

Armor and Arcana 1.e

Introduction

A Tactical Roleplaying Game

Armor and Arcana is a fantasy Roleplaying Game focused around engaging and entertaining Combat and Roleplay.

The game takes players from 1st Level to 15th Level, slowly growing their power as they go to allow them to feel more like the Heroes or Villains that they envision themselves to be, allowing them to partake in glorious adventures of woe and glory. Start off by facing lowly mortal foes whom you seek to undo the plots of and as you grow, face larger, fiercer, and more legendary beasts. Use strategy and teamwork to overcome what none have achieved before you. Become what songs are sung about or be the very thing songs warn about instead. Go from the feeble adventurer trying to survive to the legendary figure facing Dragons and more. But never let your ego overcome your wits in this game of Combat and Roleplay!

A+A is set within a high fantasy setting where magic is incredibly common and mythical beasts are normal to witness and hear about. This means the world is rich and teeming with creatures of folklore and myth to find and be astonished by. You yourself may even play as some of them and wield magic of your own.

The game is run by a Game Master, referred to as a GM. They are the storyteller who describes the world and actions of the creatures you encounter. All rolls, story beats and decisions are made final by the GM at the end of the day. This book is to provide a guide of the rules but should never stand in the way of a table's fun. If the GM and the table decide a ruling that goes against the book is more enjoyable for their game, then by all means GM, make that call!

A Turn

During your game, all Players and characters controlled by the GM get a Turn to state what they are doing. A Turn takes roughly 10 seconds of Roleplay time to complete. Turns are treated as if they loosely happen within moments of each other and Rounds are time passing as a whole.

This can be very loose in Roleplay but very strict in Combat. A Turn can consist of 1 Action, your Movement, 1 Reaction, and 1 Quick Action. Alternatively, a Player may also choose to skip their Turn entirely if they would rather sit back and watch events unfold without interfering.

A Round

A Round refers to a collection of Turns. Once everyone at your table has had their Turn, including entities controlled by the GM, that is a Round. Roleplay will typically be loose enough that you won't need to keep track of these Rounds but during combat it is crucial to keep track of as some effects, abilities, and complications take place over the course of a Round or several Rounds. During a Combat Encounter, the first Round of combat starts at the start of the Initiative order and ends when everyone has had their Turn; once you are back to the start of the Initiative order it will be the second Round of combat.

Initiative

Each entity in combat, including those controlled by the GM, gets a Turn in an order based on their Initiative. Once combat begins, all participants will roll a D20 and add their Dexterity Modifier. The GM will then order each participant in order from highest number to lowest; this is the order every entity in combat will take their Turn during this Combat Encounter unless a player chooses to Refoot.

Refooting

Once per Combat Encounter, at the start of a Round, any combat participant may reroll their Initiative to attempt to gain a better placement but they must keep the new number they roll and cannot do so again until a new Combat Encounter.

ACTIONS

An Action can be an Attack, Helping an ally, or anything that takes considerable effort or time is considered an Action.

Quick Action

Quick Actions are things such as drawing a weapon, stowing a weapon, switching weapons, drinking a potion, or anything that takes only a second to complete.

Reaction

Reactions are special moves, noted as such in Class Features or Spells that specify that they can be used as a Reaction. Sometimes even magic items can be used as a Reaction.

Extended Actions

You may wish to use your Action to do specific things on your Turn, either to help an ally or hinder an enemy.

Help: If you are within an ally's Contested Space you may use your Action to Help them. By helping you can either remove a disadvantageous Condition affecting them not caused by Blindness or Dazing, or if they have no Disadvantage you may give them an Advantage on their next Action.

Shove: If you are within the Contested Space of an enemy, you can use your Action to enter into an Opposed Strength Check. If you win, you will shove the enemy straight backward 10 ft.

Trip: If you are within the Contested Space of an enemy, you can use your Action to attempt to knock the enemy Prone. To do so, the enemy must succeed a DC 10 Dexterity Check or fall Prone

Readying Action

You may find yourself in a situation where you need to coordinate your Action with the Action of someone else, to do this you would Ready an Action. If you have your Action and Reaction, you may declare that you wish to forgo using your Action immediately but instead want to prepare the Action to be activated when a specific Trigger is tripped.

In order to declare a Readied Action, you must specify a specific intended Action you

want to perform, what exactly will Trigger it to happen, and when exactly it will take place. For example, if your ally is bleeding out and you know your still standing ally will be picking them up and carrying them to safety next Turn but will need someone to shut the door to a room to hold back an enemy, if you still have your Action and Reaction, you can move into position by the door and declare that the moment your allies pass through on their Turn you will use your Readied Action to close it behind them. If the Trigger is not activated by your next Turn, then you have lost that Action, so teamwork and coordination is important here.

Movement

Movement is divided into chunks, where 1 inch on a typical battle mat or table equals 5 feet in game. For example, 30 ft of Movement would be 6 inches on a battle mat. You can move up to your Speed in these increments per your Turn in any direction, including diagonal. You may also forego your Action, should you still have one, to Sprint and double your Movement. If you have already used your Action for your Turn you cannot Sprint.

You also cannot move directly through an enemy's Contested Space without your Movement being halved but you can move through an ally's Contested Space as if they do not exist, though you may not end your Turn while in the same space as an ally. (See Contested Space)

Swimming

Entering water that rises above your waist reduces your Movement Speed to 10 ft per Turn, unless you have a stated Swim Speed.

If you lay prone in the water or attempt to crawl, your Movement is halved again to 5 ft per Turn.

COMBAT

Combat is handled through a contested roll system. The way it works is such:

- The Attacker makes an attack by rolling a D20 to attempt to hit their opponent. The Defender wishes to defend and rolls a D20 to not get hit. They then add up their Modifiers separately.
- The Attacker rolls their D20 and adds their Weapon Quality Bonus and any Class Ability Bonuses that they may have.
- The Defender rolls a D20 and adds their Armor Bonus and any Class Ability Bonuses they have.

Whoever has the larger number after everything is added wins. If the Attacker wins, they roll their Damage Die and add their Dexterity or Strength Modifier, depending on the Weapon, to the Damage. If the Defender wins, the Attack fails in the way the GM describes.

If a Draw occurs, take a look at the stats. Whoever has the higher Strength or Dexterity wins the Draw. You choose which of these stats to look at based on the Attacker's Weapon. If the stats are also a Draw, then both the Attacker and Defender suffer one point of Damage Type, up to the GM, and the Attack ends.

Unarmed Attacks

There are times when you are without a weapon and must still fight. Doing so is considered an Unarmed Attack. Unless you are trained in unarmed combat (such as the Brawler), you roll a flat d20 to hit. On a successful hit, you deal 1d4 + half your Strength modifier (rounded down) Bludgeoning Damage, to a minimum of 1.

Advantage and Disadvantage

Sometimes you gain an edge in a situation that allows you to do much better than you usually would, or conversely you lose your edge and perform worse than you otherwise would. This, in Armor and Arcana, is called Advantage and Disadvantage.

- When you have an **Advantage**, you may roll the D20 twice and take the higher of the two numbers that were rolled.
- When you have a **Disadvantage**, you must roll the D20 twice and take the lower of the two numbers that were rolled

Critical Hits and Fails

The dice rule what happens during both combat and roleplay. During a Combat Encounter they are the undeniable arbiters; during roleplay they are the tiebreakers. But because of the nature of dice, they have the chance for great highs and massive lows. Critical Hits, called Crits, and Fails, this section will cover what happens during a Crit for combat and roleplay respectively.

During a Combat Encounter, you have a chance of the dice landing on a 20. When this happens, it means a Crit has occurred! Though this does not mean an automatic hit as the enemy might still beat it with their own Crit 20. If you land on a Natural 20 and your opponent does not, then you roll your Damage Die, calculate the Damage as normal, then double it. If both you and your opponent roll a Natural 20, then proceed to decide the Draw as normal, with a win for you meaning doubling the Damage and a loss meaning a miss.

If the dice lands on a Natural 1, on the other hand, that doesn't necessarily mean you miss, your opponent could also roll a Natural 1. If you do hit after landing on a Natural 1, then you roll Damage as normal, then halve it.

Critical Hits and Fails During Roleplay

During roleplay, landing on a Natural 20 during a check means you have a great likelihood of making that check work in your favor. Whereas landing on a Natural 1 means you're very likely to fail the check entirely. For roleplay the results are much more nebulous, less strict than for combat, and up to the situation and the GM's discretion; but a Natural 20 should generally mean a great success and a Natural 1 an ultimate failure.

For example, if you were trying to convince a character to do something that they would never do with a Natural 20 roll, they might meet you in a compromise instead; whereas trying to convince them with a Natural 1 roll would be met with outright rejection.

DEATH

If you are reduced to 0 Hit Points, you will immediately fall unconscious and begin to Bleed Out. You have 3 Combat Rounds before you will die unless a friendly person can stabilize you with a Health Potion, Healing Spell, or medical supplies (gauze, bandages, stitches, etc.)

You may attempt to stabilize an ally each Round until you succeed or they die. If stabilizing an ally with medical supplies and not magic, they must pass a DC 10 Dexterity Check to succeed.

If you manage to be stabilized, you will return to consciousness at 1 Hit Point. During the Bleed Out Phase, you are at 0 Hit Points and completely vulnerable. Any Attack made against you is without your Armor Bonus. If they beat your Armor (without the Armor Bonus), they will finish you off instantly.

Non-Lethal Attacks

Sometimes a foe does not deserve death, or perhaps death would steal from you valued information. During these situations you still need to fight the enemy and force them to surrender, but in a way that keeps them on this mortal plane. This is when you would declare that your intent is Non-Lethal.

Once you declare a Non-Lethal Attack, a few new rules apply. Your Weapon's Damage Die drops by one Die Type. For example, a D6 Weapon becomes a D4, as you are pulling your attacks to keep your foe alive. Only Bludgeoning Damage can spare the life of an enemy. Any other Damage, including all Magic Attacks, that reduces your foe to 0 Hit Points will force them into the Bleed Out State. You must Bludgeon them into unconsciousness.

Once unconscious the creature stays as such for an hour or until returned to 1 Hit point.

STEALTH

Entering combat unseen is a powerful advantage. To do so, you must roll for Stealth before Initiative begins.

Roll a D20, add your Dexterity Modifier, and add 1D6 if you have Capability in Stealth. The total becomes your Stealth DC, the number that enemies must meet or exceed to spot you.

Each enemy may roll Perception if it is reasonable they could see you from their position. If their roll meets or exceeds your Stealth DC, that enemy is not fooled by your hiding.

If all enemies roll below your Stealth DC, or are positioned where they cannot see you, you successfully remain unseen and gain a Stealth Round at the start of combat.

Stealth Round

During a Stealth Round you get to go into the Initiative Order but you ignore enemy Turns and only run the Turns of allies who are also in Stealth. Once that Round is over, the Combat Encounter begins as normal.

Breaking Stealth

Certain actions will reveal your location; this is referred to as Breaking Stealth.

Stealth is broken when you perform overt actions such as moving into an enemy's line of sight, speaking with those you are hiding from, or attacking them directly. These actions reveal your position regardless of your Stealth Roll.

If you make an Attack against a creature you are hidden from and the attack misses, your Stealth is also broken, as the motion or sound of the failed strike exposes your presence.

Cover

During combat, you may seek **Cover** to protect yourself from incoming attacks. Cover is any object thick enough to stop an arrow and large enough to partially or fully shield your body. The degree of Cover determines the protection it provides.

Half Cover: Half Cover protects roughly half of your body. By crouching or positioning yourself carefully, you can use it to reduce your exposure. Half Cover grants a +2 **Armor Bonus** against any **Ranged Attacks**, as long as the Cover lies between you and the attacker.

Full Cover: Full Cover completely conceals you from view. While behind Full Cover, enemies cannot make direct **Attacks** against you unless using specific **Spells** or **Abilities** that bypass Cover

Maneuvering

An opponent can negate Cover by maneuvering to a position in which the Cover is no longer in between you and them, therefore not providing a Bonus to you. So pay attention to who is standing where!

Contested Space

Each creature controls the space around them when trying to move in, out, or within the space 5 ft around a hostile creature.

During a Combat Encounter they will slow you down as they attempt to halt you. While in this Contested Space, Movement Cost becomes doubled.

Contested Space becomes inactive if the creature is Dazed, Blinded, or Constrained.

If you are within an opponent's Contested Space and you attempt to make a Ranged Attack, you make it at Disadvantage

Flanking

Maneuvering yourself during combat is critical. Should you be able to place yourself within an opponent's Contested Space and directly across from an ally who is also within the same opponent's Contested Space, so that the opponent is stuck between you, you and your ally both now gain Advantage on attacking that creature specifically.

Throwing Throwables

Some weapons can be thrown a short distance to inflict Damage. When making a Throw Attack, resolve it as you would a ranged weapon attack, use the weapon's Quality Bonus for the To-Hit Roll, and apply your Dexterity Bonus to the Damage if the attack lands.

For Throwables that cause secondary effects rather than direct damage such as bombs, poisons, or items that force a Saving Throw no bonus is applied. Simply make the Throw within the weapon's stated Range.

Throwing Improvised Items

Sometimes you may be forced to Throw items never meant to fly, such as a flagon or spoon. In moments such as these, you would roll a flat D20 against a Defense Roll. Should you hit your target, you would use the Damage Dice found under the item listed plus your Dexterity Modifier for Damage. If an item is not listed, you may use another similar item that is listed as a reference for what Damage Dice you should use or the GM may decide what Damage Dice should be used.

Dual Wielding

You may wield a Single-Handed Weapon in your off-hand while holding another in your main hand. When doing so, you can make one Extra Attack with your off-hand weapon as part of your Attack Action.

This Extra Attack does not gain your weapon's Quality Bonus on the To-Hit Roll, nor your Stat Bonus to Damage, unless you possess the Learned Skill: Ambidextrous, which allows you to apply these Bonuses normally.

If you initiate a Stealth Attack, only the first Attack benefits from being hidden.

Grappling

During combat you have the option to grab someone, either to hold them down or drag them into danger. To Grapple an opponent, you will have to pass a Contested Strength Check against them and they must be of your same Size Category or smaller to attempt a Grapple.

If you succeed in the Check, you will successfully Grapple your opponent. While you have your opponent Grappled, they will be unable to move or Attack any creature but you. If you move, they will follow and your Movement Speed becomes halved.

The opponent being Grappled may make another Contested Strength Check on their Turn while still Grappled as an Action to break free.

If you take any Action but Attack, the Grapple will end and your opponent will slip free.

Jumping

To calculate your **Running Long Jump** is **15 + your Strength Modifier** in feet.

To calculate your **Standing Long Jump** is **5 + your Strength Modifier** in feet.

To calculate your **High Jump** is **5 + your Strength Modifier** in feet.

You need a minimum of a 10 ft area to get a run up to achieve a Running Long Jump.

Round Down to the nearest increment of 5 if your distance lands outside of 5ft increments.

Climbing

Often you must climb to reach a higher level. If you do not possess a listed Climbing Speed, climbing surfaces that are not designed for ease of use, such as ropes or ladders, requires doubled movement. You must pass an Athletics check of DC 12 to begin climbing, and an additional check every 30 ft to remain climbing and avoid losing your grip.

For a surface to be climbable, it must have noticeable handholds and cannot be sheer or smooth, such as glass or polished crystal.

Falling

Sometimes you will fall, voluntarily or otherwise. When you fall during combat, you

will move a full 60 ft per Round straight down. If it is during roleplay, then you will fall at 60 ft per every second that passes straight down.

Once you hit the ground or any ungiving surface above twice your character's height, you will take Fall Damage. This Damage is calculated in two ways. If the height of the Fall is only one of the character's height doubled, then the Fall Damage is 1D4. 10 ft higher than that and it becomes 1D6 Damage, and every 10 ft increased above that increases the number of D6 Damage taken

Being Prone

The last place you want to be in a fight is on the ground. If you have fallen down or been knocked to the ground, you are now Prone. While Prone, Attacks against you have Advantage and your Movement is halved.

To stand up on your Turn takes half of your standard Movement.

Suffocating and Drowning

In order to figure out how much breath you have, take your Constitution Modifier as minutes of lung capacity. If your Modifier is negative then your lung capacity is 30 seconds.

Once you run out of breath, you will take 1D6 Spirit Damage every 10 seconds, per Turn in combat, until you reach 0 Hit Points and fall unconscious. If you fall unconscious underwater, you have one combat Round to be pulled above water or you will drown. It is the same with Suffocation, if the cause of the Suffocation is not removed within one Round of you falling unconscious you will die.

