



COURT FORTITUDE

Court Fortitude is perhaps the court that has changed the most over the years since Selovast was founded. When the city was young, many of its resources were dedicated to its survival. Its military was mightier, its guard stronger, and its denizens were eager to make a name for themselves. An impressive array of spirits of valor were produced who defended the city with nothing but utmost devotion. As the city grew and stabilized, it entered an era of peace and prosperity. The citizens of Selovast began to replace their swords with tools of artifice and their shields with tomes of magic. Slowly, the city's armed forces diminished until they held a fraction of the power of their predecessors. With them, the pious spirits of valor, born of Selovast's soldiers' vigilance, began to fade as well.

This change, however, made room for the creation of new spirits of valor, born of the

challenges that modern folk encounter in their daily lives. While classic valor spirits still manifest thanks to the city's watchful guard, new variations on valor appear regularly, and often in unexpected places.

For example, in any given tavern in the Crater, you are likely to find more than a few friendly wagers. The victory felt when a risky bet pays off will often manifest as a couple of raucous, celebratory spirits whose fleeting lives are filled with excitement and competition.

And floating up above the shadowy mainland, the city's unique flying archipelago structure inspires many brave youngsters to perform feats of acrobatic prowess and courage. When a stunt successfully impresses a peer or romantic interest, an audacious daredevil ethereal is born and immediately begins to encourage citizens to push themselves to the edge, quite literally.



But even these modern spirits of valor pale in comparison to those manifested during the city's most popular form of entertainment—Gaterush! Gaterush players are fountains of valor and heroism. The exuberant crowds at Gaterush matches also provide plenty of sustenance for the valor spirits of the city, as their cheers of encouragement and victorious calls of gatehorns have become an inseparable part of the game experience.

AGENDA

Above all, the Court Fortitude seeks to inspire all of the people of Selovast to valorous action. Spirits of valor are born by—and feed on—decisive actions. Nothing says valor more than giving a task your all, especially if the odds are not in your favor.

The valor spirits in Selovast seek opportunities to push people to their limit, to provide them with a rush of adrenaline and encourage them to act, whether bravely, or foolishly. The spirits of the court have several roles.

Spirits of protection are the most well-known spirits of valor. These are often found near guard posts or following a Hand of the Fist while on patrol. They inspire city guards, vigilantes, and even bystanders to care for the city's safety. The satisfaction they feel from helping another citizen drives future acts of valor, unknowingly furthering the court's agenda.

Spirits of daring are associated with the humanoid need to tempt fate, whether or not the odds are in their favor. Wherever there is someone considering taking a leap of faith, there is a creative representative of the Court Fortitude subtly manipulating the environment to encourage them in that direction. For example, if someone is contemplating making a bet with a friend, a spirit of daring might drop some coins nearby to create a false sense of luck and push the gambler to action. As a young man races after his friends but falters before a 10-foot leap to the next rock, a spirit of daring might create an encouraging wind at his back.

The most numerous type of spirit in the Court Fortitude is also the newest—spirits of Gaterush. Ever since this magical sport started growing in popularity, the Court Fortitude has more than doubled in size. The spirits in the stadium wish to empower the players and enthuse the fans, and as a result, the more spirits are involved with the games, the more exciting they end up. The more lively ones in the court used to take an actual part in the game. Before the games began, they decorate the field with magical runes that enhance the gameplay and spice things up. People loved this idea and started adopting it even when the

spirits couldn't materialize anymore (due to the huge crowds).

LEADERSHIP

The Unblinking Knight, the leader of the Court Fortitude, is one of the oldest court leaders in Selovast. This powerful Ever Ward has been working with the city guard to defend the city from external threats since its founding; their endless devotion to the safety of Selovast's citizens is a source of pride for the Fist.

The legend of their birth is the legend of Don Ivellios, the first captain of the city's armed forces. Don Ivellios was one of the founders of Selovast. He was a half-elf of noble birth from a distant land who left his home after amassing a great amount of military expertise. He was known for his commanding presence, pointy ears, and even pointier mustache.

