

Adventures in Alara

A player made guide to adapting the world of Alara to D&D 5th Edition

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Current Updates:

- Lore and setting for Bant
- Races and beasts of Bant
- Planeswalkers appendix

Next Update:

- Lore and setting for Naya
- Races of Naya
- Hierarch Druid for Bant

Future Update:

- Bestiary for Naya
- Lore and setting for Jund
- Races of Jund

Introductions

Magic the Gathering made Alara the focus of its 2008 to 2009 expansion. Alara came during a period of change and experimentation to the Magic™ format and brought with it the unique feature of presenting not one distinct world, but five. Each realm had its own vibrant biosphere. Each world brought play identities that players have wanted, but only got in few examples.

By comparison to the next decade of expansions, we have not returned to continue the story of Alara. We have already revisited worlds that were displayed in expansions since *Shards of Alara* (as we did we in *Battle for Zendikar* and *Shadows over Innistrad*). And yet nearly every year since our last focus on Alara, we have seen new characters be introduced in the summer multiplayer products and the occasional core set. This has left the players and the community with drips of story and strong characters to bond with.

With the release of the Planeshift documents, now more than ever, is the perfect time to revisit this world.

Alara is a world with one of the richest variety of settings ever created by Wizards of the Coast™. On Alara one will find Rhino-folk meditating in a quiet monastery, paladins embracing a religion of technological augmentation, and druids worshipping great leviathans of the sea. This is a world where uncivilized barbarians fight alongside mind controlling mages against undead monstrosities and are rewarded by angels with holy relics.

What makes the this “Planeshift” different from other projects is that there is no *The Art of Alara*. We are lucky to have the precursor to the *The Art of* books, the *Planeswalker’s Guide to Alara*. This wonderful document, along with the *Savor the Flavor* articles and the novels *Alara Unbroken*, paint a picture of what the setting was and of its transition. However The setting has changed drastically, and the *Planeswalker’s Guide* reflects the *Shards of Alara*, before the world was reunified into the current setting where this guide takes place.

We left that world in a period of massive change and tribulation. This documents reflects the world after the expansions, incorporating as much current lore as possible.

What we present now is a growing and still-being-worked-on project. Each update will include new settings, erratas, and lore .

The World of Alara

Alara was once a single and unbroken realm, a massive world rich with magic. However, that wealth led to its downfall, for an antediluvian and malevolent Planeswalker tore the plane asunder a millennia ago, harvesting its mana in an event known as the Sundering. This disaster broke Alara into incomplete planes called Shards. As they floated separately among the Blind Eternities each plane was severed from two of the five colors of mana. Like light diffracted by a prism, this mana imbalance caused the shards to evolve in wildly distinct directions over the course of centuries. The shard of **Bant** became a land of sunlit honorbound kingdoms. On the isles of **ESPER**, a hegemony of wizards and sphinxes augment nature with an enigmatic material called etherium, seeking metallic perfection. Meanwhile the lands of **Grixis** deformed into an undead-infested hellscape. The shard of **JUND**, deprived of laws and civilization, is a primordial hunting-ground ruled by dragons. Finally, the shard of *Naya* grew into a lush jungle paradise of exuberance.

But what was broken can become whole, in an event known as the Conflux. The shards began to overlap, at first edges would touch, small pockets of each plane would dot the other's landscape. Agents planted by an ancient conspiracy sparked paranoia and fear, or promised untold treasures available to those who would invade the other shards. As the shards fully collided, cultures clashed and wars ensued. At each front, the shards' legions pummel one another with powerful magics, calling on every spell they know to defeat the other shards. The magic spent rippled through the newly forming plane, and where the five Shards met, a chaotic storm of mana came into existence: the **MAELSTROM**.

Nicol Bolas, elder dragon and tyrant of worlds, planned this all along. He came to Alara, a millenia ago, to a sunder the plane and feed on its rich mana. And now he sought to restore his lost power in one massive ritual; he would consume the Maelstrom and become all powerful. Even if it meant that Alara would die before it had a chance to be reborn.

Adventures in New Alara

Alara's champions, succeeded in banishing Bolas from the plane, but the world is now permanently transformed. This Alara, new and reformed, is a world of in need of heroes. Adventurers will find opportunities to explore the ruins of the Shards, meet foreigners trying to integrate or conquer realms unknown and resurfaced, or band with others from across the newly reformed world, confronting forces that threaten all of Alara.

BANT



History & Setting

Built on a rocky cliff, a pristine white castle overlooks a cerulean sea. Fortified walls encircle a courtyard filled with fig trees and neatly tended gardens. At each corner is a round tower, their bronze roofs gleaming in the sunlight. Suspended between the towers is an elevated keep that houses a noble family and a regiment of knights who would fight to the death to defend the honor of their station. An angel flies high above the castle and continues east over the rolling green plains and domed roofs of the Rhox monasteries that dot the countryside. She is one of many angels that watch over the orderly, rule-bound communities that inhabit the temperate plains below her.



Bant is a place of castle bound towns, devotion, and the endless quest for honor. The nations of Jhess and Valeron control the coastal regions while the inland savannahs are divided between the three nations of Akrasa, Topa, and Eos. Despite ideological divides between the nations, they all share the same code: knightly orders defend the natural law, heroic men and women wear enchanted medallions known as sigils, and everyone trains in weaponry and martial arts from a very early age.

The Castles that are found in each horizon house families of clerical nobles, libraries and schools of enlightened mages, practice halls of martial knights, workshops and markets, and even stables. On Bant these castles, not cities, are the foundation of society. In the farmlands, granaries and worker's homes are cloistered among the Monasteries and temples. However, since the Conflux, not every castle is inhabited by the living, every temple is pure, or every monastery filled with the devout.