Taking A Rest

After a long day of adventure and strife, you will want to take a Break and Rest. Doing so is a great way to regain lost Hit Points and Mana, as well as eat and sleep.

To take a Short Break, you will need a safe and warm spot for an hour, where you can sit and relax comfortably. During this time, you can only do light activities such as sit, read, eat, or talk in order to gain the benefits. If you relax for the full hour, you may spend Hit Dice to recover your Hit Points and recover $15 + \text{your Intellect Modifier}$ of Mana. This can only be done twice between Full Rests.

To take a Full Rest, you will need a secure, warm spot for eight hours where you can sleep for the night. During this time, you can only do light activities such as sit, read, eat, talk, or do camp chores in order to gain the benefits before going to sleep. If you stay within these activities for the full eight hours, you will wake with full Health, Mana, and Hit Dice. You must be active for 16 hours before you can take another Rest.

If you do not Rest for an extended period of time, you will start to suffer from a lack of sleep.
[See Exhaustion Moodle, pg.18]

Targeted Hit

Before you roll your Attack, if the Attack is not a part of an Area of Effect Attack (AoE), the Attacker may declare that you want to strike at a specific body part on your opponent, such as their head or arm.

After declaring the body part you wish to hit, roll your Attack as normal. If your total meets or exceeds the target's Defense and also falls within the range listed for that body part on the Body Part To-Hit Chart, you successfully strike that location.

If you do manage to surpass their Defense and then also roll within the range to hit the body part you were targeting, you will then land a Hit on that body part.

Doing so will allow you a chance to incur a Complication on your opponent specific to the location. These Complications as well as the damage threshold are listed in the Body Part To-Hit Chart, Body Part Complications and Damage, and Conditions sections. These Complications do not stack.

If you miss your intended target but still surpass the Defense of your opponent, you treat the Attack as normal and continue with a Damage Roll without the chance of a Complication being inflicted.

Body Part To-Hit Chart

Head: 16-20

Torso: 10-20

Limbs: 13-20

Body Part Complications and Damage

Head: Dazed Complication: If the amount of Damage dealt is above 6, then the target is under the effect of the Dazed Condition for a number of Rounds equal to the Weapon Quality down to a minimum of 1 Round. This starts and ends on the creature's Turn who dealt the Damage.

Torso: Bruised Complication: If the amount of Damage dealt is above 3, then the target is under the Bruised Condition for a number of Rounds equal to the Weapon Quality down to a minimum of 1 Round. This starts and ends on the creature's Turn who dealt the Damage.

Limb/Arms: Disarmed Complication: If the amount of Damage dealt is above 4, then the target is under the effect of the Disarmed Condition until the dropped weapon is reclaimed.

Limb/Legs: Slowed Complication: If the amount of Damage dealt is above 5, then the target is under the effect of the Slowed Condition for a number of Rounds equal to the Weapon Quality down to a minimum of 1 Round. This starts and ends on the creature's Turn who dealt the Damage.

If the Weapon's Modifier is 0 or lower, then the number of Rounds of the Condition is 1.

Conditions

Bleeding: While inflicted with the Bleeding Condition, any Piercing or Slicing Damage you suffer adds +3 to that Damage.

Blinded: While Blinded, you cannot see in any way. While under this Condition's effect, you have Disadvantage on any Action that would require sight, including Attack Rolls.

Bruised: While Bruised, you are hampered by severe bruising. While under this Condition you deal half Damage on Attacks to a minimum of 1.

Constrained: While Constrained you are fully bound, hands and feet held in place by either physical restraints or magical restraints. While under this Condition, you cannot move at all and cannot use Reactions or Attacks.

Dazed: While Dazed, you can only speak in slurred words and see with blurry vision. While under the effect of this Condition you have Disadvantage on all rolls.

Disarmed: When Disarmed you will immediately drop whatever you are holding.

Frenzied: While inflicted with the Frenzied Condition, you cannot tell friend from foe and must Attack the nearest creature you see as though your survival depends on it.

Poisoned: Poisoning occurs when you have ingested, been exposed to, or had a spell inflict a toxin on you. While Poisoned, you suffer Disadvantage on Stat Checks, as well as taking the specified Damage listed in the poison's description.

Slowed: While Slowed, you are hampered by wounds or magic. While under the effect of this Condition you move at half Speed.

Hallucinations: While suffering from Hallucinations, you perceive shapes and entities that are not truly there, often hostile creatures or disturbing shadows that evoke fear and confusion. At the start of your Turn, you must succeed on a DC 13 Wisdom Check to recognize these visions as false. On a failure, you treat them as real threats, reacting to them as you naturally would, attacking, fleeing, or defending yourself as if in genuine danger.

Frightened: While Frightened, you are overcome by intense fear, either through magic or Intimidation. You must immediately flee from the source of fear using your full Movement each Turn, including the Sprint Action if available.

You must continue fleeing until you can no longer see the source. Once you are out of sight, you may repeat the Saving Throw or Check that caused this effect to attempt to recover.

If you succeed, the Condition ends. If you fail and the source re-enters your sight, you must continue fleeing.

Mounted Combat

You may wish to ride a Mount into battle. In the world of Armor and Arcana certain Mounts are easy to obtain and ride; and Mounted Combatants have some different rules to follow, detailed here.

First, you must have a Mount as while Mounted your Movement becomes determined by your Mount's Stat Block. Mounts are categorized into two types, Domestic and Exotic. Domestic Mounts are easy to control without a Learned Skill, so long as they have a saddle and trust you. Exotic Mounts need a Learned Skill in order to ride them or they will not listen to your commands and will do as they please during battle, acting as a separate entity. Attempting to ride a Dragon is very different from attempting to ride a Horse.

Once you have a Mount, it has its own Health you must keep track of and if it reaches 0 Hit Points, you will be forcibly Dismounted. If you are Dismounted the resulting fall will cause you Damage. Either 1D4 + 4 Bludgeoning Damage or standard Falling Damage calculation if you are Dismounted from a flying Mount while airborne.

While Mounted, if you are properly trained to ride it, it will act as an extension of your will and moves and acts on your Turn. If your Mount has Attacks in its Stat Block, you may use them instead of your own Attacks. If you are fighting another Mounted opponent, you may choose to attempt a Dismounting to throw your opponent from their Mount. This will be a Contested Strength Roll, if you are successful, you will knock them from their Mount. Your opponent can attempt to Dismount you as a Reaction if they win the Contested Strength Roll.

A Mount that has lost its Rider becomes an entity in its own right and will always follow its Rider in Initiative Order. How it reacts to the Dismount will depend on how intelligent it is and how strong the bond between the Rider and Mount is.

If a Mount is hit with an Area of Effect Attack (AoE), then you will use the Dexterity of the Mount in the Save. Regardless of success or failure, both Mount and Rider take equal Damage.

Domestic Mount Examples: Horse, Ox, Donkey, Cow

Exotic Mount Examples: Wurm, Crocodile, Emu, Roc, Dragon

This is an example list, not a full list of the Mounts in Armor and Arcana.

ADVENTURING

Fighting is not the be all and end all of a game, in between battles is where adventure lies in wait. Here is where Roleplay and battles of wit occur, as your GM describes the world and the people you see. Be encouraged to ask about them. Talk to them and see if they need help with local matters, this could lead to a quest the GM has planned for you.

During the course of Roleplay, you will encounter times where what you want to do needs a roll to decide if it will succeed. This can be something like convincing a shopkeeper to lower the price a bit because you did just clear their cellar of rats. In that case you would be making a Persuasion Roll to attempt to convince the Shopkeeper to see your way of things. This is not a magic spell. However, it is combined with your Roleplay. If what you said in Roleplay was actually a pretty good argument, then the DC should be lower as a result but if your Roleplay argument amounted to giving the shopkeeper a rude gesture, then the DC should be a bit higher. Roleplay DC should always reflect the difficulty of the act and should never allow the impossible simply because of a high roll. Remember GMs, a shopkeeper is very unlikely to tell the party where their life savings are just because they rolled a 20 on Persuasion. In short, all rolls have limits of what is reasonable for that situation.

Each of the Stats have a roll that is attributed to them that can be applied during exploration and adventuring. Acrobatics is used for balancing on a high rope, for example. Flat Constitution is for holding one's drink. Every Stat has a use, so as your players ask to do something, try to pick the best category that would fit that Action and have them make a check.

Now, some things are so trivial that you don't have to have them make a roll. If the Warrior with 20 Strength wants to lift a barrel that weighs less than him, you can simply let him lift it as it's reasonable that he would be able to. Try to strike a balance between rolls for challenge and no rolls for player experience, the best metric for this balance is like the barrel example. Think if the character could handle doing the Action without effort or if there is a reasonable chance of failure. If there is a reasonable chance to fail then have them make a roll.

While adventuring, players can take the time to explore the world, craft items, stay at an Inn, learn the lore crafted by the GM, meet locals and, most importantly, find quests to go on; sometimes it's the little adventures that stick with a party for the longest so encourage Exploration and Roleplay.

DC Explained

DC stands for Difficulty Check in Armor and Arcana. It represents the target number a player must meet or exceed to succeed on a roll, such as an ability check, saving throw, or skill test. The Game Master determines the DC based on the task's challenge.

Capability Bonus

Being *Capable* in a certain area grants your character an edge when performing tasks or recalling knowledge

If you are Capable in a Check, roll $1d20 + 1D6$, then add your relevant Stat Modifier. The d6 is your Capability Die, representing training, familiarity, or talent in that field.

Example: If you are Capable in *Nature* and the GM calls for a *Nature Check*, roll $1d20 + 1D6 + \text{Wisdom Modifier}$.

Saving Throws and Capability

Some dangers cannot be avoided through armor or brute strength alone. When you must make a Saving Throw, roll a d20 and add the modifier of the relevant Stat.

If you are Capable in that type of Save, roll an additional 1D6 and add it to your total just as you would with any other Check.

Example: If you are Capable in Dexterity Saves, you roll $1d20 + 1D6 + \text{Dexterity Modifier}$ when rolling for the Save.

Capability in a Saving Throw represents specialized training, discipline, or instinct, allowing your character to push beyond normal limits in critical moments.

Darkness

When the sun goes down, you enter a building or the underground; you will be faced with Darkness. Darkness does a few things. If you are not carrying a light and do not have a natural or magical ability to see in the dark, then your range of vision is reduced to 15ft. Anything beyond that is pitch Darkness. If you are carrying a light, then you can see clearly within its stated Light Radius, and its Dim Light Radius provides a foggy outline of objects that can be made out with a Perception Roll. Anything beyond that Dim Light Radius is pitch black.

Moodle

The Moodle System tracks your body's response to environmental stress and survival challenges such as Heat, Cold, Hunger, and Exhaustion.

Having zero Moodles means you are healthy and stable. However, exposure to harsh conditions will cause you to gain Moodles of different types. Each Moodle represents increasing strain from a specific source — for example, a Heat Moodle results from prolonged exposure to high temperatures without adequate water.

When a Moodle type builds up too high, it inflicts a Condition on your character. If multiple Moodle types reach this point, their resulting Conditions stack, even if they are the same Condition.

Example: If you are suffering from both Hunger and Heatstroke, and both have escalated to inflict the Slowed Condition, you suffer two stacks of Slowed — one from each Moodle type.

Exhaustion Moodle

If you do not Rest for a night, you will start to suffer the effects of a lack of sleep. This is referred to as an Exhaustion Moodle. You gain an additional Moodle Level for every two nights without sleep after the first. If you are not sleep deprived, you are at a well-rested Moodle Level 0 and are not under any ill effects from a lack of sleep. At Exhaustion Moodle Level 1, you have Disadvantage on all Stat Checks. At Level 2, you have Disadvantage on Attacks as well as Stat Checks. At Level 3, you have Disadvantage on Defensive Rolls as well as the previous Level's effects. At Level 4, you must pass a DC 10 Wisdom Save or fall under the effects of Hallucination. At Level 5, you fall into unconsciousness until you are back to Exhaustion Moodle Level 0, taking one Level off per day of sleep.

Hunger Moodle

You gain a Hunger Moodle if you have not eaten a ration or equivalent amount of food, which is roughly a pound of food per meal. Each day of no food you gain a Hunger Moodle. At three Hunger noodles you gain the slowed condition until you eat a full three meals, At five Hunger Moodles you no longer regain health during a Rest, At seven Hunger Moodles you die of starvation.

Insanity Moodle

When a person begins to go insane due to a Curse or Potion effect they begin to suffer Insanity Moodles. The person will gain an Insanity Moodle every two days in which they are under the effect. At Level 1 you begin to have auditory hallucinations in which you hear sounds that aren't really there. At Level 2 you will begin to experience visual hallucinations where you see things that aren't real as well as the previous level's effect. At Level 3 you lose sense of direction as well as the effects of Level 1 and 2. At Level 4 you will randomly experience the Frightened Condition toward an object or person near you for 3 Rounds at a time during combat or 3 minutes outside of combat, the number of times this occurs is up to the GM. You will also still be under the previous Level's effects. If you would be immune to the Frightened Condition for any reason then you are not immune to it while under the effects of Insanity Moodle. At Level 5 you become completely catatonic. You cannot move, speak, respond to anything happening around you, or sleep. You will sit in a catatonic state until you fall unconscious from Exhaustion Moodle Level 5 or the cause of you going insane is removed or cured.

Generic Moodle

Sometimes you'll need to track a unique effect that isn't covered by an existing Moodle type. such as Pain, Withdrawal, or Infection. These are referred to as Generic Moodles.

Generic Moodles act exactly like other Moodles: they have Levels, trigger Conditions at certain thresholds, and can stack with other Moodle types if caused by different sources.

These slots on the character sheet are reserved for GM-crafted or module-specific effects. Each Generic Moodle should clearly define:

1. **Trigger:** What causes the Moodle to be gained.
2. **Progression:** How quickly it escalates (per day, per event, etc.).
3. **Effects:** What happens at each Level and what Condition (if any) is applied.

Environmental Exposure

Exposure can be deadly to the unprepared, whether you find yourself in extreme cold or extreme heat. Not having a way to combat its effects will eventually lead to your death. There are two types of Moodles that you gain from environmental exposure, Heat Moodles and Cold Moodles.

Heat Moodle

You gain a Heat Moodle in hot environments when you do not drink water for a period of time equal to 1 hour in temperatures above 90 degrees Fahrenheit. You gain 1 Moodle every 30 minutes without water if the temperature is above 98 degrees Fahrenheit. You can decrease your Heat Moodles by 1 for every ounce of water you drink. Certain specified clothing may increase the temperature that begins the range at which you begin gaining Heat Moodles. Once you have gained 3 Heat Moodles, you are inflicted with the Slowed Condition until you are back under 3. Once you are above 5 Heat Moodles, you are inflicted with the Dazed Condition until you are back under 5 Heat Moodles. Once up to 10 Heat Moodles you are at the maximum amount of Heat Moodles. If you stay at max for 3 days you will drop dead of dehydration.

Cold Moodle

You gain a Cold Moodle in cold when you are in temperatures under 12 degrees Fahrenheit without proper clothes. Each hour spent in these temperatures will give 1 Cold Moodle. Once you have gained 3 Cold Moodles, you are inflicted with the Slowed Condition until you are back under 3. Once you are above 5 Cold Moodles, you are inflicted with the Dazed Condition until you are back under 5 Moodles. Once up to 10 Cold Moodles, you will drop dead from Hypothermia. Being next to heat sources, such as fire, will reduce a Cold Moodle by 1 per 10 minutes you are near the heat source.

Currency

Throughout A+A you will be rewarded with currency as you complete tasks, loot fallen foes, or raid Dungeons. Currency is broken down into four coins, Copper, Silver, Gold, and Artirium. Abbreviated to Cp, Sp, Gp, and Ap for shorthand ease. 100 Copper is worth 1 Silver, 100 Silver is worth 1 Gold, and 1000 Gold is worth 1 Artirium. You can find a currency tracker at the top of your Character Sheet to keep a tally of what you are carrying. It is a general rule that Currency holds no weight but if your table wishes to play differently, the optional weight of a Copper coin is $\frac{1}{4}$ of an ounce, Silver is $\frac{1}{2}$ an ounce, Gold is 1 ounce, and Artirium is 2 ounces.