The legend says that when he got word of the forces of the Sleepless gathering to take back the city for their patron, he stood watch for seven days and seven nights. His dedication to his task was so strong that during this time, an Ever Ward was born. They manifested such that their gaze always fell in the opposite direction of Don Ivellios's so that they could forever watch where the captain's eyes could not. On the night that the Sleepless eventually launched the attack on the city, the captain and his spirit ally raised all alarms within minutes and led their troops to a heroic victory that would ensure Selovast's safety for centuries to come.

During this battle, however, the captain vanished. Some say that enemy forces took him prisoner and that he died in captivity. Others claim he felt this victory was his swan song, and with his city secure he retired somewhere to live the rest of his life in solitude. The poetic bards say that during the clangor of war, he became one with the Ever Ward created by his own valor, so he could defend his beloved city forever.

The Unblinking Knight takes on a similar image to that of its originator—a mustachioed individual, always clad in shining heavy armor. They carry a large shield bearing the city's sigil in one hand and a sharp sword in the other. Their endless patrols, starting at Bulwark and going around the city's borders are its trademark *modus operandi*, and the Court Fortitude has formed around this path. When spirits of valor come together to plan the next big thing in Gaterush or to celebrate the increased number of daredevils in the Islands, they must hold a mobile court, as their leader never stops, never shirks their duty.

An unfortunate side effect to this devotion to duty, the Unblinking Knight is somewhat oblivious



to the happenings in his own court. They care very little for what they don't perceive as a direct threat to the city and its people, and so the other responsibilities of their court are managed by their most powerful subordinates.

DOMAIN

Unlike the other courts, the Court Fortitude has two headquarters around the city.

The first (and older) one is located in the Fist's garrison in Bulwark. This is where the spirits who prioritize the protection of the city's citizens conduct their business. Armed spirits walk the ethereal garrison's halls with purpose in their eyes, ever-prepared for combat on a moment's notice. In the training grounds, young spirits hone their martial skill, often completely in sync with the guards and soldiers doing the same in the material plane.

The newer base, also known as the Cloudbottom Hall, is located within the biggest Gaterush stadium in the city—the Cloudbottom Arena. What better seats could they have to experience Selovast's greatest thrills than within the action itself? Spirits of valor who spend time in the Cloudbottom Hall get to take in all of the rush and thrill matches, thriving off of the friendly feats of conquest and domination. Some spirits can't hold their excitement during the game and burst into colorful sparks that look like beautiful firecrackers. Others just want to be close, so they can float among the crowd and enjoy the game like ordinary islanders.

STORY SEED: UNDUE PUNISHMENT

There have been several cases of murder recently on the island of Clinkstone, a neighborhood full of Brumewatch Academy students. The most recent victim, a female student of artifice named Frankie Scart, appeared to have been killed by a sword. The murder happened at night and with no eyewitnesses, so the Fist was quick to classify the attack as a mugging gone wrong and close the case.