During the Conflux, red mana from Naya and black mana from Esper flooded into Bant, creating havoc. The Order of the Skyward Eye imbued mistrust in Bant, resulting in a panic across all the nations. The armies were disrupted, and the communities fell apart. The angels no longer could keep Bant under firm control, as strange creatures and plants spread across Bant, even creatures from Grixis and Jund appeared, slaughtering entire settlements with ease. Although the armies of Bant fought the invaders, it was clear that the opposing beasts and fighters were weakening Bant.

In their finest hour, Bant was triumphant in defeating its ancient foe, the dragon-demon-hybrid ruler of Grixis, Malfegor. Once thought of as myth, he appeared during the conflux and was slain by Bant's champion, Rafiq of the Many. Wielding the reforged blade of the ancient archangel, Asha, Rafiq finished a furlong prophecy and halted the invasion of undead hordes. Nevertheless, the war took a toll on Bant's saviors, as its veterans found themselves tired of chaotic war, or worst, victim to the whispers of foreign masters and new ideologies.



After the Conflux, Bant would no longer be as orderly as it was. Its borders merged more and more with the other shards, until it became part of New Alara. Following the invasions, many of the once shining castles of their lands laid in ruin, dangerous places to venture to. Bant adapts to this new world by recruiting all the allies it can into its legions. It enlists behemoths and hydras to besiege the necropolises of Grixis. It welcomes troops from Naya and Esper who seek the glorious embrace of the angels.

Little by little, the war erodes Bant's strict caste system, transforming its society in the crucible of war. Some have even broken from the Angels' yoke, having found freedom of caste among the Ethersworn of Esper and the barbarians of Jund. Others have turned to worshipping the gargantuan movement of the Nayan gods, or worse, surrendered themselves to demon lords. Yet, the greatest threat to Bant may come from within, as zealots and fanatics spread through the land preaching a doctrine of restoring the kingdoms to their previous glory at any cost, be it payed in innocence or blood.

Castes & Backgrounds

Castes - A critical aspect of the Bantian religion, *The Beholden*, is that every nation and race native to Bant recognizes the same castes. Your Caste is set at birth, and breaking caste roles is rare. Pretending to be a higher caste is punishable by imprisonment, while taking on a lower caste role results in a loss of caste to that level. Gaining sigils, the magic-infused medallions that symbolize allegiance and honor, is the only way to rise through the ranks.

Blessed - Members of this caste interact with angels, lead nations, and live in accordance with the highest ideals, they are the nobles, monarchs, headmasters, and community leaders of Bant. Many believe that when a Blessed child is born, they will become angels as long as they don't fall into decadence or lawlessness. Members of the lesser castes must work harder and accomplish more deeds if they want their souls to transcend to the higher state. The Blessed carry sigils that display their family of origin and their noble birth. These sigils are family heirlooms and grant the wearer auditions with leaders, respect among the Beholden, and the ability to pass through barriers protecting their family estates, be it the guards or something more magical.



Skill Proficiencies: Religion, Persuasion

Languages: Celestial

Tool Proficiencies: One type of gaming set

Equipment: A sigil representing your family and caste, a gaming set, a scroll of hymns, vestments, and a purse containing 25 gp

Feature - Closer to the Angels. The other castes of the Beholden are inclined to think the best of the Blessed, striving to accommodate reasonable orders and requests from the Blessed. They command the respect of those who share their faith, and can perform religious ceremonies.

Suggested Characteristics - The Blessed Caste are raised to be leaders and conscientious of their communities. Their relationship with their faith, family, and castle shape them and can strengthen them. However, their flaws are defined by the pressures to live up to the ideal image that others have of them. In Bant, one's bonds manifest into their sigils.

D8	Personality Trait
1	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2	I am tolerant (or intolerant) of other faiths and respect (or condemn) foreign ideology.
3	Everything I do, I do gracefully and deliberately, and with complete confidence.
4	I idolize a particular hero of ancient Bant, and constantly refer to that person's deeds and example.
5	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
6	I quote (or misquote) sacred texts and proverbs in almost every situation.
7	I've spent so long in the castle that I have little practical experience dealing with people in the outside world.
8	My favor, once lost, is lost forever.



D6	Ideals
1	Charity. As one Blessed by birth, I am aware of the less fortunate. (Good)
2	Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)
3	Beholden. I am try to embody Bant's ideals of Order, Justice, and Honor. (Lawful)
4	Respect. Respect is due to me because of my caste, but all people regardless of status deserve to be treated with dignity. (Good)
5	Survival. I will not allow myself or those close to me to be felled by the evils of this world. At any cost (Evil)
6	Family. Blood runs thicker than water. (Any)

Gaming Sets of Bant

Three dragon ante is not a common game played in Bant, instead one will see that the common game kit has colorful stones and a board for the players choice of *Mancala*, *Morabaraba*, or *Zaama*. There is also *Exalted Chess*, whose pieces reinforce the caste system and teach children to think strategically within the confines of honorable combat

D6	Bond
1	My family's origins are shrouded in mystery, and my sigil can unlock it.
2	I am in love with another, and they carry a sigil that allows me to find them
3	My home has been destroyed in the Conflux, I look at my sigils with a weary heart.
4	Someone has stolen an important heirloom, and I hope to recover it.
5	My sigil comes from the guardian angel of our home, and I never feel homesick, no matter how long or far I have travelled.
6	I doubt that the family sigil is pure, and I fear the whispers that only I can hear. I must know the truth!