COIN TYPE	VALUE RATIO	OPTIONAL WEIGHT	DESCRIPTION
COPPER (Cp)	100 = 1 Sp	1/4 oz	EVERYDAY TRADE AND SUPPLY
SILVER (Sp)	100 = 1 Gp	1/2 oz	COMMON CURRENCY FOR ADVENTURE
GOLD (Gp)	1,000 = 1Ap	1 oz	USED BY NOBLES AND MERCHANTS
ARTIRIUM (Ap)	_____	2 oz	RARE, COINS FORGED FROM DRAGON BONES AND BLESSED BY SCHOLARS. USED AS A STORE OF WEALTH, NOT INTENDED FOR DAILY USE.

Ammo

For some adventures you may choose to keep track of Ammunition. This can make the game more immersive but also more difficult for certain classes. This is entirely optional, discussing it with the table is recommended. Ammo can be tracked based on what is used to carry it for ease of play. For Bows a Quiver can carry a max of 35 Arrows, Crossbows can carry 50 Bolts in a pouch, A full Quiver will cost you 20Sp, a full Bolt Pouch 25Sp. Nothing is stopping you from buying and carrying multiple Pouches and Quivers except your purse and practicality.

Arrows and Bolts can be re-gathered after a fight if you can find them, the DC of which will be up to the GM. Depending on the situation there may be times where the Bolts or Arrows may break after impact; for example, when hitting dragon scales. But if they can be found and are not broken, they can be re-added to your total Ammo Count.

BUILDING A MEDIEVAL TOWN

A Medieval Town can range from being a relatively small settlement to a massive sprawling one. To help your settings feel more alive it's important to consider when building your town or city what types of facilities and structures your town might have. Having a huge city standing alone in the woods sounds cool but where do the people grow their food? Where do they get their water? What things would your settlement need to function and what would it not? A small farming village would likely need a Blacksmith for their tools and horseshoes but probably wouldn't have much use for an Armorer who produces heavy armor and military equipment. The list below is to help you, the GM, to get some ideas on how to quickly build your settlements in a way that will feel more immersive for your players. And, keep in mind, your players may have uses for many of the functions of a settlement as well.

Services and Locations

Alchemist	Catacombs	Mine
Arcanist	Docks	Potter
Armorer	Farm Fields	Sewer
Artisan Guild	Fishmonger	Shipyards
Bakery	Fortress	Stable
Barracks/Garrison	Graveyard/Undertaker	Tailor
Blacksmith	Housing	Town Square/City Square
Botanist/Herbalist	Inn/Tavern	Temple
Brewery	Leatherworker	Town Hall
Brothel	Library	Weaponsmith
Butcher	Market	Weaver
Castle/Keep	Mill	Well/Aqueducts
Cattle/Livestock Fields or Pens	Militia Building/Outpost	Scroll Shop

City Districts for Large Settlements

Academic District

This is where people would go to study art, literature, and history; as well as would likely be where Scholars would be to recruit more followers for their God. Here you would find religious buildings alongside libraries.

Artisan's District

This is where workers of skilled trades would gather, where they may produce their products before bringing them to market, and where their apprentices would learn how to do the same. Here you would find an Armorer or Weaponsmith's forge, or a Potter who makes fine ceramics.

Castle/Keep

At the center of your settlement would likely be a Castle or Keep. Your highest-ranking nobleman, Lord, or a King may even live here. This is where the most valuable things would be kept, as well as a large store of supplies and food. It would also be a final holdout if the city were to be invaded.

City Square

A common place traversed by all kinds of people, a City Square would lead from a central point or corridor to almost all other regions of a city and would likely be very crowded the majority of the time.

Commoner Housing District

This would be the general area where most commoners live within the city. Likely closely packed housing and little in terms of fancy structures. The people here would be servants, messengers, miners, dockworkers, and the occasional thief. Not the relatives of Lords or Dukes.

Docks

The Docks are where merchant ships and small fishing boats alike would dock when bringing their goods to town and would pay a fee to dock here. A coastal city with a navy may even have their own private docks for military vessels.

Entertainment District

As the name suggests, this is where the general populace would go to be entertained. In the higher end areas of an Entertainment District you might find theaters, in the lower end areas you might find brothels.

Graveyard/Catacombs

The dead have to go somewhere. A large city could have multiple Undertakers looking after and burying the dead. In Armor and Arcana, one of the most common Gods to worship is the God of Death. As both the Gods and the Undead are very real in this world, worshipers of the Death God would frequent these sites and Scholars of Death would visit to ensure that all is well with these locations, leading to a greater amount of people gathering in and around Graveyards and the entrances to Catacombs.

Merchant District

A place for merchants to sell goods and for commoners to buy them. There would likely be plenty of close-packed market stalls selling all manner of goods and advertising signs

for other services. Some Artisans may also sell their goods here, although they would be unlikely to produce them here.

Military District

A Military District for a large city or settlement would contain the structures necessary for a military to function. Likely some type of central military building or Fortress, an Armory, a Garrison or Barracks, and if they are a naval power they might have their own Dock and Shipyard for their military vessels.

Noble Family Housing District

This is where noblemen and their families would live within the city. It would be an area with large manor homes decently spaced apart, some may have gardens, yards, and servant buildings. Security would be better here as this is where the wealthy families of the city who regulate all things pertaining to the city's regulations and governance would live.

Shipyard

This is where damaged ships would dock to be hauled up on land for repairs and where new ships and boats would be built. A military might have their own private Shipyard for a faster turn around on repairing their damaged vessels.

Daily Wages

Servant, Urchin, odd jobs: 20cp per day.	Skilled Trades (Blacksmith, Tailor, Shipwrights): 5sp per day	Guard Captain: 5sp per day
General Laborer (Dock worker fieldhand) : 3sp per day.	Soldiers/ Guards: 4sp per day.	Scholar, Court Official, Government worker, Official Wizard: 10 Sp per day.

CHARACTER CREATION

Size Categories

Creatures are loosely categorized into different Sizes at times to help determine if something is possible. For instance, you might not be able to arm wrestle something twice as big as you or piggy back ride someone half your Size. Size Categories exist to give a rough idea of if something is close in scale or not at a glance. It also gives you a clear idea of how many Spaces on a battle map a Creature takes up.

Petite: Any Creature 1 ft and below

A single 5 ft Space, 1x1 Square on a battle map, 1 inch by 1 inch on a terrain table.

Small: Any Creature between 2 ft and 3 ft

A single 5 ft Space, 1x1 Square on a battle map, 1 inch by 1 inch on a terrain table.

Middling: Any Creature between 4 ft and 8 ft

A single 5 ft Space, 1x1 Square on a battle map, 1 inch by 1 inch on a terrain table.

Great: Any Creature between 9 ft and 24 ft

A 10 ft by 10 ft Space, 2x2 Squares on a battle map, 2 inches by 2 inches on a terrain table.

Vast: Any Creature between 25 ft and 50 ft

A 20 ft by 20 ft Space, 4x4 Squares on a battle map, 4 inches by 4 inches on a terrain table.

Colossal: Any Creature between 51 ft and 100 ft

A 50 ft by 50 ft Space, 10x10 Squares on a battle map, 10 inches by 10 inches on a terrain table.

Cosmic: Any Creature between 101' and above

Will not fit on a battle mat.

Character Creation

In order to play Armor and Arcana, you must have a character. This segment will go over how to make one.

To begin, we will figure out your character's Statistics, called Stats from now on. These are Strength, Dexterity, Intellect, Constitution, Wisdom, and Charm. These Stats form how your character interacts with the world. If your character is especially good at something then you can gain a Modifier as a bonus on top of your roll, shown in the Stat Scores Table. If they are especially bad at something then it can be a debuff to your roll instead. During tests of skill, you will be asked to roll a D20 to see if you succeed and you will add or subtract the appropriate Stat Modifier for that roll.

To figure out your Stat Numbers, you start with a pool of 55 points to spend. You may put them in any of the six Stats you would like, up to a Maximum of 20 and down to a Minimum of 1. Spread them out as you see fit, then look to the Stat Scores Table below to see what Modifiers those numbers will give you. Keep in mind, these Stats may change with your coming Vocation and Species choices.

Stat Scores

1 = -5	
2-3 = -4	
4-5 = -3	
6-7 = -2	
8-10 = +1	
11-13 = +2	
14-16 = +3	
17-19 = +4	
20 = +5	
21-23 = +6	
24-26 = +7	
27-29 = +8	
30 = +9	

Level 1: 0.EXP
Level 2: 300.EXP
Level 3: 800.EXP
Level 4: 1,400.EXP
Level 5: 2,500.EXP
Level 6: 4,000.EXP
Level 7: 6,300.EXP
Level 8: 9,900.EXP
Level 9: 15,200.EXP
Level 10: 23,200.EXP
Level 11: 35,300.EXP
Level 12: 53,500.EXP
Level 13: 80,900.EXP
Level 14: 122,200.EXP
Level 15: 184,600.EXP

Character Leveling

Leveling a character beyond the first Level is done through Experience. Players can gain Experience in one of two ways: Session Collective or Per Action, depending on how the GM wishes to run their game.

Session Collective

The GM decides, before or after the session, how much Experience will be rewarded that day and gives this amount to all players at the end of play.

Per Action

The GM tallies up Experience after the session based on what the players accomplished, such as combat, roleplay, exploration, and overcoming challenges and awards it accordingly.

Combat exp should be rewarded only if the players defeat a creature/ entity that is actively hostile or a threat to them to avoid encouraging unnecessary chaos in play. Unless the game is intended to be a more evil style playthrough.

For Exploration and Roleplay give Exp based on Complexity. Example If they roleplay well with a shopkeeper for a lower price that is good roleplay but not overly complex so they should be rewarded between 15 and 30 Exp as you see fit. But if they discover a long lost tomb after a grueling trip or defuse a tense negotiation between nations, provide a hearty reward of 60 to 100 Exp.

Whichever method the GM uses, when a player earns enough Experience to reach the next threshold, they gain a new Level and all the abilities that come with it. The thresholds for each Level are listed below.

Starting After Level 1

At times you will wish to start your adventure at a higher Level. This can be incredibly fun but you must think of scaling your starting Currency and Gear to match your Starting Level. Currency can be scaled as such; take your starting Vocation amount and add $1D20 + \text{Starting Level}$ in Silver to that amount.

To scale starting Gear, you will want to increase the Gear Quality by one Tier for every 3 Levels above Level 1.

SPECIES

When creating your character, you choose to play as one of several different Species. Each of which will give you different attributes unique to the Species you have chosen. These can include a Species Ability, Stat Score increases, Speed, and an extra language spoken. Aside from altering your Stats, your Species may help or hinder you during roleplay as well. The Species you've chosen may give you different physical characteristics that are easy for all to see and may stand out in a crowd depending on where in the world you go or it may give you a characteristic that helps you blend in better. This can also help you or harm you in Combat; a small Dwarf will find it easier to duck and hide behind Half Cover while a large Orc may not be able to hide in the same location.

Dwarf

Living deep within the tall mountains are many kingdoms of stout humanoid people. Renowned for their architecture and craftsmanship, they have managed to carve elaborate cities into the stone itself, oftentimes angering the neighboring Undersullen in the process. Dwarves are a common sight around Human cities as they will often venture forth to find work or trade goods and services. Hardy and proud but with a good sense of humor on average, the best way to a Dwarf's good side is with a good work ethic and a strong back. The best way to their bad side is being lazy. Most Dwarves spend the first years of their life underground, only seeing the sun when they are near adulthood unless their family are avid travelers.

Dwarves are **on average 4 ft, 9 in tall**, with stocky, sturdy builds.

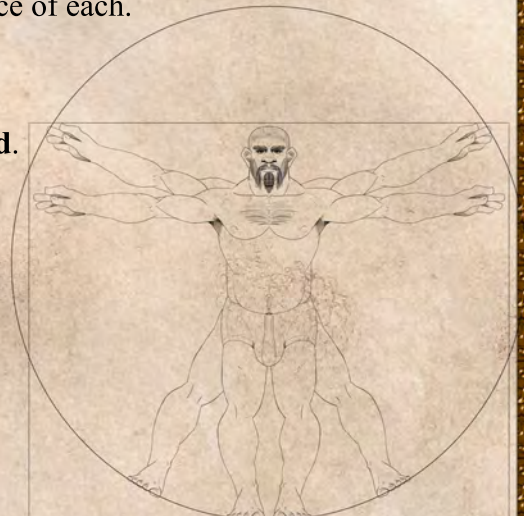
Species Ability: Due to their attunement to the earth, once per day, Dwarves can focus their attention and feel nearby entities so long as those entities are touching earth. This will tell them the number of entities around them and rough Size and distance of each.

Dwarves Gain a **+1 to Constitution and Wisdom**.

Spoken Languages all Dwarves know are **Merchant and Void**.

Lifespan: 80 years

Speed: 25 ft



Elf

Found within the wide tropics of the world, the Elves are a proud people, exalted for their skills in wine making and woodworking. They put woodworking to good use in their world-renowned treetop fort cities, which can stretch for miles within the pine canopy. Elves are innately magical and find magic working a natural extension of themselves should they choose to learn the art, this leads to not only more Wizards per capita but also a wide variety of magical trinkets being forged within their kingdom that will oftentimes find their way across the world for good or bad. This is because of the Elven tendency to travel abroad once they have surpassed a century of age, either through boredom or to find new purpose with their extended lives.

Elves stand **on average 5 ft, 5 in** and have a lean build.

Species Ability: Due to their magical nature, Elves enjoy the benefits of being able to ward off the effects of magical or chemical sleep. Elves gain Advantage when making Checks against sleep spells and poisons.

Elves Gain **+1 to Intellect and Dexterity.**

Spoken Languages all Elves know are **Merchant and Elven.**

Lifespan: 800 years

Speed: 30 ft



Ga-Taar

The Ga-Taar are a group of humanoid gator-like beings that live in marshlands and swamps, usually within small communes of close family units counting 10 to 20 members. They are wary of outsiders and do not trust anyone that is not family easily. Though if you manage to earn their trust, good luck breaking it. They are fiercely loyal once that loyalty is earned.

Ga-Taar stand **on average 6 ft tall** and are bulky of build. With stout snouts and rough scales, their large tails provide great balance and are hard to miss. They can be seen in a variety of colors all throughout the rainbow but the most common are full greens and orange.

Species Ability: Due to their natural fondness of deep swamps, they have a Swim Speed of 30 ft per Turn.

Ga-Taar Gain **+1 to Strength and Constitution.**

Spoken Languages all Ga-Taar know are **Merchant and Bestial.**

Lifespan: 50 years

Speed: 30 ft



Hillmin

Existing out in the savanna plains are large ranches, housing fields of Auroch tended to by small green goblinoids; these folk are the Hillmin. Hillmin are rough and stout goblinoid people with a talent for blood sports and cattle ranching. Living in rather large towns of their kin, they build extensive systems of taverns and arenas to handle their off-duty needs, so that they may focus fully on their bread-and-butter export during the day of meat production. Descendants of your standard Goblin, Hillmin settled down from all the raiding and nomadic ways of their ancestors and have since become much stouter and broader in build.

More for labor rather than hunting, a Hillmin stands **4 ft, 2 in on average** and is a leaf green color with yellow eyes.

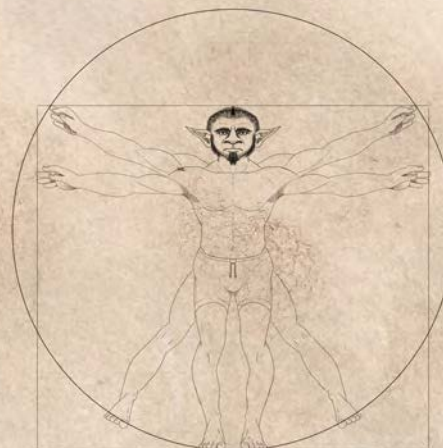
Species Ability: Due to their smaller size and natural instincts, once per Combat Encounter, the Hillmin can leave Contested Space without the double Movement penalty.

Hillmin Gain **+1 to Strength and Wisdom.**

Spoken Languages all Hillmin know are **Merchant and Goblin.**

Lifespan: 45 years

Speed: 25 ft



Human

Living within many walled cities across the plains and forests of the world, Humans are quick to adapt to new ventures and environments. Making them the most common creature upon the world, though they often find themselves in quite a bit of turmoil internally as well. Their wide reach allowed for many kingdoms to form rather than one unified whole. You will find many various Human cultures intermixed between one town or city due to the frequency of their travel.

On average, a Human will stand between **5 ft to 6 ft tall** with a lean build.