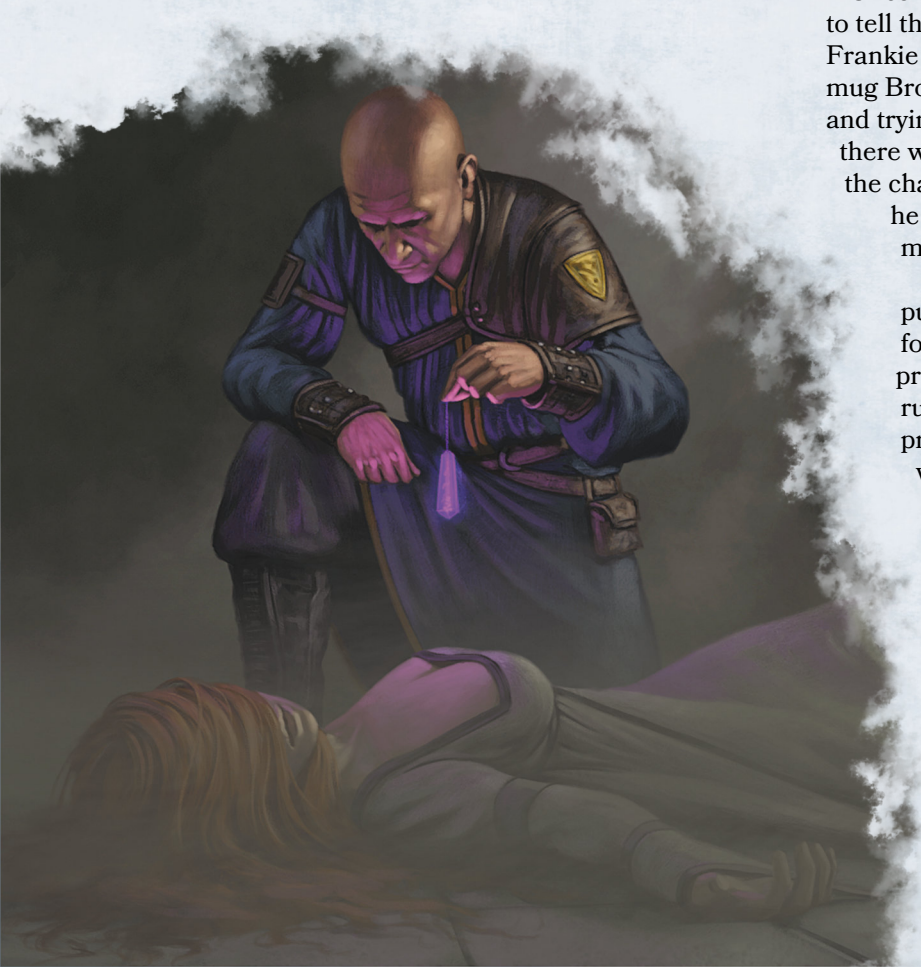
Court Fortitude, however, suspects more nefarious motivations behind the murder and is looking for particularly valorous adventurers to investigate the case. A representative of the court will approach the party if they have demonstrated their commitment to upholding the laws of Selovast and request their help. The spirit will state that solving these murders is important to the Court Fortitude, but will be reluctant to explain why. For the solving of these murders, they will offer a blessing from the court and an audience with the Unblinking Knight.

The murder took place behind the island's newest dorm—an isolated and sparsely populated building near the island edge; if the party asks around the residents, they will find Amir, a student who heard the conflict but decided not to intervene. He will share that his roommate, Bron, came back to their room shortly after the commotion and looked like he had been in a scuffle himself. He quickly packed a bag, told Amir that he was going home for the weekend, and left. Amir will be able to provide a home address.

Once he is located, it will not be hard to get Bron to tell the party what happened: not only was Frankie not mugged, she was, in fact, trying to mug Bron. While Frankie was roughing him up and trying to bully him into handing over his cash, there was an intense flash of light that gave Bron the chance to escape. He never looked back, but he heard the terrible sounds of Frankie's murder as he fled.

The murderer was, in fact, a spirit of punishment—an artifact of Clinkstone's former life as an extension of the Bullwark prison. These spirits were born out of the ruthless dedication to punishment felt by the prison guards and exist to punish criminal violence in any form. A character who makes a successful DC 10 Intelligence (History) check will know about Clinkstone's past and these compound spirits of valor and hate.

The party will need to find a way to either draw the spirit of punishment into the material plane—a task that requires isolation and an act of criminal violence—or, to enter the Ethereal Plane to track them down.



SPIRIT OF PUNISHMENT

Large spirit

Armor Class 15 (ethereal armor)

Hit Points 78 (12d10+12)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	13 (+1)	19 (+4)

Saving Throws Con +4, Wis +4

Skills Intimidation +7, Perception +4

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

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

Senses Darkvision 60 feet, passive perception 14

Languages Any one language (usually Common)

Challenge 6 (700 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Alert. The spirit can't be surprised and has +5 bonus to initiative rolls. Other creatures don't gain advantage on attack rolls against the spirit as a result of being hidden from it.