D6	Flaw
1	I am suspicious of the unbeholden and expect the worst of them.
2	I am secretly jealous of the freedoms that outlanders and unbeholden possess
3	I have lost faith in the angel's ability to protect Bant, we must adapt to new ways
4	I am blessed by birth, that makes every other caste less special than me.
5	I struggle with the expectations of my station and have developed a perfectionist attitude to everything I do.
6	I refuse to allow foreign ideals into my home. Bant must remain pure at any cost.

Sighted - A spiritualist and clerical caste, the Sighted need not bow before anyone, though they must obey the orders of the Blessed. Strangely enough, the angels and the Sighted have no special relationship. While the angels are seen as spiritual beings of great importance, the Sighted feel they have their own insights into such things, and don't rely on the authority of the angels in the same way as the other castes.

Suggested Characteristics. Members of the sighted caste work as advisors and truth seekers. Though individuals of other backgrounds may have proven themselves among the Sighted; the tables for the **Sage**, **Hermit**, or **Acolyte** background in the Player's Handbook work the best as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of Sighted Caste. Players who have purchased the *Sword Coast Adventurer's Guide* should explore the **Cloistered Scholar** for characters who serve at a Blessed family's discretion and the **Far Traveler** for outlanders who have joined the Beholden as a sighted caste



Sigils - While the sighted may gain sigils from their deeds and schools, they are not a critical aspect of this caste. Some institutions reward sigils that restrict the bearer, forcing them to live by ideals of the of their philosophy. For example the sigil known as *Truth* is earned by a decade of dedication to the so-called *Ideal of Greatest Weight*, and whoever wears the sigil becomes physically incapable of lying.



Sigiled - Anyone who has, through noble or courageous deeds, earned favor from a patron may be given a sigil to increase their power and caste rank. Patrons can be high-ranking Blessed caste nobles, Sigiled caste knights, or angels who bestow sigils, magic-infused medallions that empower the individual. The Sigiled are measured by the number of Sigils they gained through their actions.

Skill Proficiencies: Athletics

Tool Proficiencies: One type of gaming set or musical instrument

Equipment: One set of traveler's clothes, a sigil, and a pouch containing 10 gp

Sigil: DMs and are encouraged to design Sigils in conjunction with their Players, however you may use the chart on this page for their first Sigil.

Suggested Characteristics. For those who were born into this caste, use the tables for the **Soldier** background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of the sigiled caste. Your bond almost always involves the sigils you bear and the organizations to whom you are beholden. A character who has been elevated into this caste

should consider the **Folk Hero** background; and those who stole or bought their Sigils should explore the **Charlatan** background. It is highly unusual for a Sigiled Caste ideals' to publicly embrace Chaos or Evil.

D6	Sigil
1	My sigil was earned from an order that protects pilgrims. It grants the bearer proficiency with Survival and Animal Handling skills, and the Herbalism tool.
2	My sigil was earned from a Blessed family. As their agent the sigil grants the bearer proficiency with Insight, Persuasion, and access to their castle.
3	My sigil has been in the family for generations, and though the order or patron that granted it has been forgotten, the sigil still grants the bearer proficiency with History and Investigation skills; except that any attempts to decode its past fail.
4	My sigil was recovered from a reliquary after the conflux, and given to me in recognition for my role in that expedition. It is a strange medal, empowering the bearer with proficiency in Arcana and the Celestial, Draconic, and Demonic Language skills.
5	My sigil bestowed to me by an angel. It grants the bearer proficiency in Persuasion, Intimidation, and the Celestial Language skills.
6	I bought or stole my Sigil, it hums with magic unknown. I am proficient in the Deception skill and with the Forgery tool.

Feature - Knightly Regard. You receive the title of Knight, along with shelter and support from individuals who recognize your sigils, such as members of your knightly order(s), or citizens of communities that have honored you. You can gain aid from castles, temples, and other religious communities of the Beholden. This help comes in the form of shelter and meals, and healing when appropriate, as well as occasionally assistance in the face of danger.

The Mortar - Members of this caste make up the bulk of Bant's population. Mortars must follow the orders of the Sigiled, the Sighted, and the Blessed, though in the enlightened nations of Bant, such orders are not given lightly. The Mortar are considered to be the keepers of common sense, as a counterpoint to the spiritual abstraction of the Sighted and the strictly codified existence of the Sigiled. Mortar class fills the commoner role are able to ascend to Sigiled or descend to Unbeholden.



However as the outsiders invaded Bant, the soldiers who once saw sigils as the highest marks of glory began to see their scars of battle as tokens of equal worth. This has caused the caste system to be challenged, and some grizzled veterans and shaken recruits challenge the orders they once took as holy edict.

Suggested Background. As the common folk of Bant, Mortars are **Soldiers, Sailors, Entertainers, and Guild Artisans.**

The Unbeholden - This caste consists of bandits and thieves, those who forcibly take possessions from others without Letters of Marque. The Unbeholden are often victims of circumstance or rebels who reject the caste system, but there are few truly vicious men and women among their ranks. Many families have one member who is part of the Unbeholden. Often their exploits are chronicled in fables meant to illustrate the



importance of virtue and hard work, and the consequences of the lack of discipline that can lead to life as an Unbeholden.

Suggested Background. Anyone can fall into this caste, but often the **Charlatan, Criminal, Pirate, and Urchin** are born into it.

Sigils

Extraordinary acts of nobility and courage are rewarded with sigils, magical medallions bestowed upon worthy souls. Sigils can be inherited, earned, or stolen. Royal houses, nobles, knightly orders, towns, monasteries, angels, and even a few remarkable individuals are able to grant sigils to signify their support for someone. A sigil is both a prize of honor and a bond of duty, making the individual bound to any call to action from those who grant them.