Species Ability: Humans tend to spend the early years of their lives taking in a lot of information from many sources. As a result, they can start with a Learned Skill at Level 1.

Humans may **choose two Stat Scores to increase by +1.**

Spoken Languages all Humans know are **Merchant.**

Lifespan: 80 years

Speed: 30 ft



Kittine

Living within the tall pines are a group of Humanoid creatures with fox-like features. The Kittine are an isolated and quiet species, preferring the company of each other over the gaze of outsiders. They are nomadic with a matriarchal structure and a great understanding of the woods they live in. The most common time to run into a Kittine is when a group of them is sent into the nearby village to gather supplies. The whole clan will never enter a village, only the middle-aged members will go with whatever valuables their clan have to sell. This is a big reason some Kittine will strike out on adventure. To find enough treasures to fund their clan's survival.

The Kittine are descendants of the Kitsune Spirits of long ago, that have found each other over time and banded together for safety after Kitsune began to be hunted out of fear for their alleged power and danger that other peoples believed they posed. This is the reason for the Kittine's isolation and secrecy. Even if they themselves have never been the targets of the hunt, they fear any day this may change due to their heritage.

As descendants of Kitsune, once per day, the Kittine can shape change into a Fox Form for one minute. This form is complete, not an illusion, and they gain all attributes of a Fox, including Hit Points. If the Health of their Fox Form reaches zero, the form ends early and they revert to their humanoid form again.

A Kittine stands on **average 5 ft, 6 in** and have a light build.

Species Ability: Kittine gain the ability to shape change into a Fox once per day, for one minute.

Kittine Gain **+1 to Wisdom and Dexterity.**

Spoken Languages all Kittine know are **Merchant and Fae.**

Lifespan: 150 years

Speed: 35 ft



Oni

Deep in the mountainsides of the world on every continent, live groups of scattered, towering individuals with striking features. Originally hailing from the Outer Void beyond the world, the Oni's ancestors are often called Demons, Fiends, or Devils. This is reflected in their descendant's appearance, often having red or gray skin with deep black eyes and red pupils. Some even have three eyes, with the third in the center of their forehead, while others only have two. All Oni have horns of varying length growing from their forehead and long tusks protruding from their upper mouth. On average, both male and female Oni stand at 7 ft tall. Despite appearances and ancestry, Oni live in a grand culture within the high mountains. While many of them take up arms to become warriors for hire in the lowlands due to necessity, the ones that remain in their village can be found to make amazing works of art and pottery. These artworks and pottery being a chief export of their tribes.

Oni generally stand at **7 ft tall**.

Species Ability: Due to their heritage as children of the Void, all Oni have a small spark of Mana within their bones from birth. As a result, they can use the spell Hallow once per day without spending its Mana Cost as an Ability.

Oni Gain **+1 to Constitution and Intellect**.

Spoken Languages all Oni know are **Merchant and Void**.

Lifespan: 120 years

Speed: 30 ft



Orc

Living far and wide all over the world are humanoids with bold tusks and strong bodies, these are the Orcs. The Orc nation span everything from small coastal villages to massive stone mountain fort cities. Orcs are an adaptable and cunning people, with a strong history of martial prowess which has allowed them to gain footing all over the twin continents. They are known for their steel working and variety of architecture, utilizing the surroundings perfectly for each settlement. Orcs are proud of their accomplishments and will not hide what they have done, proudly showing off trophies of hunts or crafts they made. It is very common to see bands of Orcs traveling around in search of prized game, treasure, or adventure. Older Orcs grow restless when kept at home too long and will tend to venture out every so often.

Orcs stand on **average 6 ft, 5 in**, with a muscular build, dark green or gray skin and either black, blue, gold, red, or white eyes.

Species Ability: Orcs have proven to be incredibly hard to kill, in battle or otherwise. Once per day, if an Orc is reduced to 0 Hit Points, it becomes 1 Hit Point instead.

Orcs Gain **+1 to Strength and Dexterity**.

Spoken Languages all Orcs know are **Merchant and Orach**.

Lifespan: 150 years

Speed: 30 ft



Undersullen

Dwellers of the caverns that pocket the world, alongside and in constant strife with the Dwarves, Undersullen are fierce-looking folk. Often a set or two of horns atop their heads and glowing round eyes. They are enough to send most unprepared and unaware running. Though do not let their frightful appearance tell the whole story. They are excellent tradesmen of spider silk and gems. All their strife with the Dwarves being caused over trade disputes. The Undersullen take verbal agreements as law and never back out of a deal without proper payment, even if this causes problems. They are avid travelers and merchants, and can be found anywhere a city is located, either selling goods, protecting those selling goods, or passing by. They are not an uncommon sight but the striking appearance still causes double takes.

Standing at **5 ft, 9 in on average** and being of sturdy build, Undersullen have one or two sets of horns on their head, these horns can be the same size or one smaller than the other. They have glowing eyes of either red, blue, or gold, and skin of blue, purple, black, or gold, depending on the colors of the Earth they dwell within.

Species Ability: Being innately magical and favoring the Darkness, Undersullen can see in Darkness as though it were a lit room, unless the area is magically obscured with a spell effect.

Undersullen Gain **+1 to Dexterity and Charm.**

Spoken Languages all Undersullen know are **Merchant and Void.**

Lifespan: 250 years

Speed: 30 ft



VOCATION

Your character had a job, hobby, or way of life before becoming an adventurer. This experience gives them unique skills and insight. Vocation is where you choose what they did prior to adventuring. Some of these skills are mechanical, others are Roleplay heavy depending on the Vocation. All of them will give you a Capability Bonus based on the lifestyle you led before.

Adventurer Descendant

You are the descendant of a renowned adventurer whose tales of daring exploits and treasure filled journeys still echo in taverns and halls. Their legacy has shaped your life, granting you access to skills and tools passed down through your lineage. Whether you seek to live up to their name or forge your own, the fire of adventure burns within you.

- **Capabilities:** Insight and Survival
 - **Vocation Trait:** You have an intuitive knack for navigating the unknown. You gain Advantage on checks to recall legends, map landmarks, or locate hidden paths and objects in unfamiliar environments.
 - **Starting Items:** A Family Heirloom (e.g., a Worn Map, an Ornate Compass, or a Minor Magical Trinket), a Bedroll, and a Sturdy Backpack.
 - **Starting Currency:** 15 Copper, 10 Silver
-

Blacksmith

You spent years toiling and crafting works of steel and iron, honing your craft and your art. As a result, crafting items of metal with the proper tools for you takes half the time listed in the crafting section. You start with a Ball Peen Hammer, Tongs, Charcoal, and a small Anvil. You are Capable in Athletics and Insight.

- **Capabilities:** Athletics and Insight
 - **Vocation Trait:** Crafting items of metal with the proper tools for you takes half the time listed in the Crafting Section.
 - **Starting Items:** Ball Peen Hammer, Tongs, Charcoal, and a small Anvil.
 - **Starting Currency:** 10 Copper, 15 Silver Pieces
-

Farmer

You have lived your life humbly tilling the land, growing crops, and living a simple life. As a result, you have a very easy time connecting and forming bonds with other common folk. You start with a Shovel, Pickaxe, and a Bedroll. You are Capable in Nature and Survival.

- **Capabilities:** Nature and Survival
 - **Vocation Trait:** You have a very easy time connecting and forming bonds with other common folk.
 - **Starting Items:** Shovel, Pickaxe, and a Bedroll.
 - **Starting Currency:** 80 Copper, 20 Silver Pieces
-

Game Warden

You have spent your days in the woods, hunting game for lords and stocking their forests for the biggest hunts. As a result, you have Advantage on rolls to track deer and other large game animals. You start with a Horse, 50 ft of Hemp Rope, and a Lantern. You are Capable in Survival and Animal Husbandry.

- **Capabilities:** Survival and Animal Husbandry
 - **Vocation Trait:** You have Advantage on rolls to track deer and other large game animals.
 - **Starting Items:** A Horse, 50 ft of Hemp Rope, and a Lantern.
 - **Starting Currency:** 15 Copper, 20 Silver Pieces
-

Local Legend

You have been recognized by your local community for acts of renown. Whether it was saving a farmer's livestock, repairing the mill during a storm, or driving off bandits, your deeds have cemented you as a person of note. Your reputation has opened doors and inspires confidence in those around you.

- **Capabilities:** Persuasion and Athletics
 - **Vocation Trait:** You gain Advantage on Persuasion checks when seeking assistance or cooperation from others. Additionally, once per day, you may inspire a group effort, granting allies +1 to any group roll for a collaborative task.
 - **Starting Items:** A Token of Appreciation from the community (e.g., a Carved Charm, Medal, or Fine Cloak), a Common Weapon (Fine), and Rugged Travel Clothing.
 - **Starting Currency:** 15 Copper, 10 Silver
-

Mercenary

You have spent your life fighting other people's battles for money and fame, going where the coin leads. Your lifestyle has taught you how to spot opportunities in conflicts that involve tense situations, giving you Advantage to Insight Checks when attempting to assess motives or detect deception. You start with 50 ft of Hemp Rope, a Flagon, and 10 days worth of Rations. You are Capable in Athletics and Insight.

- **Capabilities:** Athletics and Insight
 - **Vocation Trait:** Your mercenary lifestyle has taught you how to spot opportunities in conflict. When interacting with others in tense or high-stakes situations (e.g., bargaining under duress, negotiating surrender, or dealing with threats), you gain Advantage on Insight checks to assess motives or detect deception.
 - **Starting Items:** 50 ft of Hemp Rope, a Flagon, and 10 days worth of Rations.
 - **Starting Currency:** 5 Copper, 18 Silver Pieces
-

Merchant

You have spent your days buying and selling goods and services to the wider world. As a result, you have Advantage on Persuasion Checks involving selling goods. You start with Fine Clothes, a Scale, Pen, and Ink. You are Capable in Persuasion and Insight.

- **Capabilities:** Persuasion and Insight
 - **Vocation Trait:** You have Advantage on Persuasion Checks involving selling goods.
 - **Starting Items:** Fine Clothes, a Scale, Pen, and Ink.
 - **Starting Currency:** 18 Silver Pieces
-

Monk

You have spent your life deep in isolation, studying and learning the lore and ways of the Gods. Be that by yourself or in a monastery, you are well learned in the ways of the spirit. As a result, you have Advantage on Checks involving Religion. You start with a Tome of Lore, a symbol of the God of your choice, and a Hemp Robe. You are Capable in Religion and Study.

- **Capabilities:** Religion and Study
 - **Vocation Trait:** You have Advantage on Checks involving Religion.
 - **Starting Items:** Tome of Lore, a Symbol of the God of your choice, and a Hemp Robe.
 - **Starting Currency:** 10 Copper, 5 Silver Pieces
-

Noble

You were born into noble birth, and with high standing you have lived a life of luxury and high society. As a result, you have a family heraldry that carries weight and is recognized far and wide. You can choose to be from a lesser or major house, which will affect how easily your heraldry is recognized. You start with a Family Signet Ring, Heraldry Seal, Noble Clothes, and a single Writ of Passage. You are Capable in Persuasion and Study.

- **Capabilities:** Persuasion and Study
 - **Vocation Trait:** You have a family heraldry that carries weight and is recognized far and wide. You can choose to be from a lesser or major house, which will affect how easily your heraldry is recognized.
 - **Starting Items:** Family Signet Ring, Heraldry Seal, Noble Clothes, and a single Writ of Passage.
 - **Starting Currency:** 80 Silver Pieces
-

Sailor

You have spent your life on the open ocean, navigating and working through the best and worst. You have learned many skills, from knots to navigation, and as a result, you have Advantage on rolls involving ship tasks. You start with 50 ft of Hemp Rope, a Compass, and a Sexton. You are Capable in Athletics and Acrobatics.

- **Capabilities:** Athletics and Acrobatics
 - **Vocation Trait:** You have Advantage on rolls involving ship tasks.
 - **Starting Items:** 50 ft of Hemp Rope, a Compass, and a Sexton.
 - **Starting Currency:** 20 Copper, 20 Silver Pieces
-

Servant

You have spent your life in the service of others, either as a stable hand, courier, kitchen worker, or similar occupation. As a result, you have learned how to blend in to crowds very well, and as such get Advantage on Stealth Checks when in crowds of people. You start with a Locket, Simple Clothes, and a Lantern. You are Capable in Insight and Stealth.

- **Capabilities:** Insight and Stealth
 - **Vocation Trait:** You get Advantage on Stealth Checks when in crowds of people.
 - **Starting Items:** A Locket, Simple Clothes, and a Lantern.
 - **Starting Currency:** 50 Copper, 2 Silver Pieces
-

Soldier

You have spent your life serving as a professional Soldier. You have been trained by and served your local leader or government for years. As a result, you have training in Military Type Weapons and can use the Weapon Bonus of such Weapons. You start with a Longsword, Banner of your army, and a Uniform. You are Capable in Athletics and Intimidation.

- **Capabilities:** Athletics and Intimidation
 - **Vocation Trait:** You have training in Military Type Weapons and can use the Weapon Bonus of such Weapons.
 - **Starting Items:** Longsword (Fine), Banner of your army, and a Uniform.
 - **Starting Currency:** 10 Copper, 30 Silver Pieces
-

Street Performer

You have spent your life entertaining others. On the streets and alleys, you would do card tricks, play music, or other various games. As a result, you are skilled with an instrument or game of your choice. You start with that instrument or game, Common Clothes, and one other game or instrument of choice. You are Capable in Performance and Persuasion.

- **Capabilities:** Performance and Persuasion
 - **Vocation Trait:** You are skilled with an instrument or game of your choice.
 - **Starting Items:** You start with the instrument or game you are skilled in, Common Clothes, and one other game or instrument of choice.
 - **Starting Currency:** 10 Copper, 5 Silver Pieces
-

Thief

You have spent your life taking things that don't belong to you and making them yours. You got quite good at it if you're still alive. As a result, you have a high chance to have access to a network of informants within cities you visit that can provide you information about good scores and people of interest. You start with Lockpicks, Soft Wax, and Fine Clothes. You are Capable in Sleight of Hand and Deception.

- **Capabilities:** Sleight of Hand and Deception
 - **Vocation Trait:** You have a high chance to have access to a network of informants within cities you visit that can provide you information about good scores and people of interest.
 - **Starting Items:** Lockpicks, Soft Wax, and Fine Clothes.
 - **Starting Currency:** 7 Copper, 18 Silver Pieces
-

Urchin

You grew up on the street, begging for what you could and living the best you can with what that provided. As a result, you met people and you learned things. It is much easier for you to spot and recognize other less savory or outright criminal individuals when you are looking around. You start with Lockpicks, 5 Counterfeit Silver Coins, and a Cloak. You are Capable in Sleight of Hand and Deception.

- **Capabilities:** Sleight of Hand and Deception
- **Vocation Trait:** It is much easier for you to spot and recognize other less savory or outright criminal individuals when you are looking around.
- **Starting Items:** Lockpicks, 5 Counterfeit Silver Coins, and a Cloak.
- **Starting Currency:** 20 Copper, 10 Silver Pieces

Wanderer

You have spent your life being from nowhere and going somewhere. The road has been your home and travels have been your companion. You have truly been around. As a result, you have Advantage on History Checks for one field of specific cultural knowledge of your choice that you must decide at creation. Talk to your GM about your options. You start with a Fishing Pole, Tent, Bed Roll, and Flint. You are Capable in Survival and general History.

- **Capabilities:** Survival and History
- **Vocation Trait:** You have Advantage on History Checks.
- **Starting Items:** Fishing Pole, Tent, Bed Roll, and Flint.
- **Starting Currency:** 10 Copper, 15 Silver Pieces

CLASSES

Class

Your Class is the range of skills your character is good at. It's what you are best at. It's what you rely on in a fight or when you avoid a fight. It's your greatest calling and the thing you are the most memorable for. You start out with only the basic skills in the area you tend to be good at, your name unknown to most, listening to the tales and songs of Poets about great Warriors and fantastic Wizards. Through experience you become stronger and more talented over time until you become the kind of Adventurer that legends are based on and the songs of Poets become about you instead.

As your character's Level increases, you will gain access to more and more skills in your Class's progression up to 15th Level. Your Class will give you Capabilities in certain areas that increase the likelihood of success with things regarding those topics, as well as skill with certain Weapon Types and Class Specific Abilities. Upon Level 1, it will also give you some extra Gear to start your journey with. Once you have these 15 Levels you cannot gain any more beyond that. If you find that there are certain abilities that would suit the character you want to make but find that they are in a different Class's progression, see Multiclassing Option.