ACTIONS

Multiattack. The spirit makes 2 ethereal blade attacks.

Ethereal Blade. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 5 (1d10) psychic damage.

Etherealness. The spirit enters the Ethereal Plane from the Material Plane, or vice versa.

REACTIONS

Scornful Retaliation. When a creature hits the spirit with a melee attack, it can use its reaction to make a melee weapon attack against the creature. If the attack hits, the target takes an additional 5 (1d10) psychic damage.





SPIRITS OF VIGILANCE

This spirit of valor is often seen from afar, motionless and standing watch. The spirit appears like a humanoid made of ethereal white light. It holds a bright torch in one hand and a sword or staff with the other.

Born of Commitment. Vigilance manifests when a creature keeps careful watch for extended periods. This could be a guard on patrol, a shepherd guiding sheep to safety, or a thief that stakes out its quarry for the best opportunity to strike.

Steadfast Ally. When this spirit manifests, it looks for the same signs of danger as its creator. If it notices anything suspicious, its torch will flare brightly and alert everyone in its vicinity that something is amiss. The magical light produced by the sudden flare banishes all but the most powerful kinds of magical darkness.

Badge of Honor. Militaristic organizations take great pride in the presence of vigilance spirits and some even award medals to soldiers who manifest them. As long as at least one other creature keeps watch with it, the spirit illuminates the area and makes any attempt at stealth more difficult.

Ever Wards. Most spirits of vigilance remain in the place where they manifested. They follow their original duty until they dissipate. On rare occasions, the spirit is fed enough to grow in power and become vivid.

Commonly referred to as the “ever wards”, these spirits pick a purpose and pursue it tirelessly. An ever ward spawned from a castle watch will patrol the castle, follow any suspicious characters that enter, and plan better ways to defend it against an assault.

The problem with ever wards is that they never accept commands that contradict what they perceive to be their duty. Some of them even go as far as commanding others to assist them, believing that their cause is more important than anything else. Regardless, some organizations have learned to cooperate with ever wards. After all, an incorruptible ally with a singular purpose can be a rare asset.

SPIRIT OF VIGILANCE

Small or Medium spirit

Armor Class 15 (ethereal armor)

Hit Points 22 (4d8 +4)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	7 (-2)	14 (+2)	15 (+2)

Skills Perception +4

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

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

Senses darkvision 60 ft. passive Perception 12

Languages -

Challenge 1 (200 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Alert. The spirit can't be surprised and has a +5 bonus to initiative rolls. Other creatures don't gain advantage on attack rolls against the spirit as a result of being hidden from it.

Innate Spellcasting. The spirit's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *light**, *sacred flame*

1/day each: *alarm**, *aid*, *daylight*

*can be cast from the Ethereal Plane into the overlapping Material Plane.

ACTIONS

Multiattack. The spirit of vigilance makes 2 radiant blade attacks.

Radiant Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) radiant damage.

Materialize (1/day). The spirit enters the Material Plane from the Ethereal Plane. The spirit can stay in the Material Plane for up to one minute, or until it uses an action to end the effect. When the effect ends, the spirit returns to the Ethereal Plane.

EVER WARD

Large spirit

Armor Class 16 (ethereal armor)

Hit Points 93 (11d10 +33)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

Skills Perception +6, Insight +6

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

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

Senses darkvision 60 ft. passive Perception 16

Languages Common, Telepathy (120 ft.)

Challenge 7 (2900 XP)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Alert. The ever ward can't be surprised and has a +5 bonus to initiative rolls. Other creatures don't gain advantage on attack rolls against the spirit as a result of being hidden from it.

Innate Spellcasting. The spirit's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *light**, *sacred flame*

2/day each: *aid**, *alarm**, *daylight**

1/day each: *dawn*, *aura of purity**, *glyph of warding*

*can be cast from the Ethereal Plane into the overlapping Material Plane.

ACTIONS

Multiattack. The ever ward makes 2 radiant blade attacks.

Radiant Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+4) radiant damage.

Etherealness. The spirit enters the Ethereal Plane from The Material Plane, or vice versa.