All sigils empower their wearer. A sigil might increase a person's strength, or heal wounds, or boost endurance. Given their importance, the demand for recognition may lead those who would rather pay for honor than earn it to buy or steal a sigil. That act, if discovered is punishable by imprisonment.

Stories tell of “dark sigils”, forged by demons before the Shattering. But for centuries they sat quietly and powerless in reliquaries. Now that Aalra has been reborn, their wardens risk succumbing to whispering corruption. They can also be created by corrupting already existing sigils. These tainted sigils do not lose their power, only their purity, conferring dire magic to its wielder.

The Following are a list of examples that Players and DMs can use when designing their sigils. Some Sigils grant **Channel Sigil**, This ability is the same to the Cleric's *Channel Divine* (including use(s) per day), but you may only channel the sigil's effect.

Galo's Grace. Named after a knight who fell to a blast of fire, the Order of the White Orchid forged a sigil with his visage. The bearer may **Channel Sigil**, and cast the School of Abjuration *Protection from Energy*.

Memory of Hellkite Pass is a sigil that was granted to the veterans of eponymous battle. The sigil grants +1 Constitution, plus an additional +1 Constitution for every six levels you have.

Serul's Grace. Serul Cove is a coastal city in the nation of Jhess whose sigil is granted to their sea captains. The bearer has free passage into the cove, able to navigate a ship through the magic wards of the harbour. Also the sigil binds the individual to the city, allowing them to hear the commands of the Blessed ruler while at seas and gain the protection of the cove's modest navy while in their waters.

Herald of the Host, known colloquially as the mirror-sigil, it grants the bearer **Channel Sigil: Mirror Self**. See the *Trickster Cleric's* Channel Divinity: Invoke Duplicity for its effect. You create an illusory duplicate of yourself at level one, plus an additional duplicate for every six levels you have.

Sarrasa's Shame, This Sigil is one of the many “meta-sigils” that formed the angelic Guardian of Giltspire. Once she abandoned her post, the castle was shattered by some dark ritual, the disoriented defenders then faced a demonic invasion. No one is truly sure of how it came to be found, but the corrupt sigil grants its bearer +1 AC for each frightened Opponent within 20 feet. The Sigil once belonged to a complete being, and the bearer can sense when it is within 100 feet of any other sigil belonging to the disgraced angel.



Holy Orders of Bant

On Bant stands fraternities of the Sigiled Caste, which grant sigils to those they have deemed worthy. In general, members of an order will resist fighting their fellows of the same order, even when their kingdoms were at war. Individuals can belong to multiple Orders, but must carefully negotiate their alliances when these orders dispute among themselves. Nevertheless the major knightly orders are active in all the nations of Bant and provide a culturally unifying force. These are some Orders you may encounter:

The Wayfarer's Friends patrol the roads of Bant, keeping them safe from bandits and monsters. They maintain rest stations in uninhabited areas and hospices in major settlements. The Friends favor those with martial and healing techniques, often knighting common folk found worthy.

The Knights of the Reliquary spend their time searching the land for remnants of ancient civilizations. In their great warehouses are relics that point to an ancient civilization that once stood in Bant, practicing evil, abhorrent rites. During the Conflux, the Knights main headquarters found itself in a planar verge, landing straight into the isles of Esper. After a crusade to recover it, the site lies abandoned, dusty secrets still hidden. The Knights now hire agents to investigate any rumors of magical power and to discover ruins across all Alara. Meanwhile, their most loyal and devout guardians stand vigilant over the Reliquaries.

Elsbeth's Squires honor the planeswalker Elspeth Tirel, whose magic and investigations saved Bant during the Conflux. Led by Arlan Some members have gone so far as to pray for Elspeth's return, believing that she is somehow angelic. While they maintain a good relationship with the Goldmane Pride of Naya, whose leader is a

planeswalking companion of Elspeth, it is unknown what news he has brought about her adventures.

The Herald's Army is led by the legendary Rafiq. Once the most decorated Knight in Bant's history, during the Conflux Rafiq faced defeat at the hands of the Esperite armies and ventured into the horrors of Grixis. In the end, with the aid of Elspeth Tirel, Rafiq slew the evil that was Malfegor, saving all of Bant. But his victory lies hollow, as his attempt to use Etherium to heal his best friend ended fatally. Now Rafiq leads an army of zealots to purge Bant and the other realms of evil, even at the cost of innocence. His followers claim he is the Herald of the archangel Ahsa, with whose blade he slew Malfegor in two strikes, detractors mockingly call him the Herald of War. Regardless, many who have sworn vengeance, seek combat, or are fueled with zeal, swell the army's ranks.

Custodians of the Hidden Realm follow the teachings of Roon, a skilled Rhox fighter. Roon once served in the Herald's Army, but he deserted and wandered in the wilderness after a mistaken slaughter of innocents. There he received a vision of the Hidden Realm and was told he was the keeper of its secrets. Called a blasphemer by some, Roon embarked on a pilgrimage to rally people to his cause. His compelling personality has attracted many, and is a prophet with legions of followers from all the different realms. For those who believe in him, he is a great guardian who will one day open the gate to eternal glory.

The Olive Branch is headquartered in the nation of Eos. In the past they sought to broker peace and smooth the relations between all the nations of Bant. Now they have taken their ideals globally, hoping for the day that all of Alara see each other as siblings.

Races of Bant

Rhoxes, Avens, and Humans are the most common races in Bant and can be found throughout the region.