Multiclassing Option

Normally, your character follows the Level progression of a single Class, as listed in that Class's rules. However, some character concepts may require abilities from two or more Classes. In that case, you can Multiclass.

To Multiclass, first choose your Base Class. This is the Class you begin with at Level 1. When you reach Level 2, you may either continue in your Base Class or take 1 Level in another Class.

For example, if your Base Class is Berserkr, then at overall Level 2 you could take Level 2 in Berserkr, becoming a Level 2 Berserkr. Or, you could take Level 1 in Brigand, gaining the Level 1 Brigand ability. Your Hit Points always increase using the Hit Die of the Class you take at that Level. In this example, your overall Level would be 2, made up of 1 Level in Berserkr and 1 Level in Brigand.

The only limit is that your combined Class Levels cannot exceed 15. You could take 1 Level in many different Classes, but doing so means you will miss the stronger abilities found later in each Class's progression. For best results, it is recommended that you Multiclass into only two or three Classes.

BERSERKR

“Legends tell of individuals all over the world, from every continent and every kingdom, who fight like hell itself, whose screams move mountains and whose skill clear fields of men. These legends talk of the Berserkr. Scholars do not know by what power these folk derive their ability to enhance their strength and fortitude beyond that of mortals for a short duration.

These individuals have found a way either through sheer will, substances, spiritual power, or raw rage to enter a state of being known as RUSH. In this state they grow stronger, faster, and tougher. Many were formidable warriors before, some only became so after achieving this RUSH ability for the first time but one thing is constant; they are all a force to be reckoned with when they begin.”

Class Features

As a Berserkr you gain the following:

Hit Points:

Hit Dice: 1 D12

Hit Points at 1st Level:
12 + your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D12 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Arms, Military Arms

Capability (choose two): Nature, Athletics,
Perception, Intimidation, Animal
Husbandry, Survival

Saving Throws: Strength, Constitution

Gear:

Equipment: Survival Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Great Axe (fine), Medium
Armor (fine)

Two Hand Axes (fine),
Light Armor (fine)

Longsword (fine), Medium
Armor (fine)

LVL 1

RUSH

During times of great strife, you can call upon your inner strength to fight with renewed ferocity for a short while. On your Turn, as a Quick Action, and as long as you are not wearing Heavy Armor, you can enter your RUSH state. While in this state you gain the following benefits:

You cannot be put into the Frightened Condition.

You gain resistance to Physical Attacks.

You gain 10 Movement Speed.

You deal a Damage Bonus equal to the amount shown in the RUSH Chart per your Level.

This state lasts for one minute, and can be ended voluntarily as a Free Action after which you enter the Dazed Condition for 30 seconds. You can enter this state the number of times shown in the RUSH Chart per Level. You regain your use of this ability after a Rest.

LEVEL	USES	DAMAGE BONUS
1-2	2	+2
3-4	3	+3
5-6	3	+4
7-8	4	+5
9-10	4	+6
11-12	4	+7
13-14	5	+8
15	5	+10

LVL 2

Bold Offensive

You have learned that the best defense lives in a good offense. Putting this into action: you rush the opponent fast and without care, hoping to catch them off guard. This will leave you wide open to Attack but may be worth the risk.

Twice per Combat Encounter, you can choose to forgo the added Bonus of your Armor to double your Weapon Bonus instead.

Focused Mind and Body

Your lifestyle has led you to gain a tough skin and a fair amount of willpower. You gain Advantage on Constitution Saving Throws.

LVL 3

Choosing Your Path

You have been fighting and honing your skill for long enough to learn what makes you different, what makes you deadly and specialized. Here is when you decide what path you will walk down on your journey. Choose one of the three paths listed below.

War Heart

You feel your heart racing every time you enter battle. The rush of combat and the joy of victory is what makes life worth living. War is in your blood, flowing through your heart. As a result, you have learned to improve control over your RUSH state, better utilizing it and controlling it.

You can maintain the RUSH state for 2 minutes continuously.

Avenger

You know you are a defender of those who rely on you, on your strength and knowledge. But defending someone isn't easy; mistakes happen on a battlefield. Phalanxes break and

fireballs get thrown, so you can never promise to keep someone completely safe. But you solemnly vow, whomever puts your allies at death's door will quickly have their own meeting. You are not a guardian; you are an avenging demon.

If an Ally goes down and enters the Bleed Out state or outright dies by an enemy's hand while you are in the RUSH state, you gain 1D6 Bludgeoning Damage to all Attacks until your RUSH state ends.

Shaman

You have been around the dead for a while, the mortal dead come with battle. But you have noticed that you can actually hear and see the spiritual dead as well. Your control of Mana isn't great, but you certainly have more potential with it than you originally thought.

As a Shaman Berserkr, you gain access to **Mana = (25 + Intellect Modifier) × Level**

As well as one spell of your choice from the Occult Spell List with a Mana Cost higher than 0.

You also gain the ability, once per day, to Commune with the Dead. This ability requires the bones of the creature you wish to commune with, and the creature's Spirit must be willing. Once you have called forth the Spirit, you have one hour to have a conversation with them as you would any living creature. The Spirit is not compelled to be honest and will answer as it would have in life, any who are nearby can also see and communicate with the Spirit once it is summoned.

You gain Spirit Sight, the ability to see Spirits without assistance.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 5

War Heart

Hardened Mind

When making a Saving Throw to prevent yourself from becoming Frightened, add 1D6 as a Bonus.

Avenger

First Responder

When an Ally goes down, you gain 5 extra Movement Speed for three Turns.

Shaman

Armor of the Dead

During your RUSH state, you gain Resistance to both Spirit Damage and Physical Damage(Piercing, Bludgeoning, Slicing Damage).

LVL 6

Blood Rush

You feel emboldened by adrenaline coursing through you, focusing on the fight in front of you and what you have to live for. You pull yourself up and get back into the fight.

Once per day, as an Action, you regain Hit Points equal to 10 + your Constitution Modifier + half of your Level rounded down.

LVL 7

War Heart

Primal Roar

Once per day, when you enter your RUSH state, you can let out a loud bellow that can be heard clearly up to 100 ft away. Enemies who hear this shout must make a Wisdom Save against your Intimidation Roll. If they fail, they gain the Frightened Condition towards you for Rounds equal to your Strength Modifier.

Avenger

Vow of Vengeance

As a Reaction, when you see an Ally go into the Bleed Out state because of an enemy, you may mark that enemy as your rival who you vow to kill. The enemy will stay marked for the rest of the Combat Encounter or until death. While marked, you have Advantage for Attacks you make on this creature. You may only have one creature marked as your rival at a time.

Shaman

Spell Increase

You may choose one more spell from the Occult Spell List with a Mana Cost above 0.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 9

Battle Charge

When you are in your RUSH state and you hit an opponent with a Melee Attack after expending all of your Movement at once, the resulting Damage is doubled.

LVL 10

War Heart

Hunger For Blood

You can feel the drums of battle in your bones, the rhythm of the fight that you fall into that lets you swing one after the other without missing a beat. This is the song of your soul. When you reduce a creature to 0 Hit Points, you gain another Action on that Turn.

Avenger

Blood Bond

You swear your protection upon two of your fellow adventurers. If harm is going to befall them then you shall be their shield. Once per day, you can create a Blood Bond of protection with two friendly creatures. During combat, when the bonded friendly creature is under Attack and fails its Defense Roll, as a Reaction, you may expend the Blood Bond and move within your Movement Speed to step in and take the Damage for your bonded friend. This also gives you Advantage on the attacking creature until its next Turn. After this use, the Blood Bond is spent for that creature and will have to be reapplied before it can be used again.

Shaman

Grip Of The Dead

Call forth the dead to stave off your enemy's assault against you and your party. Once per combat, call upon the dead to assist you when an enemy creature attacks you or a friendly creature within 10 ft of you. You may have this Spirit of the Dead bind the attacker to that spot for one Round unless they pass a Dexterity Saving Throw with a DC equal to your Spell Save DC. While bound, their Movement Speed is 0.

LVL 11

Blood Thirsty

Bathe in the blood and death of your enemy. Once per combat, if you reduce an enemy creature to 0 Hit Points, you receive 10 Temporary Hit Points that last until your next Turn or until they are depleted.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 13

War Heart

Harbinger Of Wrath

Your blood lust for the enemy is too great and it will not be contained. Once per day, while in your Rush state, if you render an enemy creature to 0 Hit Points, any remaining foes must make a Wisdom Save against your Intimidation Roll or become Frightened of you until your next Turn.

Avenger

Great Guardian

You are the master of defending your brethren, all those who are within your reach shall be shielded from the horrors that lurk beyond. You teach those in your group how to better defend themselves. Once per day for an 8-hour period, all friendly creatures within a 10 ft radius of you get a +2 boost to their Armor Bonus.

Shaman

Toll Of The Dead

The aura of death permeates all things flesh, bone, even soul. You call upon the Spirits to become one with you and encompass your being. Once per day, if you have uses of RUSH left, you may activate Toll Of The Dead and for 4 hours you become one with the realm of the dead, gaining a miasma of dark energy coiling around you that is visible to all, even without arcane sight. Any enemy creature that is within sight of you must make a Wisdom Save against your Intimidation Roll. If they fail, they will begin to hear spectral voices and see the sight of death itself lingering over you. This causes them to become Frightened of you and get a -4 penalty to their Armor Score for three Rounds. This can be done for each new hostile creature who sees you while this aura is active. Any who succeed the Wisdom Roll are immune from becoming Frightened of you for 48 hours.

LVL 14

Savage Berserkr

You have become one with carnage, in the midst of battle is where you thrive and truly belong. During battle, if you succeed in your Attack, you can choose to do Damage to the enemy's Armor or Weapon, dealing half Damage but permanently lowering their Gear Quality to the minimum Quality of Broken (-3). This Broken Gear is not magically repaired at the end of combat. If a player loots this Armor or Weapon, it will still be damaged and must be fixed by an Armorer or Blacksmith to regain its Quality and value.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

BRAWLER

“Some say violence isn’t the answer, Brawlers say violence is a question and the answer is Yes. Masters of delivering damage with whatever they can find at the time is an art form many do not possess but which Brawlers excel at, be it with bare hands, a barstool, a spoon, or a rock that they found. A weapon is a weapon in the hands of a Brawler. In fact, legends say that Brawlers fight better the more bizarre the weapon they are trying to use. Masters of the improvisational attack plan, these fighters scoff at a Warrior’s need for a sword.”

Brawlers specialize in Unarmed or Uncommon Arms combat and get Bonuses to both styles of fighting due to their experience in those arenas.

Class Features

As a Brawler you gain the following:

Hit Points:

Hit Dice: 1D10

Hit Points at 1st Level: 10 +
your Constitution Modifier

Hit Points at Higher Levels:
1D10 + your Constitution
Modifier per Level gained

Skilled Areas:

Weapons: Unarmed, Uncommon

Capability (choose two): Persuasion,
Athletics, Perception, Intimidation,
Acrobatics, Survival

Saving Throws: Strength, Constitution

Gear:

Equipment: First Aid Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Light Armor (fine)

Medium Armor (fine)

LVL 1

Unarmed Experience

When fighting without a Weapon, you may strike with just your bare hands or feet. Doing so, you make the Attack as you would with a Weapon using a To-Hit bonus based on your Brawler level, At level 1 your bonus is +2. This increases every third level by 1, So +3 at level 3, +4 at level 6, +5 at level 9 and +6 at level 12. If you make a successful strike, your fists do 1D6 Bludgeoning Damage plus your Strength Modifier.

LVL 2

Improvised Weapon Improvement

Objects that are normally not deadly become fearsome in your hands. When wielding an Uncommon Weapon, you add 1D4 to the Damage Dice. For a Melee Attack this increases by 1D4 at Level 4, 6, 8, 10, 12, and 14.

LVL 3

Choosing Your Path

You have been fighting and honing your skill for long enough to learn what makes you different. What makes you deadly and specialized. Here is where you decide what path you will walk down on your journey. Choose one.

Unarmed Experience Boost

You have learned to be more accurate and focused when striking unarmed your To-Hit bonus for Unarmed strikes becomes +3

Martial Artist

You have realized that your hands are deadlier weapons than anything you could possibly hold. You have trained your hands to the point of having calluses stronger than brass knuckles and have worked your body to the point you have begun to notice a change. The focus required to maintain the workout and fighting style you do has begun to generate your own type of Mana, you can't seem to cast spells but you can enhance your body and do minor abilities with it.

As a Martial Artist, you gain access to Mana equal to $10 + \text{your Constitution Modifier} \times \text{your Level}$.

With this Mana you can perform Martial Special Moves. Each day you can choose two Special Moves to focus on and use for that day, they can be swapped out daily.

These abilities only apply while using your bare hands.

At this Level the Martial Special Moves available to you are:

Double Palm Strike

Mana Cost: 5

You focus your inner Mana flow to strengthen your arms and slam both palms into an opponent, they must make an Opposing Strength Roll against you or be sent sprawling straight backward 10 ft. If they make contact with anything that would stop that Movement, they take 1D10 Bludgeoning Damage and stop moving at that point of impact. If what stopped them is a creature, that creature takes half of that Damage as well.

Eagle Leap

Mana Cost: 5

You focus your inner Mana flow into your legs and send yourself upwards 15 ft. This can be straight up or at an angle of your choice. This does not negate Fall Damage should you fall further than your Damage Height Limit back down.

Iron Fist

Mana Cost: 20

You focus all of your inner Mana flow into a single Melee Attack, hitting hard enough to make Armor irrelevant. With this Attack you disregard any Armor Bonus and deal 1D6 Bludgeoning Damage if you succeed in beating the Defensive Roll.

Drunkard

Everyone has their own way to balance themselves during a fight, a way to give them an edge and throw off an opponent. Your way just so happens to be sold at the local pub. While you have a bit of the sauce in you, you have access to your own type of Mana of sorts. You have

mastered the ability to move and fight while under this effect that makes it difficult to predict what you will do and how you will act in combat.

As a Drunkard you gain access to Mana equal to $5 + \text{your Constitution Modifier} \times \text{your Level}$.

You can only regain Mana through drinking alcohol, 5 Mana per alcoholic drink consumed.

With this Mana you can perform Martial Special Moves. Each day you can choose two to focus on and use for that day, they can be swapped out daily.

These abilities only apply while using your bare hands.

At this Level the Martial Special Moves available to you are:

Bob And Weave

Mana Cost: 10

You dip and sway in a pattern that is impossible to predict. Add +2 to your Defense Roll until your next Turn.

Can't Hit What You Can't See

Mana Cost: 10

Falling and staggering is often a detriment in a fight, unless done at the perfect time. As a Reaction, you may use this to take no Damage on a successful Dexterity Save if you would have taken half Damage from an Attack.

Erratic Swings

Mana Cost: 10

You move your Weapon in ways that are not at all trained or focused. At least they appear not to be, in reality it is hard to block something that you have no sense of where it will be next. Add +2 to your To-Hit Roll until your next Turn.

Adept Of Improvisation

Uncommon Weapons are starting to feel more comfortable in your hands, their unbalanced and awkward weight at home in your palms. You have begun to learn the best way to swing them to hit your mark more often than not. Practice makes perfect after all it seems.

In your hands, you add a +2 To-Hit on Uncommon Weapons as well as their Weapon Bonus.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 5

Martial Artist

Redirect Shot

You may use your Reaction to redirect incoming projectiles, reducing the Damage by your Dexterity Modifier + your Level. If the Damage is reduced to 0 you may choose to fully slow or stop the projectile.

Drunkard

Graceful Fall

You now only take 5 ft of Movement to stand up from a Prone position.

Adept Of Improvisation

Steady Foot

You gain Advantage when making rolls to avoid being knocked Prone.

LVL 6

Unarmed Experience Boost

You have learned to be more accurate and focused when striking unarmed your To-Hit bonus for Unarmed strikes becomes +4

Mighty

You have gained a great deal of prowess in battle; your strikes have a great weight to them no matter what you swing. Putting your full power behind each blow, you allow your foes to feel the full might of your experience. Add +3 Damage to all Attacks of the Damage Type of your Weapon, or Bludgeoning Damage if it is an Unarmed Attack.

LVL 7

Martial Artist

New Martial Special Moves:

Steady Landing

Mana Cost: 30

You pour your inner Mana into your legs right before landing and strengthen them to absorb the force of impact. If the distance you have fallen is less than 30 ft, you take no Fall Damage; if it is more than 30 ft, you take half Fall Damage.

