Components: V S L*

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

A beam of bright energy shoots from your hand, moving in a straight 5 foot wide line. Everybody within that line must make a **Dexterity Saving Throw**. Those who fail take 1d6 Radiant Damage.

Any target hit by the spell becomes a light source until the caster's next turn, emitting bright light in a 10 feet radius.

THE LIGHT OF STARS

2nd level Starlight

Casting Time: 1 action

Range: 30 feet

Components: V S L*

Duration: Instantaneous

Classes: Sorcerer, Wizard

Magical light spreads from a point you choose within range to fill a 10-foot-radius sphere for the duration. The light spreads around corners. Any creature that starts its turn in the sphere of light, becomes blinded for a full turn and has to make a Wisdom Saving Throw at the end of its turn. On a success, the spell no longer has an effect on the creature. On a failure, the creature continues to be blinded.

TWINKLE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

You create or manipulate lights you can see within range and that fit within a 5-foot cube:

- You create a small burst of light, providing bright light in a 5-foot radius and dim light for an additional 5 feet until the start of your next turn.
- You cause a nonmagical light to dim until the start of your next turn. An object that usually casts dim light no longer casts light, and an object that casts bright light now casts dim light.
- You change the color of a light for 1 minute.

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

TWIST FATE

2nd-level Starlight

Casting Time: 1 reaction, which you take when a creature within range makes a successful ability check, attack roll, or saving throw

Range: 30 feet

Components: V, L*

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You spin the threads of fate and reverse a creature's fortune. Ignore the triggering die roll. Instead, the creature must re-roll it with disadvantage. Use this new roll to determine the result as normal.

[Original idea by Pastordontplay.](#)

ULTRAVIOLET PULSE

2nd-level Starlight

Casting Time: 1 action

Range: 120 feet

Components: S, L*

Duration: Instantaneous

Classes: Druid, Warlock, Wizard

You hurl a ball of glowing violet energy towards one creature within range, which bursts into a pulse of invisible radiation on impact. Make a ranged spell attack against the target. On a hit, it takes 5d6 radiant damage and must make a Constitution save or be poisoned for 1 minute. The target can repeat this save at the end of each of its turns, ending the effect on a success.

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

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

VACUUM

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a sealed container), L*

Duration: Concentration, up to 1 hour

Classes: Druid, Wizard

You draw all the air out of a creature within range. The target must make a Constitution saving throw. On a failed save, it takes 8d6 bludgeoning damage and begins suffocating. On a successful one, it takes half as much damage and does not begin suffocating.

The target can repeat the saving throw at the end of each of its turns, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

"*" Can be substituted with 2 ounce of distilled starlight.

[Original spell found in All the Lights in the Sky are Stars \(ATLAS\) by Haven.](#)

THE MENAGERIE

In this section of the supplement, you will find various creatures that have been used in adventures that take place in Latakar. With this library of creatures, you can mix and match to populate your sessions with all sorts of things.

VOID SPAWN

Small elemental, chaotic evil

Armor Class 10
Hit Points 10 (3d6)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Any Starlight Magic
Damage Immunities void
Condition Immunities poisoned, corrupted
Senses darkvision 60 ft., passive Perception 10
Languages --
Challenge 1 (25 XP)

Death Burst. When the Void Spawn dies, it explodes and corruption spreads around it. Each creature within 5 ft. of the Void Spawn must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) void damage.

Weak Corrupted Essence. The Void Spawn is made of the Void but is too weak to affect creatures around it unless it directly attacks them itself.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) void damage.

Void Spit (Recharge 6). The Void Spawn exhales a 15-foot cone of void goo. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) void damage and taking **x1 times corruption** on a failed save, or half as much damage on a successful one.

Expand Corruption (1/Day). The void spawn has a 10 percent chance of summoning a copy of itself. The summoned copy appears in an unoccupied space within 5 feet of its summoner and acts as an ally of its summoner.



VOID LURKER

Small elemental, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Any Starlight Magic
Damage Immunities void
Condition Immunities poisoned, corrupted
Senses darkvision 60 ft., passive Perception 10
Languages --
Challenge 1 (200 XP)

Death Burst. When the Void Lurker dies, it explodes and corruption spreads around it. Each creature within 5 ft. of the Void Lurker must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) void damage.

Weak Corrupted Essence. The Void Lurker is made of the Void but is too weak to affect creatures around it unless it directly attacks them itself.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8) bludgeoning damage plus 2 (1d4) void damage.

Void Spit (Recharge 2). The Void Lurker exhales a 15-foot cone of void goo. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 4 (1d8) void damage and taking **x1 times corruption** on a failed save, or half as much damage on a successful one.





LESSER VOID ELEMENTAL

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities Any Starlight Magic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities void

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Primordial

Challenge 3 (1,800 XP)

Void Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Corrupted Essence. The elemental is made of the Void and any creature that comes in direct contact with it takes **x1 times corruption**. Direct contact means that the creature's skin must touch the elemental.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage +2 void damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 10 (2d8 + 2) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 10 (2d8 + 2) bludgeoning damage and take **x2 times corruption for each turn** it spends there. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength and succeeding.



VOID REAPER

Large monstrosity, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Str +9

Skills Athletics +9

Damage Vulnerabilities any starlight magic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities void

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses passive Perception 11

Languages Deep Speech, Primordial

Challenge 7 (2,900 XP)

Void Form. The reaper can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Corrupted Essence. The reaper is made of the Void and any creature that comes in direct contact with it takes x1 times corruption. Direct contact means that the creature's skin must touch the reaper.

Regeneration. At the start of its turn, the Void Reaper regains 10 HP.

Actions

Multiattack. The Void Reaper makes two Slam attacks

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage. On a hit, the target is grappled.

The reaper can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the reaper's turns, each creature grappled by it takes 7 (1d10 + 2) bludgeoning damage and take x2 times corruption for each turn it spends there. The Void Reaper gains half the damage it dealt back as HP. The Escape DC is 12.

Corrupting Roar (4/day). The Void Reaper releases a terrifying roar. All other creatures within 30 feet of it that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature takes 2d8 psychic damage and the creature's Constitution score is reduced by 1d4. The creature dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the creature finishes a short or long rest. On a success, a creature takes 10 (3d6) psychic damage.

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VERSION 1.0A

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Afterword

Thank you for taking the time to download and read this supplement. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

I would like to thank the featured artists that all contributed their amazing art to create this non-commercial supplement that will continuously be updated so that it may always act as the base for all the things that I create for the realm of my own creation, Latakar.

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