Aven - A proud race of winged warriors and mages. Avens can be found throughout Bant, Though they follow the caste system, many avens avoid entanglement in human affairs, having little interest in dealing with other peoples. Some, however, become dedicated scouts and soldiers in Bantian armies, and many have been many slain exploring the perilous skies of the other regions.

The Aven possess an unspoken language of gestures and motions that allow them to communicate in flight. Aven generals, spies, and diplomats are masters of this language, able to convey secrets to allies and deny information to foes. Other races can learn to “listen” to this unspoken language, though few ever know how to “speak” it. It’s writing is based on scratch marks on clay.

Humans consider aven to be somehow akin to angels, if for no other reason than their appearance. Avens are a bit puzzled by this elevated status because they don't worship the angelic guardians of the realm in the same way the humans do. They hold the angels as embodiments of ideals which they strive to mimic, not merely a divine force to follow, awe, and worship.



Aven armor is often tunics that cover the chest and shoulders, with armbands and bracers made of cloth, leather, or even chain and half-plate. Aven do not wear leg armor, nor shoes. Cloth strands hang from the shoulders of any Aven that is in the Sighted and Blessed Caste. These “shawls” may even be used to hold Sigils. The Blessed, and their most trusted agents, bear sigils that magically permit the use of heavy armor in flight.

Aven Traits - As an Aven, you have certain traits in common with your people. Being able to fly at high speed starting at 1st level is exceptionally effective in certain circumstances and exceedingly dangerous in others. As a result, playing an Aven requires special consideration by your DM.



Ability Score Increase. Your Dexterity score increases by 2

Age. Aven reach adulthood in their late teens and can theoretically live into their 80s.

Alignment. Most Aven are good. Those who follow the castes and the faith are likely to be lawful. Some Aven become Unbeholden, following their own pragmatic needs.

Flight. You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

Size. Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and Aven.

Subrace. Two varieties of aven inhabit Bant: owl-headed and hawk-headed. Choose one of these subraces.

Owl Headed - these Aven are notoriously solitary, often preferring a life of quiet contemplation and reflection. Their homes are ivory towers that serve as both schools and nurseries to the young. Many Mortar Caste choose the quiet lives of fishermen in adulthood, while the Sighted

and Sigiled are sought by the human nations to serve as tacticians and daring scouts, respectively.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Innate Magical Ability. You know the spells Feather Fall, Fog Cloud, and Jump. You may cast one of these spells as a first level spell without expending a spell slot once per long rest.

Eagle Headed - devout and loyal, many live in their homeland, a swath of rocky highland jutting out of the savannah in land claimed by the nation of Akrasa. Those who leave, often seek glory and training among the human armies. The young start with brown feathers, which molt white as they age, often mid age adults have white feathered heads, while the eldest are entirely covered with in white plumage.

Ability Score Increase. Your Charisma score increases by 1.

Keen Eyes. You gain proficiency in the Perception skill.

Talons. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.



Humans - Honorable to a fault, the humans of Bant live by a rigid code of honor and discipline. Their homes are found in massive castles and pristine marvels of architectural beauty. From an early age, children are taught a weapons-based martial art known as *Halcou*, a name derived from an alabaster bird with legendary grace and speed.

Human Traits - As a human, you have certain traits in common with your people.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. While most humans on Bant strive for a life of honor and order, perfection is as impossible here as anywhere else. Some choose not to follow the rules of society and instead prefer to live as bandits and thieves.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, write, and read the common tongue.

Halcou. Humans raised in Bant are trained in the martial art of *Halcou*. On your turn, you can use your reaction to assume a parrying stance, provided that you are proficient in the weapon you have in hand. Doing so grants a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.

National Origin. Humans in Bant differ in training and ability based upon their nation of origin. Choose one of the five nations of Bant as the place of origin for your character.

Valeronian Nationality. Valeron stretches along the southern coast of Bant, a land of vast rolling plains dotted with copses of trees. Valeron is famed for the quality of its horses and the expertise of its cavalry. Valeronians are renowned for their beauty, and though the elves were gone from Bant during

the Shattering, folklore holds that Valeronians have some elvish blood.

Valeron is ruled by the Sun-Dappled Court. Named after a topiary garden planted with thuja trees of immense size, each of the twelve trees represents a particular noble bloodline, but all the families of the court are considered to be one tribe. The families of the Sun-Dappled Court rule Valeron justly, though they have a defensive streak that has led to diplomatic issues with other nations.

The court stands secure, guarded by the Knight-Stewards, Valeron's unique order of Paladins; elite archers; and the Druids known as Hierarchs



Ability Score Increase: Your Charisma score increases by 2, and one other Ability Score of your choice increase by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Jhessian Nationality. The island nation of Jhess lies along the eastern coast of Bant. Jhessians are famous navigators and have the finest navy in Bant, Jhess's sleek ships and highly trained marines dominate the seas of all Alara. Jhess is more freewheeling than the other nations of Bant, and many Jhessians have a flamboyant streak. A far greater portion of the population is likely to be

either Sigiled or Sighted than in other nations, and Jhess has the highest population of Unbeholden.

Esperite mages easily defeated the Jhessian army during the conflux, but in the resulting peace, Jhess has sent their spies to Esperite cities, as it did in its now forgotten wars with Valeron. However, Esper's mages are not as easily fooled as the nobles of Valeron were and a war rages in the shadows. In the meantime, Jhess has become a hub of trade, both from expeditions into the vast Sea of Unknowing and from the booty brought by the privateers.

Many of the Prosaic, the magic-less second class citizenry of Esper, have found refuge in the coastal nations, as have the still living survivors from the horrors of Grixis. These immigrants have integrated into Bant's caste system, finding refuge among the Beholden.