Palm Shatter

Mana Cost: 30

Range: 10 ft line from Brawler

You collect Mana into your hand, solidifying your hand and moving it fast enough to force the air in front of your palm to slam forward as a shockwave. Anyone caught in the blast must make a Dexterity Roll against your Spell Save DC (Using Strength in lieu of Intellect); if they fail, they take 2D6 Blast Damage.

Drunkard

New Martial Special Moves:

Spiral Kick

Mana Cost: 20

You pivot your whole body in a side kick. If the Attack lands, you use the weight of your body to force your opponent backwards 10 ft and deal your Unarmed Damage to them.

Backhand

Mana Cost: 30

You spin in place and extend your arm to deliver a full momentum slap to your opponent. If the Attack lands, you deal your Unarmed Damage to them and your opponent must make a Constitution Save against your Spell Save DC (Using Strength in lieu of Intellect); if they fail, they will become Dazed for two Rounds.

Adept Of Improvisation

Momentum

Once per Turn, if you made a Targeted Hit and successfully inflicted a Complication as a result, you gain a single Extra Attack for that Turn.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 9

Unarmed Experience Boost

You have learned to be more accurate and focused when striking unarmed your To-Hit bonus for Unarmed strikes becomes +5

First To The Fray

You have a keen instinct and will to fight, it's a way of life for you. This has given you a great skill at getting to a fight first as to not miss a thing. When rolling for Initiative, add 5 + half of your Level rounded down to the result.

Spring Heel

You have learned the best way to end a fight is to get to your opponent before they can react and put them down before they can strike you. You gain 5 ft of Movement Speed.

LVL 10

Martial Artist

Solid Form

You have learned and trained in how to really put your full power behind each swing, making sure to connect with good form and a solid follow through. Your Unarmed strikes are now a 1D10 + Strength Modifier with Bludgeoning Damage.

Drunkard

Natural Swagger

You have adopted a certain gait when you move, even when sober, that makes you hard to follow. You're not one to telegraph your next move and your fluid and flowing movements make

this clear. Even you don't appear to know how you will flow. Gain +3 to your Armor Bonus at all times.

Adept Of Improvisation

Hunker

You have learned to, at times, tuck in your body to withstand blows that may otherwise leave you weary and crippled. Once per combat, as a Reaction to an Attack you have been hit with; before you know the results of the Damage Roll, you may Hunker down and reduce the Damage taken by half.

LVL 11

Breaker

You have learned ways of shattering a foe in the areas that count, each hit is a hammer and each opponent is looking like a nail. When you inflict a Complication on a foe with a Targeted Attack, each repeated Attack you land on the same foe while they are under the effect of the Complication deals an additional Weapon Damage Dice of Damage.

LVL 12

Unarmed Experience Boost

You have learned to be more accurate and focused when striking unarmed your To-Hit bonus for Unarmed strikes becomes +6

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 13

Martial Artist

New Martial Special Move:

Full Send

Mana Cost: 40

You charge an Attack with Mana, bolstering its power and send a full strength punch into your opponent. If the Attack hits, you deal an additional 1D6 + 5 Bludgeoning Damage on top of the punch's normal Bonuses.

Drunkard

New Martial Special Move:

Rebound

Mana Cost: 50

As a Reaction to a Melee Attack that you take Damage from, you roll with the hit and cause the momentum of the strike to carry into your own blow at the same moment, causing the opponent who landed the Attack to take half the Damage they dealt to you in return.

Adept Of Improvisation

Master Of The Weapon

You have fully become a capable user of the strange and bizarre Uncommon Weapons. In your hands they are deadly weapons to be feared. Your 1D4 Damage Bonus with Uncommon Weapons becomes 1D8 as well as you gain +2 on To-Hit Rolls with Uncommon Weapons.

LVL 14

Keen Fighter

You have become very aware of the other combatants on the field, how they move, act, and, most importantly, what hurts them the most and what seems to bounce off harmlessly. You

have learned to use these patterns and can now look at a new foe, even if you don't know what they are, and get a pretty good read of what will and won't hurt them. As an Action, you may scrutinize an opponent you can see by rolling a Perception Check. If you beat a DC 13, then you gain an understanding of the general nature of what resistances they have. If you roll a 20, you also gain an idea of some vulnerabilities.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

BRIGAND

“Stealth, backstabbing and the shadows are the traits and hallmarks of a good and faithful Brigand. If you have ever seen a Brigand then you have never been on the wrong side of one’s blade. They are not the type to charge you head on, that is a fool’s gambit. Instead, they are masters of the flanking maneuver and the stealthy arrow to the heart. A whisper before you meet the great beyond.”

The Brigand is a specialist of Stealth and subterfuge. They gain Bonuses to Stealth Attacks and to remaining in Stealth.

Class Features

As a Brigand you gain the following:

Hit Points:

Hit Dice: 1D8

Hit Points at 1st Level: 8
+ your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D8 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Weapons

Capability (choose two): Persuasion,
Deception, Perception, Stealth, Acrobatics,
Survival

Saving Throws: Dexterity, Intellect

Gear:

Equipment: Disguise Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Light Armor (fine), Dagger
(fine)

Light Armor (fine), Short
Bow (fine)

Light Armor (fine), Mace
(fine)

LVL 1

Cunning Striker

While in Stealth, you have the moment to plan your strike just right. When you are in Stealth you have Advantage on your Attacks.

LVL 2

Active Stealth

You have been in enough scrapes to figure out how to slip away in the chaos. As a Quick Action, you may attempt to enter Stealth as long as you are in a position that is not within the direct line of sight of a hostile creature. This Stealth is made against the Active Perception Checks of any creature who may see you after your initial disappearance.

LVL 3

Choosing Your Path

You have been fighting and honing your skill for long enough to learn what makes you different. What makes you deadly and specialized. Here is when you decide what path you will walk down on your journey. Choose One of the three listed below.

Striker

You have become skilled at striking a Target when they are vulnerable. Taking advantage of each mistake your opponent makes to put them six feet under fast. Most wouldn't expect a Brigand to last long in a front on engagement, but as a Striker you make sure it stays to your advantage.

If you are Attacking an opponent who is under the effects of a Condition, such as being Dazed, you deal an additional 1D4 Damage if you successfully hit.

Assassin

You live within the shadows and strike cleverly at just the right time to drop your mark. You would rather not be pulled into a regular fight and go out of your way to avoid such things. Looking for any shadows to hide you and clever little ways to conceal your Actions. If spotted, you are more likely to cut your losses and run than face an opponent directly, the bold die fast after all.

If you make an Attack while in Stealth that misses, it no longer automatically reveals your position. You remain in Stealth and get the chance to keep your Stealth by making a new Stealth Roll if you end up in an enemy's line of sight due to the Attack.

Highwayman

While you can hold your own in a fight if it should come to one, you prefer to avoid one if at all possible. You would rather do your sneaking in private and if you are caught, however unlikely, you would rather talk your way out of it.

If you have to make a Persuasion, Deception, or Coercion Roll, you may add 1D4 to your Bonus.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 5

Striker

Maneuver

When you are caught in an Attack that forces you to make a Dexterity Saving Throw from an opponent you can see; on a successful save you take no Damage, if you fail you take half Damage.

Assassin

One With The Shadows

If you are within a dimly lit or unlit area and attempt a Stealth Roll, you make the roll at Advantage.

Highwayman

Dirty Fighting

Once per Combat Encounter, if you make a Targeted Attack on an enemy's Torso and inflict a Complication, you deal 1D4 extra Damage of the same Damage Type of the Weapon you used.

LVL 6

Glancing Blow

Sometimes you get lucky, or lucky enough to avoid a much worse fate by mere inches. With a twist of the body and your swift reflexes, you make something bad into something a little more bearable. As a Reaction, when you are hit with an Attack you can see coming, you may halve the Damage to a minimum of 1.

LVL 7

Striker

Improved Striker

If you are Attacking an opponent who is under the effects of a Condition, such as being Dazed, your 1D4 Damage dealt on a successful hit is upgraded to 2D4 extra Damage. The Damage Type is the same as the Weapon you used. This replaces your LVL 3 Striker Ability.

Assassin

Precise Strike

When you make an Attack on an opponent from Stealth who is unaware of you, the resultant Damage is doubled.

Highwayman

Gentle Reposition

Twice per Combat, you may use your Reaction to add your Dexterity Modifier to your Armor Bonus during a Defense Roll.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 9

Swift Reflexes

You have learned how to flow through the battlefield in one fluid movement without needing to think about your actions as much and wasting precious seconds. You may use a Quick Action to Sprint.

LVL 10

Striker

Brutalize

For you, striking weaknesses and creating Complications is becoming an artform. You are becoming a savant at hitting where it hurts and making sure the enemy feels it. Once per Combat Encounter, when you Targeted Hit a Body Part, you only require half the Damage needed, rounded up, in order for a Complication to be inflicted.

Assassin

Stalker

Striking an enemy and making sure they stay dead is your job. After spending so much time and effort to get in the perfect position to end a mark rightly, you are going to make sure it counts. Twice per day, if you are in Stealth, as an Action you put everything you have into an Attack and drive your weapon home. If you successfully hit, the Damage Die of your Weapon is increased by 1 for this Attack.

Highwayman

Better Deal Maker

You have had much practice recently in lying, cheating, or coercing your way out of problems. As such, you have learned much better the proper dos and don'ts of the art. If you have to make a Persuasion, Deception, or Coercion Roll, your 1D4 Bonus is now a 1D6 Bonus.

LVL 11

Right On The Money

Being unseen has its perks in lining up your mark, it gives you time to find chinks in the armor or notice openings clearer. When Attacking from Stealth, you gain a +3 on To-Hit Rolls.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 13

Striker

Savage Strike

You have learned the best ways to make a foe stumble and to strike them low, topple them when they least expect it and take the opportunity presented. If you Roll a Critical Hit on your opponent, you automatically knock the opponent Prone if they are the same Size Category or smaller.

Assassin

Touched By Death

You know how, when, and where to hit a Target to force them to take a blade in the most vital areas, allowing them to slowly lose the will to fight even if you never strike them again. Like an

apex predator you have honed your skill. Three times per Combat Encounter, you may strike a Target with your Weapon, forcing them to make a Constitution Save DC 15. If they fail they will be inflicted with the Bleeding Condition for Rounds equal to your Weapon Quality Bonus.

Highwayman

Sudden Surprise

You try your best to find your way out of violence, using that silver tongue or actual silver to let bygones be bygones. But when you feel that mood shift and you know things are about to head towards a final conclusion, you know best that striking when they still think you meek gives you the edge. Twice per day, if a Creature does not view you as a threat, then you may quickly strike first and guarantee yourself a Stealth Round at the start of Combat.

LVL 14

Fiend Of The Shadows

You are at home in the darkness, you have spent enough time in it to begin to see changes in yourself. You have begun to adapt. Your natural night vision, if you could not see in the dark already, has increased to 30 ft of Dim Light and you can now sense invisible Creatures within 15 ft of you while it is Dark and you stop to pay attention.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

HUNTER

“It is an art form to track and hunt a beast to the end. Hunters are the greatest practitioners of this art. Whether that beast be a Deer, a Dragon, or a Man, you can find a Hunter who has tracked it and many more who have killed it. They can be found anywhere their prey of choice is and will likely be on the job. Some hunt for money, some for the thrill, and some for the sake of it. Whatever the reason, pray that you are not what they consider worth hunting.”

Hunters are experienced trackers and catchers. Depending on the prey, they may be Bounty Hunters, Game Hunters, or Monster Hunters. Whichever suits the prey they are tracking.

Class Features

As a Hunter you gain the following:

Hit Points:

Hit Dice: 1D10

Hit Points at 1st Level:
10 + your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D10 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Arms

Saving Throws: Dexterity, Wisdom

Capability (choose two): Persuasion,
Athletics, Perception, Nature, Animal
Husbandry, Survival

Gear:

Equipment: Survivor Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Light Armor (fine), Short
Bow (fine)

Medium Armor (fine),
Light Crossbow (fine)

Light Armor (fine), Short
Sword (fine)

Medium Armor (fine),
Short Sword (fine)

LVL 1

Prey Selection

At this point you must decide the variety of prey your Hunter tracks. What kind of Hunter are they? Do they hunt Monsters? Animals? People? This choice will give them a Bonus 1D6 when tracking prey of their preferred type. Choose one:

Monster Hunter

You hunt Creatures that fall within the Monstrous Type. Examples include: Chimera, Hydra, or Manticore.

Bounty Hunter

You hunt Creatures that fall within the Humanoid Type. Examples include: Humans, Undersullen, or Dwarves.

Game Hunter

You hunt Creatures that fall within the Animal Type. Examples include: Deer, Bear, or Goat.

LVL 2

Weaponry Focus

A Hunter at some point begins to favor the cover of distance or the swiftness of melee. Here that choice is made. Choose which of the two Paths you wish to follow.

Path Of The Ranged

You choose to Favor Ranged Weapons. Bows and Crossbows call to you and seem the most practical solution to the hunt ahead. Choosing this path will apply the Focused Assailant bonus to ranged weapons

Path Of The Melee

You choose to Favor Melee Weapons. Swords, Daggers, and Axes have a place in your journey and you will use them well. Choosing this path will apply the Focused Assailant bonus to melee weapons

Focused Assailant

Three times per Combat, as a Quick Action, you may focus your energy while wielding a Weapon in a type you Favor to add +2 to the To-Hit Roll of that Attack. This bonus increases by one at level 4, level 6, and level 8.

LVL 3

Choosing Your Path

You have been fighting and honing your skill for long enough to learn what makes you different. What makes you deadly and specialized. Here is when you decide what path you will walk down on your journey. Choose one of the options listed below.

Archaeologist

You have found an affinity for magic. Artifacts, to be precise. On your journey you have slowly developed more and more of a talent for pooling Mana. You may not be great at it but it is certainly there. You also have found that this ability combined with your natural affinity for tracking has led to you being great at finding rare magical artifacts.

As a Hunter Archaeologist you gain access to **Mana = (25 + Intellect Modifier) × Level**

You gain one Spell, of your choice, from the Earthly Spell List with a Mana Cost higher than 0.

You can also use Sense Magic once per day. This allows you to spend a minute focusing on detecting any magical objects around you within 30 ft, how many there are, and roughly what direction they are. The number of uses of this ability goes up by one at Level 6, 9, 12, and 15.

Sniper

You have honed your Ranged skill to a fine point and have learned how to push a Weapon beyond its normal limits. For you, a steady shot comes naturally at long ranges. You just need a moment to focus and check the wind, then any Target you can see is as good as yours.

You can take an Action to double the Range of your Ranged Weapon for your next Attack. You must use your next Action to Attack or lose the doubled Range. This ability does not stack.

Agent

You have become quite good at getting around the places your job takes you. Sometimes your prey isn't in easy to find locations and needs coaxing to be found. Sometimes the locations are dangerous and you need to blend in to get by. Either way, you've found that the road of least resistance often gets you to your Target faster than the direct approach.

You have picked up the ability to mimic three people, animals, or monsters you have heard making noise or talking for at least a minute. You can only keep a perfect replication in your head of three at a time. When you choose to pick up a new one the oldest one will be lost. When you use your mimicked voice you will sound as close to the creature or person as physically possible. With the only tells being volume if you are a different size than the Creature being mimicked and language if you do not speak the language they do. These tells are not a dead give away but will open your mimicry to a DC Perception Check against your Performance to keep up the act.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

Focused Assailant Improvement

Focused Assailant has improved as you become more adept with your weapon of choice. while wielding a Weapon in a type you Favor, you may now add +3 to the To-Hit Roll of that Attack.

LVL 5

Archaeologist

Identify

You can hold a magic item in your hand and tell if it is Cursed or if it is Enchanted. You can't tell what the item does, just whether or not it is a danger.

Sniper

Clean Shot

You disregard the Effects of Half Cover and Roll against a Target's Armor unaffected.

Agent

Adept Agent

Choose two Capabilities you already have Capability in and mark them. These are now Capabilities you are adept at and gain an additional +3 to Checks involving them. This goes up to +4 at Level 8, +5 at Level 11, and +6 at Level 14.

LVL 6

Lookout

You have become adept at keeping an eye on your surroundings and being aware of your surroundings in times of possible danger. You gain Advantage on Dexterity Saving Throws on Attacks you can see coming, either from Creatures or Traps.

Focused Assailant Improvement

Focused Assailant has improved as you become more adept with your weapon of choice. while wielding a Weapon in a type you Favor, you may now add +4 to the To-Hit Roll of that Attack.

LVL 7

Archaeologist

Spell Increase

You gain two more any Mana Cost Spells from the Earthly Spell List with a Mana Cost higher than 0.

Sniper

Overdraw

You choose to reduce your To-Hit Roll by 5 before you know the result and add 10 Weapon Damage to a Ranged Attack.

Agent

Tuck And Roll

You have learned to roll upon landing from a great fall and now take half total Fall Damage.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

Focused Assailant Improvement

Focused Assailant has improved as you become more adept with your weapon of choice. while wielding a Weapon in a type you Favor, you may now add +5 to the To-Hit Roll of that Attack.

LVL 9

Rival

You have spent your time finding, tracking, and bringing down Targets and marks. This has trained you to be better at knowing what to look for in your next Target and how to strike best at their heart. Once per day, you may mark a Creature you can see as your Rival. While marked as a Rival, you have Advantage tracking this specific Creature and any Attack that you land on them deals an additional Weapon Die of Damage. For example, a 1D10 Weapon becomes a 2D10 Weapon when hitting your Rival. A Target stays marked as your Rival until their death or until you pick a new Rival.

LVL 10

Archaeologist

Keen Awareness

You have been around enough times that you have begun to pick up on patterns, on where things might be placed before the danger strikes. It's that gut feeling to look out for yourself and it has made you get better at picking up on your surroundings and paying attention. When searching for Traps you Roll with Advantage.

Sniper

Sniper's Blind

You have figured out tactics to aid in Combat, ways to get the upper hand and make sure you strike with complete efficiency. All it takes is a little set up and preplanning. Once per day, as long as you are out of line of sight of the enemy, you may attempt to conceal yourself using your

environment. This takes your Action and gives a +2 to the Stealth Roll that follows. If you are able to become successfully Stealthed from this, then the next shot made from the Sniper's Blind does an extra 1D10 Damage of your Weapon's Type to the Target should it hit.

Agent

Exploit Weakness

You know how to hit someone where it hurts. It's a practiced skill you have gotten down well. When you do a Targeted Hit on a Creature and inflict a Condition, the Condition lasts double its usual duration.

LVL 11

Steady As She Goes

You know better than most that taking a moment to assess your Target and getting a clear picture of the situation is the best route during both Combat and tracking. When in Combat, if you have not used your Movement, you have a +4 to all To-Hit Rolls.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 13

Archaeologist

Shadows Of The Past

You have learned a neat way to use Mana in order to pull at the strings of the world and see patterns left behind, misty hints at those who came before. Once per day, you may touch an area that has been traversed by a Creature in the last week and a half. By expending 15 Mana, you will see the glowing misty footsteps of the paths traveled in your mind's eye out to 15 ft. This vision will last for 20 minutes before slowly fading away.

Sniper

Cover Fire

You know how to lead a Target's movements and cover an area. Using an Action, you gain a Cone of vision in a direction you choose with a Range equal to the Range of your Equipped Weapon. The moment an enemy enters this Cone, the Sniper can choose to hold or fire; holding chooses not to Attack, firing makes an attempted Attack and uses your Reaction. Once your Reaction is used, Cover Fire has been expended and must be set up again using another Action.

Agent

Master Of Disguise

You have learned the best ways to take the appearance and act as though you are another person of similar build. After watching them for a moment, you can comfortably recreate their mannerisms and accents pretty well. Only close friends and family could tell the difference now, especially if they can't see your face or you were wearing a disguise.

When attempting to don a disguise, make a History Check DC 10 if you have been watching the Target for more than 30 minutes. Make a History Check DC 16 if you have been watching them for less than 30 minutes. If you successfully pass this Check then you are fully capable of recreating their mannerisms and acting as they did, opening up the ability to pass possible Persuasion Checks to anyone that is not a close friend or family member of the person you are mimicking.

LVL 14

Rival Mastery

You have mastered tracking a single foe and giving them a taste of your ire. This has allowed you to really start knowing how to make it hurt when you take them down. When you hit your Rival with an Attack, the resulting Damage is doubled.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

MYSTIC

“Some have power over Mana in ways that are considered unorthodox or even unnatural by most people. These people are broadly referred to as Mystics; those who contort Mana using Spirits or make deals with foul entities for great power. Even those who are naturally adept with Mana but simply have a unique and unsettling way of practicing may be labeled a Mystic. Mystic might be a taboo word spoken in hushed tones but you’d be brave or foolish to say so to a Mystic’s face. While many are good people, simply misjudged for their power; you never really know why people would seek out magic or what they may do to keep gaining more.”

Mystics are magic users who are not well trained and do not have the creative spark of a Poet. They have a natural affinity for Mana but needed a special push to make magic function for them. It may simply be runes, chanting, and spiritual guides; or perhaps a dark deal made for a boost.

Class Features

As a Mystic you gain the following:

Hit Points:

Hit Dice: 1D6

Hit Points at 1st Level: 6
+ you Constitution
Modifier

**Hit Points at Higher
Levels:** 1D6 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Weapons

Saving Throws: Intellect, Constitution

Capability (choose two): Persuasion,
Arcane, Perception, Study, Alchemy, Insight

Gear:

Equipment: Survival Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Light Armor (Fine), Staff (Fine)

Warded Armor (Fine), Staff (Fine)

	MYSTIC	
LEVEL	2, 0 COST SPELLS	
1	2, ANY COST SPELLS	
LEVEL	3, 0 COST SPELLS	
3	4, ANY COST SPELLS	
LEVEL	3, 0 COST SPELLS	
6	6, ANY COST SPELLS	
LEVEL	3, 0 COST SPELLS	
9	8, ANY COST SPELLS	

LVL 1

As a Mystic you gain access to **Mana = (25 + Intellect Modifier) × Level**, as well as two 0 Mana Cost Spells from the Occult Spell List of your choice and two any-Mana Cost Spells from the Occult Spell List of your choice.

Choose Your Path

Each Mystic learns magic somehow. You must decide how you learned it.

Witch

You taught yourself magic, most likely without help but not necessarily. This led to you having abnormal practices and a dangerous understanding of magic. You are no less capable than the next magic caster but your spells are less written in books and more carved in wood and shouted to the night sky.

As a Witch you have been giving off magic for a long time and have at some point drawn an entity to you. Thankfully a friendly one, this is locally known as a Familiar. You can choose for them to take the form of a Cat, Rat, or Owl and they have the Stats of each respectively. You can talk to your Familiar for a distance of 120 ft mentally and you can see through its eyes if you sit and focus while it is within this Range. Should your Familiar die, you can reform it using a handful of your hair, a fire, and an hour Ritual. The Familiar is its own Creature and acts on its own Turn.

Pact

You may have had the ability to pool Mana but the talent to use it was not something you possessed. That is, until you made a deal with something not of this world. This could have been a Demon, Dark Fae, Eldritch Being, or a powerful Undead. Whoever you made your Pact with, it is permanent and boosted your magical abilities beyond what you were born with. As a symbol of your Pact you were given a single magic item. Choose one from the list below.

Talisman: While worn, you have +10 additional Health

Ring or Necklace: While worn, you have +2 to your Intellect to a Max of 20

Bound Scroll: Choose one Spell from any Spell List that is transcribed within this Scroll. While carried, you can use that Spell as though you know it.

If you remove or lose your magic item you have 1 Year And A Day to find and retrieve them or you will be found by your Pact holder who will assume the deal is broken. These magic items cannot be destroyed.

Spirit

You have always found company with the departed and they have shared their knowledge with you. This has made you wise in the ways of magic and talented in unique ways. Eventually, you became quite skilled at asking the right questions to the right spirits and began to gain real talent.

Now, once per day, you can cast the Summon Will-O'-Wisp Spell for no Mana Cost and without the need of Material Components. You regain the ability to do this after a Rest. (Will o' Wisp can be found on Pg.197)

You gain Spirit Sight, the ability to see Spirits without assistance.

LVL 2

Unorthodox Casting

Due to your clever use of magic you have found odd ways to cast spells. With Unorthodox Casting you can choose, once per day, to cast a Spell and store it within a Wooden Focus, such as a Staff. By doing this, you keep the Spell in stasis for 24 hours. In which time you can choose to fire the Spell, as long as you are holding the Focus, for no additional Mana Cost. Once the Spell is used it is no longer held within the Staff.

LVL 3

Spell Increase

You gain one more 0 Mana Cost Spell from the Occult Spell List and two more any Mana Cost Spells from the Occult Spell List.

Witch

Circle of Alarm

Once a day, you can use any tool to draw, carve, or mark a circle no smaller than 5 ft and no bigger than 30 ft into the ground. Once you have this Circle, you know automatically whenever something crosses in or out of the space within the Circle, you know how big the Creature is and whether or not you have met it before. The Circle loses its magic if you move more than a mile away from it or create a second one.

Pact

Dark Rejuvenation

Your Master has shown you ways of pulling more Mana from the world when you are resting, allowing you to regain an additional +5 Mana on a Break.

Spirit

Guide Of The Dead

You can take a moment to feel the space around you and take note of if there are any Dead Spirits or Undead within 120 ft of you. You cannot tell what it is or where they are, just that they are nearby.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 5

Witch

Ritual

Once per day, you can choose a Spell of 20 Mana Cost or lower and mark it as a Ritual for that day. Once marked as a Ritual, the Cast Time is doubled but the Mana Cost is halved. Instant spells are upped to two turns.

Pact

Sacrificial Dagger

You gain the ability to summon forth a Dagger, as an Action, into your free hand. This Dagger appears ethereal and deals 1D4 + your Intellect Modifier + 5 Spirit Damage. Depending on your Level the Quality of the Sacrificial Dagger changes. Level 5-7 makes it a Good Dagger, Level 8-11 Well-Built, Level 12-13 True-Smithed, Level 14-15 Masterwork.

Spirit

Spirit Weapon

As a Quick Action, you may spend 5 Mana per Attack to add 1D6 Spirit Damage to your Weapon Attack for that Turn.

LVL 6

Spell Increase

You gain one more 0 Mana Cost Spell from the Occult Spell List and two more any Mana Cost Spells from the Occult Spell List.

Improved Unorthodox Casting

You have gotten quite skilled at storing spells within Wooden Focuses, some may call it an artform. As such, you have learned new techniques to pattern the Spell structures. You can now use Unorthodox Casting twice a day and fit two Spells within the same Focus, or you may split the Spells into different Focuses. Once each Spell has been used it is no longer stored within the Wooden Focus.

LVL 7

Witch

Make Your Luck

Mana and order are fluid and changing. You have learned to manipulate the world around you ever so slightly, sometimes in your favor. Once per day, when you make a Capability Check, you may roll 1D10 before knowing the results of the roll to add to the total.

Pact

Drinking Dagger

Once a day, when you deal Damage with your Sacrificial Dagger, you may regain Health equal to the Damage dealt. You must declare your intent to regain Health before you know the Damage.

Spirit

One With Spirits

You have become accustomed to the spiritual forces around you and notice the burn and sizzle of raw Mana much less. You gain Resistance to Spirit Damage.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 9

Spell Increase

You gain one more 0 Mana Cost Spell from the Occult Spell List and two more any Mana Cost Spells from the Occult Spell List.

Blood Rite

You have learned how to turn your life force into Mana. Though this is a last resort, it can possibly turn the tide in your endeavors. You may sacrifice 13 of your Health to recover 15 + your Intellect Modifier in Mana.

LVL 10

Witch

Trusty Companion

Your Familiar has become a lifelong friend and a true asset at your side. They have become one with your Mana flow and you have learned to weave them into your spell casting. You may cast Spells through your Familiar on their Turn, using your Reaction.

Pact

Sunder

You have been blessed with great power and cursed knowledge from your Pact giver. This knowledge would break the minds of lesser folk, you have learned something to let you test that hypothesis. Once per day, you may grab the head of a Creature equal or smaller in size to you within 5 ft and force them to witness cosmic horrors for a brief moment. They must make a Wisdom Save against your Spell Save DC or take 3D6 Psychic Damage and become Frightened of you for 1 minute.

Spirit

Pain Doll

You have learned to bind a Creature's soul to a Doll that you can use to inflict pain and suffering upon them without having to see the Creature in question. You must have a Doll made of Wood or Cloth. With this figurine, you may link it to a Creature you can see by spending 25 Mana. The Creature must make a Wisdom Save against your Spell Save DC or have the Doll successfully bonded to them. Once bonded, any Damage done to the Doll is done to the Creature. Any Conditions inflicted on the Doll are inflicted on the Creature. The bond can only be broken once the Doll's Health reaches 0. The Doll's Health equals 15 if it is made of Wood, and 10 if it is made of Cloth.

LVL 11

Focus Maker

Due to the odd and unorthodox way you perform magic, you find it may be easier to do so with a Magical Focus. One made by your own hands would be best, as to make its magical

energy stronger with your own. With enough work and sweat you can now make your very own Magical Staff or Wand. You must find Wood of the appropriate size and have a knife to perform the carving needed, Once made you may still store spells within another focus though only your handcrafted one has these additional effects.

For a Wand, it must be longer than 9 inches but shorter than 12 inches. For a Staff, it must be longer than 2 ft and shorter than 6 ft. It takes 8 hours to Craft a Focus, during which time you are pouring Mana into the Wood and thus will not regain Mana for the time while Crafting this Focus. Once finished you will have a new Focus that is bound to you. You can only be bound to one Focus at a time, any other Focus you are not bound to operate like regular sticks until you bind to them with the 8 hour Ritual. While holding a Bonded Focus in your hand, you may add 1D6 to Spell Damage. If your Focus is lost or destroyed you must make another in the same process.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 13

Witch

Covenant Of Shadows

You have become one with yourself and the beasts of magic. As a result, you have learned to create shadow forms of the Creatures you know to aid you on your journey. You may, as an Action, spend 15 Mana to summon a Shadow Creature to be determined by a 1D4 Roll. If you roll a 1, you summon a Rat to utilize for spying on enemies; roll a 2 and you summon a Bat for similar purposes; roll a 3 allows you to summon a Cat that can Attack and scout for you; and rolling a 4 summons a Wolf form that you may utilize for combat.

Up to four of these summoned Shadow Creatures can be active within a single 24 hour period and will naturally fade away after 24 hours of life. All Creatures use their Creature Stat Blocks.

Pact

The Shadow In The Dark

Your dealings with dark forces, beings of power, and ancient ways has left you with a tolerance and aire of horror when you need it. You have learned to call upon your Master's gifts, promises, and will to get what you need. And now you know how to turn the very feeling of the neverending vigilant watch of your Master on others. Many will not fare as well as you, who was prepared for this burden. Once per day, you may look a Creature in the eye and force them to make a Wisdom Save against your Spell Save DC. On a fail, they will witness the full aura of your Master's power and presence. This will inflict the Frenzied Condition on them until they can no longer see you. On a successful Save, they will only see you as normal but will feel an uneasy presence.

Spirit

Strings Of Life

All living Creatures have life force, threads of fate that tie them to the world. You have learned from your experience with Spirits and the dead to take hold and pull these strings once in a while. Pull hard enough and the Creature attached will feel their energy wane, possibly even suffer pain. Three times a day, as an Action, you may focus on a Creature you can see and force them to make a Constitution Save against your Spell Save DC or take 2D12 Spirit Damage and lose an equal amount of Mana on a fail, or take 2D6 Spirit Damage on a successful Save.

LVL 14

Homunculi

You have found a way to ensure your survival using your unorthodox skills. With magic and Mana you have learned a way to forge a surrogate body for yourself out of raw Mana, Blood, and Time. This process is not easy, both to complete and on your body. But it allows you a measure of comfort in this dire world should things go wrong. Sadly, you may only do this for yourself and only with a single false body at a time.

Once a month, you may perform a three hour Ritual, costing you 70 Mana and 15 Health to complete. But once complete, you will be left with a perfect but lifeless recreation of your body that will appear to any watching to slowly grow out of thin air from raw Mana trailing from your body. Once the Homunculi is made, should you die in any way, as long as your Soul is not captured, and the Homunculi body is not destroyed before your Soul finds its way to it, your Soul may enter this vessel and resume its life as though waking from a nap.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

POET

“Some use magic and Mana through focus and training, others through their connection to the world and spirits that dwell within it. But a Poet uses their creativity and imagination to bend the world around them to that vision. By writing a poem and performing it, they can breathe the words to life and reshape the land, singing a song can conjure images out of thin air and writing a story can create life itself if the Poet is strong enough. Less guided magic and more raw creative force, a Poet is the essence of natural magic.”