Ability Score Increase: Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Coastal Living. You gain proficiency in any two of your choice of vehicles (water), Carpenter tool, Cartographer tool, Navigator tool, Weaver tool, Woodcutter tool, or extra language(s). Swimming does not cost you extra movement.



Akrasan Nationality. Akrasa, sometimes called "The Sea of Grass", is a land of fertile plains all put to agriculture. Several knightly orders are based in Akrasa, and its own armies are quite large. Akrasa has the largest number of ancient towers and castles of any kingdom and the largest Blessed caste in Bant. While every other caste is well represented and respected, in Akrasa, the Blessed rule with the support of the military. When a Blessed speaks in Akrasa, the ground itself is said to listen.

Akrasa does not have any large bodies of mounted troops. Their knights ride leotau and are mostly Mortars who believe their martial experience gives them a higher status than other Mortars. Outside of Akrasa this is seen as utter pretension and many a brawl has started when a non-Akrasan refused to treat an Akrasan regimentarian with the respect that they believe they are due.

Ability Score Increase: Your Strength score increases by 2 your Constitution score increases by 1.

Drilled: You gain advantage on Constitution saves involving forced marches. You gain proficiency with any two weapons, and either light armor or shields. You also gain proficiency with the History Skill.





Eonian Nationality. Eos is a nation once renowned for its heroes and mighty commanders. The rangers of Eos were known as master tamers and its citizens displayed unfailing loyalty to the caste system; its castles were jewels in the crown of Bant. As a result many of the Holy Orders of Bant founded their chapters in Eos. With the Conflux, many of the castles of Eos fell to incursions, and a mountain range from Naya now separates Eos from the coast. The people make encampments away from the ruins, believing them to be haunted. Some have even begun to worship the Gargantuans from Naya as second to the Angels.

Ability Score Increase: Your Dexterity score increases by 2, your Wisdom score increases by 1

Sure-Footed: When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. You also have proficiency with the Survival skill.

Monastic Traditions of Bant

Human monasteries are both militaristic and spiritual, and monks divide their time between meditation and martial pursuits. If a religious dispute between monks can't be resolved through debate, it may become a physical challenge. On an open field, each challenger demonstrates their spiritual fitness through elaborate displays of Halcou. While there is no "winner" of such displays of athleticism, the unspoken agreement is that the challenger with the most grace and skill has the deepest philosophical understanding of the issue in question.

Topan Nationality. The open savannah of Topa is spotted with towns that surround the precious watering holes and great cloister forts built near important religious locations. Topa is famous for its caravans, huge trains that carry goods, travelers, and entertainers from watering hole to watering hole. Topans are master merchants, and compared to other nations they have a particularly large Mortar population, filled with scribes and accountants, merchants and traders. Topan savannahs have always provided the human monks and mystics with a realm to practice their own rugged asceticism. The small Blessed Caste that rules Topa looks to both successful Mortars and visionary Sighted for guidance, and both castes have high level representatives on government advisory councils.

Most wild leotau live in Topa, and their knight-paragons are famed for their skill with these feline mounts. Topa's wild leotau often attack Valeron's horse herds so relations are never better than strained cordiality.

Ability Score Increase. Your Charisma and Wisdom scores each increase by 1.

Breadth of Knowledge. You gain proficiency in any combination of four skills or with four tools of your choice.



Rhoxes - Warrior-monks and ascetics, the Rhoxes have a solitary nature combined with an innate dedication to spiritual contemplation. They have a reputation for physical prowess and an impatience for those who disagree with them. The young are often raised in schools and monasteries by the Sighted Caste. Rhox can find themselves a little more removed from the worship of the angels. They tend to view studying and meditating on the principles of whichever doctrine they prescribe more worthy of their time. Those who don't turn to noble pursuits or spiritual retreat usually become muscle in groups of Unbeholden, the lawless caste that's turned against the rules of Bant society.

Rhox Traits - Your Rhox Character has certain traits that reflect the size and power of this race

Ability Score Increase. Your Strength score increases by 2, Constitution score increases by 1, and your Wisdom score increases by 1.

Age. Rhox reach adulthood in their early twenties and can live an average of a 120 years.

Alignment. The stoic Rhox are rarely evil, though they have an affinity towards self improvement that may drive them towards neutral spiritualism, lawful service, or even chaotic vandalism.

Size. They stand between 6 and 9 feet tall. Rhox often weigh an average of 350 to 500 lbs. Your size is Medium.

Speed. Your base walking speed is 20 feet.

Languages. You can read, write, and speak both the Common tongue and the Rhox language. The Rhox tongue is fluid and pragmatic, however words often carry subtle double meanings and actions use intricate conjugations. When written, it uses syllabic runes that originate from the Celestial alphabet.

Charge. Immediately after taking the Dash action, you can attack.

Tough Skin. You have a natural armor of 12.

Natural Weapon. You can use your horns as a natural weapon to make unarmed strikes. If you hit with your horns, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Powerful Build. Rhoxes count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Side Eyes. Due to your eyes being on the sides of your head rather than the front of your face, you can see in several different directions leaving you difficult to surprise. Creatures that attempt to flank you do not attack at advantage.



Classes Overview

Artificers are not native to Bant, however some entrepreneuring adventurers may wish to playtest the Artificer. Those members of Bant society who take on this profession are working on smuggled knowledge and are often merchants and smiths from Jhess and Topa, the nations whose borders are closest to the artificers of Esper. Be warned that artificers augmenting themselves and others with etherium may lose their caste and be deemed Unbeholden.

Barbarians are only found among the ranks of the Unbeholden and foreigners. A rare kind of Barbarian can join the ranks of the Sigiled caste by becoming *Beholden* through a special and intense ritual. These Barbarians have their souls bound to sigils that instill loyalty, piety, and zeal. Players should at the cards *Offering to Asha* and *Gloryscale Viashino* and the Zealot subclass in *Xanathar's Guide to Everything* when building their character.

Bards on Bant are considered too flamboyant and eschewed by the citizens of the inner savannah. As a result, the only schools that train bards can be found in the coastal nations. Because the School of Valor is so prominent, most Bards are of the Sigiled Caste. The rare few who focus on Lore join the Sighted caste. Sometimes rebellious Blessed Caste are known to pursue this profession. Players who have access to *Xanathar's Guide to Everything* should consider the College of Valor to be situated in Valeron and the College of Swords to be in Jhess.

Clerics on Bant are dedicated to the religion of the angels. Many of the Blessed Caste serve as Clerics of the Domain of Light. Though rare, among the Sighted Caste there are clerics of the Domain of Knowledge. The Hierarchs are druids represented in the cards *Noble Hierarch* and *Honored Hierarch*; and can be represented with Clerics of the Life Domain.

Druids can be found in a variety of positions among the citizenry of Bant. Those who eschew the faith and are influenced by the druids of Naya, though rare, become part of the circle of the grasslands they reside in. However, the traditional druids, called Hierarchs, are proud members of the Sigiled Caste who use their druidic training to nurture and protect the sacred groves that represent the Blessed families. These druids are not easily represented by any established circle, players should consider using a homebrew. *Future updates will contain a Hierarch Homebrew*

Fighters are abundant and found in the more martial castes of Bantian society. The fighters who hail from the Unbeholden and Mortar caste are often in the Battlemaster Archetype. Some armies have Mortars serving as high ranking officers who belong to the Champion Archetype. Fighters in the Sigiled Caste should look at the Cavalier subclass from *Xanathar's Guide to Everything* and the Bannerette (i.e. Purple Dragon Knight) from the *Sword Coast Adventurer's Guide*. Players inspired by the card *Dawnray Archer* should follow the Arcane Archer subclass in *Xanathar's Guide to Everything*.

Monks are overwhelmingly in the sighted caste and trained in the bountiful monasteries that dot the land. Many follow the Way of the Open Palm, however monks who wish to focus on the weapon based martial art of *Halcou* should use the Way of the Kensei from *Xanathar's Guide to Everything*. Some have developed the Way of the Long Death while surviving the horrors of Grixis or become attuned with the Way of the Four Elements in the raging Maelstrom. These Monks must pass an Insight (Wisdom) check to convince others that you have not rebuked the Angel's ways. Failure to do so will result in being labeled Unbeholden and being stripped of your station.

Mystics are members of the Sighted Caste who dedicate themselves to a tireless journey of self improvement. Often Aven mystics serve as Blessed Caste teachers, while human mystics are reclusive Sighted Caste wanderers. Players who wish to playtest the mystic should know that the Order of the Avatar, the Order of the Awakened, and the Order of the Immortal are all plausible to be found in Bant, but the Order of the Nomad is established in the savannas of Topa.

Paladins are incredibly common in the nations of Bant, most often as members of the Knightly Orders. The bulk of Paladins are found in the Sigiled Caste. A Paladin's oath is dependent on the Order they join. For example, those who protect a Blessed family swear the Oath of the Crown from the *Sword Coast Adventurer's Guide*. The most traditional orders, like the White Orchid, make an oath of devotion to the angels and the virtues they represent. With the conflux, now one finds veterans swearing Oaths of Vengeance. Players who wish to play the oath of the ancients can join the Stewards of Valeron, however their tenets are the same of the oath of the crown. Players who wish to join orders that devote themselves to peace among the different cultures of Alara, like the Order of the Olive Branch, should explore using the Oath of Redemption from *Xanathar's Guide to Everything*.



Rangers in the Sigiled Caste serve as guards or in Holy Orders who protect a particular shrine or sacred site. Rangers are found throughout Bant, but Eos has a reputation for it's beastmasters.

Rogues are overwhelmingly found among the Unbeholden. Rogues who live unbeholden lives are often in the Thief Archetype. Players who have purchased *Xanathar's Guide to Everything* should look into becoming a Swashbuckler in the coastal regions; a honorable Scout of the Mortar Caste; or those who wish become deeply involved in the politics of the nations, to traffic in stolen sigils, or act as foreign agents in the Blessed Courts should look into the Mastermind Archetype.

Sorcerers are practitioners of chaotic magic, and a such have been traditionally absent from Bant. Now children have been born wielding strange magic. These individuals must carefully navigate the Caste system, often finding refuge among the Unbeholden or in foreign lands. There is however, a rare breed of sorcerers who are born among the Blessed Caste. These Sorcerers are filled with celestial power and many believe that if they live a righteous life, they will become angels after death. Players who wish to play as these Divine Souls, should refer to *Xanathar's Guide to Everything*.

Warlock have long been extinct from Bant and are currently viewed as a threat. Bantians who have fallen to the sway of demon lords and eldritch whispers are likely to join this class. It is possible for a player to use the Celestial Patron from *Xanathar's Guide to Everything* to represent a character based on the card *Angel's Herald*.

Wizards in Bant have spent centuries of careful practice casting protective spells, elevating the school of abjuration to an art form. Some Wizards have taken to heart the lessons of war, and use the War Tradition found in *Xanathar's Guide to Everything*.

Creatures of Bant



Angels embody the largest ideals, such as justice and truth. But they also embody the smallest concepts of beauty and perfection that many of the grounded races take for granted: the path of a crystalline stream flowing through a meadow, or the windswept silhouette of a tree against the dusky sky.

Though they're mortal, angels are not born the same way humans are. Rather, they are formed as a result of an ages-old enchantment that affects all of Bant. Whenever a hero dies, his or her soul transmutes into an angelic state. A hero is any "born" mortal who conformed to Bant's high ideals of honor and valor. Once a soul has transcended, an angel's body is composed of "meta-sigils," the physical manifestations of world-magic drawn from the essence of the land and sky. Angels can grant sigils, a piece of themselves, to those they deem worthy. These sigils confer powerful boons and dire responsibilities.

Cathedral of Bliss. Angels gather at the Cathedral of Bliss, a vast temple of glowing marble and light that floats in the sky above Bant, higher than even the Aven can fly.

Angels can grant sigils to those they have deemed worthy. These sigils provide powerful enchantments and are a mark of honor. The sigil binds the bearer to the angel, and they may be summoned at anytime to the angel's needs.

Angel Ranks. The angels have organized themselves into four discrete ranks:

- ❖ **Asura.** There are seven Asura who form the Court of Orderly Contemplation. *Use the statistics of the Solar from the Monster Manual*
- ❖ **Amesha** The Amesha are the embodiments of the grandest ideals that shape the lives of Bant mortals and inspire its knightly orders: honor, justice, truth, and courtly love. *Use the statistics of the Planetar from the Monster Manual*
- ❖ **Mahra.** The Mahra are the angelic bureaucracy responsible for managing the implementation of the plans and orders of the Asura and Amesha. *Use the statistics of the Deva from the Monster Manual.*



- ❖ **Celebrants.** The lowest rank of angel, Celebrants are responsible for protecting the day-to-day lives and ideals of lower castes. The activities of the Celebrants can range from selfless acts, such as giving food to the poor, to acts of whimsy like accompanying a monk in their adventures.



CELEBRANT

Medium celestial, lawful good

Armor Class 16

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Str +5, Dex +3, Con +3, Int +4, Wis +7, Cha +6

Skills Perception +7, Insight +7

Damage Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical weapons

Senses truesight 120 ft. passive Perception 15

Languages All, Telepathy 120 Ft.

Challenge 5 (1800 XP)

Angelic Weapons. The Celebrants weapon attacks are magical. When the celebrant hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Innate Spellcasting. The Celebrant's spellcasting ability is Charisma (spell save DC 12). The Celebrant can innately cast the following Spells, requiring only verbal components:

At will: Detect Evil and Good

3/day: bless, cure wounds

Magic Resistance. The Celebrant has advantage on saving throws against Spells and other magical effects.

ACTIONS

Multiattack. The Celebrant makes two Longsword attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Healing Touch (3/Day). The Celebrant touches another creature. The target magically regains 10 (2d8 + 1) hit points and is freed from any curse, disease, poison, blindness, or deafness.

The Leotau are the mighty lionlike steeds ridden by many knights of Bant. They possess a unique kind of sentience; not capable of speech, they are nevertheless smarter than most other animals of the realm. They are also blessed with a combination of gallant ferocity and intense nobility, making them enviable chargers in battle. There are three distinct leotau breeds: the white-coated *Orisil* favored by the Blessed Caste; the golden *Mherva*, and calico *Grohm*.



Bant is like a tamed garden, and its true dangers are found among intruders and wayward gardeners. Adventurers should expect to find **Knights**, **Bandits**, and **Priests**. The open savanna is home to **Elephants**. But adventurers will also find giant animals from Naya, **Red Dragons** from Jund, undeath from Grixis, and elementals from the Maelstrom. Even Esper sends **Assassins** to change the political landscape. Adventures in Bant are as much about political subterfuge as they are about spiritual enlightenment. Ancient relics await in ivory castles, dark mysteries in forgotten reliquaries, and spies in every market stall.

LEOTAU

Large beast, chaotic good

Armor Class 16

Hit Points 67 (6d12 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	11 (+0)	17 (+3)	14 (+2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 3 (700 XP)

Charge. If the Leotau moves at least 20 ft. straight toward a target and then hits it with a Hooves Attack on the same turn, the target takes an extra 7 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Leotau can make one Bite Attack against it as a Bonus Action.

Keen Smell. The Leotau has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Leotau has advantage on an Attack roll against a creature if at least one of the Leotau's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Planeswalkers in New Alara

Born on Kaladesh, an Elven Lifecrafter has awoken their spark; now on Esper, their art no longer mimics nature, but transcends it. A cultist from Innistrad finds new demons to worship on Grixis. A Djinn monk of Tarkir (air genasi) finds enlightenment among the Rhox of Bant. On Naya, a Kor explorer believes he has died and gone to the afterlife, not yet aware that he escaped the Eldrazi's grasp. A vizier of Rhonas is on the hunt for his "God-Pharaoh", his Naga form makes it clear that he is a stranger, but Bolas was on Alara and his hunt will not be stopped.



Far more than any other plane, Alarans can be *aware* of the possibility that their world is not alone in the Multiverse. Only the youngest have no memory of a world before the Conflux. Every person on Alara knows that their world was one of many, though they may not understand that not every world is on a collision path with their home. The Goldmane Pride of Naya know that their teacher and mentor travels the planes. Organizations, such as Ethersworn of Esper and the Bantian Knights of the Reliquary, have records of planeswalkers' available to their leaders; and would gladly employ one to their service. Players and DMs are welcomed to explore the possibility of being a planeswalker in this campaign setting.

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