Poets specialize in conjuring magic through creative works like song, writing, and art. They can imbue these works with Mana and cast Spells through them.

Class Features

As a Poet you gain the following:

Hit Points:

Hit Dice: 1D6

Hit Points at 1st Level: 6
+ your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D6 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Weapons

Saving Throws: Intellect, Charm

Capability (choose two): Persuasion, Performance, Perception, Coercion, Investigation, History

Gear:

Equipment: Disguise Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Light Armor (Fine), Dagger (Fine)

Warded Armor (Fine), Dagger (Fine)

	POET	
LEVEL	3, 0 COST SPELLS	
1	1, ANY COST SPELLS	
LEVEL	4, 0 COST SPELLS	
3	3, ANY COST SPELLS	
LEVEL	4, 0 COST SPELLS	
6	5, ANY COST SPELLS	
LEVEL	4, 0 COST SPELLS	
9	7, ANY COST SPELLS	

LVL 1

As a Poet you gain access to **Mana = (25 + Intellect Modifier) × Level**, as well as three 0 Mana Cost Spells from the Occult and Earthly Spell Lists of your choice and one any Mana Cost Spell from the Occult and Earthly Spell List of your choice.

LVL 2

Bringer Of Creation

You have been practicing your skills as an artist for a while now and have learned to turn ink to magic. You have gained your Magic Book. This can be a Storybook, Poetrybook, or Songbook; this Book and the Quill that goes with it has slowly absorbed your magic and become a part of you. While you are holding this book in one hand, you may cast Spells with it, adding 1D4 Spirit Damage to the Spell. This increases by 1D4 at Level 4, Level 8, and Level 10. Should your Book be lost or destroyed, you can make a new one out of any blank book after spending an hour Ritual turning it into your Book.

LVL 3

Spell Increase

You gain one more 0 Mana Cost Spell from the Occult Spell and Earthly List and two more any Mana Cost Spells. from the Occult and Earthly Spell List of your choice.

Choosing Your Path

You have been fighting and honing your skill for long enough to learn what makes you different. What makes you deadly and specialized. Here is when you decide what path you will walk down on your journey. Choose one.

Storyteller

You are a teller of tall tales and legends. Some you made up, some you have seen. Whatever the case may be, you write them down in your Storybook and bring the ink magic as you are known to do. This gives the Stories a bit of truth, just a little more than they may have had before. A clever Poet could use this.

Once per day, you may write an event in your Storybook that just happened. This allows you to Reroll for that Check or Save once and accept the results. This can be for you or an ally.

From everyone else's perspective they will have forgotten the first Roll but the Poet will remember.

Songwriter

You sing or play music for people or maybe just for yourself. Either way, music moves you, it brings you comfort and pulls you through your days. You write your Songs in your Songbook to give them an extra spark of magic.

This allows you to have a new spell through music to use for that day which will fade by the time the sun sets. You can create another the next morning. Listed below are the Song Spells you can choose to put in your Songbook to sing or play.

Song Of The Light Foot

Mana Cost: 10

Casting Time: 1 Action

Range: 60 ft

Duration: 1 minute of Concentration

The subject of this Song will feel like they weigh little to nothing while it is being played or sung and have doubled Movement Speed as a result.

Song Of The Hearty

Mana Cost: 10

Casting Time: 1 Action

Range: 60 ft

Duration: 1 minute of Concentration

The subject of this Song will feel as though they have much more vitality while hearing this Song and gain Temporary Hit Points equal to the Poet's Level.

Song Of The Gallant

Mana Cost: 10

Casting Time: 1 Action

Range: 60 ft

Duration: 1 minute of Concentration

The subject of this Song feels bolstered unnaturally by the music and cannot be put into a state of fear.

Muse

You are an inspiration to those around you, someone to admire for your talents and the things you accomplish. You do your best to spread this to those around you and make them feel confident and motivated. You use your creativity as an outlet to drive your friends to do the best they can.

Once per day you can use your creative talents and ability to inspire a single person around you. This person gains 1D6 to spend on a single Check or Save of their choice. This Dice will disappear once you decide to inspire someone else. The number of people you can inspire at once goes up by 1 at Level 6, 12, and 15.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 5

Storyteller

Puppet

Twice per day you gain the ability to use your Storybook to summon a Spectral Knight that will follow you around. You may give it orders as a Quick Action. You can order it to Attack, Move, or do simple tasks. The Knight will last for hours equal to your Intellect Modifier, with a minimum of 1 or until its Health is reduced to zero.

Spectral Knight

Construct

Combat Statistics

HP: 40

Mana: 0

Movement: 30

To Hit: +3

Defense: +5

EXP Worth: 90

Size: Middling

Languages: Merchant (understood)

STR: 17 (+4)

DEX: 5 (-3)

CON: 20 (+5)

WIS: 1 (-5)

INT: 5 (-3)

CHA: 1 (-5)

Abilities

Longsword: A sword used in both hands by this creature to make a strength based attack. On a successful hit use the strength modifier to add to 1D10 Slicing Damage.

Protector: once per combat the knight may take the damage from a successful attack that would have hit an ally so long as that ally is within its movement range.

Speed: 30 ft

Size: Middling sized creature

Resistances: Creature takes half damage from: Slicing Damage, Piercing Damage, Bludgeoning Damage.

Immunity: Creature takes no damage from Spirit Damage.

Loot Inventory

Ectoplasm

Songwriter

New Song Choice:

Lullaby

Mana Cost: 20

Casting Time: 1 Action

Range: 60 ft

Duration: 1 minute of Concentration

The subject of this Song must make a Wisdom Save against your Spell Save DC or they will feel tired and enter into unconsciousness. They will stay asleep until the Song ends or they are injured.

Muse

Motivate

Once per Rest, you can motivate an ally to do better for one Round. This allows you to choose one Stat of theirs and double its Modifier for a single Round.

LVL 6

Spell Increase

You gain two more any Mana Cost Spells from the Earthly or Occult Spell Lists.

Make Friends

You have an air about you that is pleasant and friendly. People seem relaxed when you are talking. It might be the Mana swirling around you? Once per day, for an hour, you can surround yourself with a Mana infused aura that extends out to 10 ft. You have Advantage on Persuasion Checks against anyone within this range.

LVL 7

Storyteller

Revision

Twice per day, while you are holding your Storybook, you may create two illusionary Duplicates of yourself that occupy the same space and move as you do but slightly out of rhythm and with a bit of randomness of their own. When you are hit with an Attack, the Attacker must roll a second D20 and beat a DC OF 10. If they do not, then you swap position with a Duplicate and it takes the hit instead of you. Once hit the Duplicate vanishes, once all Duplicates are gone the effect ends. If your Duplicates do not get hit, the effect continues to last up to 2 hours. These Duplicates are an illusion, they do not get an Action of their own, nor do they have a mind of their own, and they cannot move independently from you.

Songwriter

New Song Choice:

Path Of Moonlight

Mana Cost: 25

Casting Time: 1 Action

Range: Self

Duration: 1 minute of Concentration

You play or sing a song as you walk and your harmony begins to form a Bridge built of light beneath your feet. The Bridge forms exactly where your feet land once the Song begins and will continue to form where you walk. It can stretch to cover a space no larger than 30 ft in any direction. As long as the Song is being played or sung and the Spell is active, the Bridge is visible and traversable. It can hold up to 300 lbs at a time, anything heavier will pass through without harming the Bridge. Once the Spell ends for any reason, the Bridge vanishes immediately.

Muse

Bolster

Twice per day you give words of encouragement to an Ally, making them feel a bit stronger and fiercer. Roll 1D10 + your Charm Modifier and give the resulting number as Temporary Hit Points to that Ally for 1 hour.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 9

Spell Increase

You gain two more any Mana Cost Spells from the Earthly or Occult Spell Lists

Sanctuary

You have learned to control your magic and your creativity and have now found a way to bring this to bear with an ultimate manifestation of your creative skill. Once per day, you may spend 1 minute writing in your Book to describe a room no larger than 10 ft by 10 ft. You may include furnishings such as chairs, fireplaces, or desks, but you cannot create food, Potions, Scrolls, or other tangible goods.

The room you describe becomes real for 8 hours, transforming the space you are currently in into the one written in your Book. The outside world remains unchanged. From the exterior, the doorway appears ordinary, but any attempt to enter causes a faint pulse in your mind.

A creature may attempt to force its way inside by making an Intellect Check against your Spell Save DC. On a failure, the doorway remains sealed; on a success, the creature may enter.

When the duration ends, the manifested room dissolves, returning the space to its original state. Any furnishings or objects created by the Sanctuary vanish instantly, and any text describing it in your Book is erased.

Objects created within the Sanctuary cannot be removed; if they are taken beyond its bounds, they disappear immediately.

LVL 10

Storyteller

Mental Suggestion

You have become adept at bending the world around you to fit your vision. While holding your Storybook, once per day, you may attempt to influence the mind of a creature you can see within 100 ft of you. The Targeted Creature must make a Wisdom Save against your Spell Save DC, if they fail the Save they will become Enthralled by your words for two hours or until you end the effect as a Quick Action. While Enthralled the creature can be told to do any simple Action that will not immediately lead to their death or work strongly against their personal best interests; they will obey to the best of their ability. If the order will lead to their death immediately or is greatly against their personal interests, self preservation or self defense will cause them to stand still and wait for another order. Once the Enthrallment ends, the creature will fall unconscious and wake up moments later with no memory of what they did during it. If they succeed in the Wisdom Save, they will know you attempted to control their mind and cannot be mind manipulated in any way by you for the next 48 hours.

Songwriter

New Song Choice:

Seamless Reposition

Casting Time: 1 Action

Mana Cost: 30

Range: 80 ft area you can see

You perform a ballad and transport yourself or a willing creature within 5 ft of you to a spot you can see. The Target will vanish in a flash of light and within the same moment reappear in the new location in a similar flash of light.

Muse

Mass Song

You sing a soothing song that brings a warm sensation to those around you and lifts their spirits and bolsters the body. Twice per day, you may sing a song that grants 1D10 + your Intellect Modifier in Temporary Hit Points to all friendly creatures within 30 ft of you. This Temporary Health lasts for 2 hours or until the Hit Points given are depleted.

LVL 11

Focus Under Pressure

You have had experience performing your talents in harsh places and in front of unpleasant crowds. This has helped you build a thick skin and a good focus. When making a Concentration Check you roll with Advantage.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

LVL 13

Storyteller

Epic Tale

You have become a master of illusion and storytelling. Your tales feel so real that those who listen feel as though they are living it. They are enraptured by your worlds and words. Once per day, you may Enthrall a Target Creature in a fantasy vision of your creation. They must succeed a Wisdom Save against your Spell Save DC or they will see the world in the way you describe it to them; tell them the sky is pink instead of blue and, to them, it is. They will feel a sense of calm towards you as the one giving them this information. Any information you give them will appear to have always been that way in their mind and they will notice no change in their perception. The effect lasts 6 hours during which the affected creature can roll to break the effect twice before it naturally wears off. If it wears off naturally or is dismissed by the caster, then the affected Target thinks it was an odd dream. If they break free of their own will then they will know everything that happened, including that they were mind controlled.

Songwriter

New Song Choice:

White Noise

Casting Time: 1 Action

Mana Cost: 40

Range: 80 ft area you can see

You perform a screeching sound that forces a Target you can see within 80 ft to make a Constitution Save against your Spell Save DC or take 3D6 Psychic Damage and be inflicted with the Dazed Condition.

Muse

Battle Ballad

With every stroke of the string, key, cord, or even your very voice, you imbue strength and resilience to those around you. Once per day, you play a Song that gives +2 to every friendly creature's Armor and Weapon Bonus within 120 ft of you for as long as the Song is played or sung. Playing the Song is an Action and to maintain the Song requires your Concentration, during which you cannot take any other Action. If an enemy creature causes you Damage, you

must make a Concentration Check. If you fail you may, as a Reaction, punish their lack of taste for music with 2D8 Psychic Damage in return. Once you have stopped playing you must wait until after a Rest to use this Ballad again.

LVL 14

Encore

You have reached the pinnacle of your control over your special brand of magic, to gently warp the world around you and bend reality to your vision. Once per Combat Encounter, you may declare an Encore before an Attack. Should that Attack land then, on your next Turn, you can use your Action to teleport back to the position you were in and automatically deal the same amount of Damage again, completing the Encore. You must use the Encore on the next Turn or the effect is lost.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking and strategizing forces you to get better at those skills and teaches you new talents in a forged in fire sort of way.

Choose one Stat to increase by 2 or 2 Stats to increase by 1 each, up to a maximum of 20.

You can also choose a single Learned Skill to take that you match the prerequisites for.

SCHOLAR

“Mortals live upon this world as guests to the Gods. This world is theirs to command and protect, but they tend to be busy mending the cracks in the universe. So they leave the smaller tending of the world to their loyal acolytes, their Scholars. While not many would call themselves the voice of their God, all of them command the power of their God’s domain. That power is without mercy, without temperance, and without judgment. Should you be a threat to a Scholar, pray that mercy is a core tenet of their belief.”

Scholars are the gods’ chosen agents on the mortal plane. With this, they are granted powers and Mana attributed to the domain of their God, as well as an inclination to follow the tenets of that God’s general way of philosophy. They are upholders of that God’s word upon the mortal plane. Should they betray that word, they will lose that favor and with it, that power.

Class Features

As a Scholar you gain the following:

Hit Points:

Hit Dice: 1D8

Hit Points at 1st Level: 8
+ your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D8 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Weapons

Saving Throws: Intellect, Wisdom

Capability (choose two): Persuasion,
Investigation, Perception, Study, Religion,
Arcane

Gear:

Equipment: Adventure Kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Light Armor (Fine), Short Sword (Fine)

Medium Armor (Fine), Short Sword (Fine)

	SCHOLAR	
LEVEL	1, 0 COST SPELLS	
1	2, ANY COST SPELLS	
LEVEL	2, 0 COST SPELLS	
3	4, ANY COST SPELLS	
LEVEL	2, 0 COST SPELLS	
6	6, ANY COST SPELLS	
LEVEL	2, 0 COST SPELLS	
9	8, ANY COST SPELLS	

Godless Scholar

While serving the Domain of your choice, you are expected to uphold its tenets and mindset to remain in harmony with your God's will. Should you fail to uphold these tenets or commit a sin in your God's eyes, you become Godless.

While in this state, your God withdraws their favor in a painful display of divine disgust. You lose access to all Divine Boons and Abilities, and any spell you cast with a Mana Cost above 0 requires +5 Mana to cast as you struggle to pull the magic into existence without divine support.

To reverse this state, you must right the wrong you committed and seek atonement before your God. If your repentance is genuine and your actions restore balance, your divine favor and your power will be returned.

LVL 1

Deity Domain Choice

There are five Gods that maintain the world and the Astral Planes. Each one holds dominion over their part in the world that they control and maintain the balance of. At 1st Level, you choose which God you serve and derive your power from. Choose one.

Domain of the Sun

A follower of the Sun God believes life must be protected through action. They do not wait for evil to pass, corruption to fade, or the weak to save themselves. They stand between danger and the living. They offer guidance to the weary, but they also understand that some things must be cleansed before they can spread. To follow the Sun is to be certain, watchful, and ready to burn away what threatens creation.

Sun Scholars have an affinity for fire and light and are often clad in gold as a symbol of devotion. Depending on your species, you call this God by a different name: Animulli (Humans), Elytus (Orcs), Oyat (Kittine), Enierg (Hillmin), Ijarus (Ga-Taar), Los (Elves), and Taishin (Oni). Dwarves and Undersullen have no word for this God, as they rarely see the Sun.

Mana = (25 + Intellect Modifier) × Level

Free Spells: One 0 Mana Cost Spell and two more Spells of any Cost from the Divine Spell List

Bonus Spell: Candle Streamer (0 Mana Cost)

Domain of the Earth

A follower of the Earth God believes the world is a garden that must be tended. People should be guided toward strength, discipline, and purpose. Communities should be fed, sheltered, organized, and made stable. Where there is hunger, they bring food. Where there is disorder, they bring structure. Where there is weakness, they help others grow into something better.

Earth Scholars have an affinity for nature and are often clad in green and brown as a sign of devotion. Depending on your Species, you call this God by a different name: Arrea (Human), Mez (Orc), Uykih (Kittine), Nahmod (Hillmin), Itarahd (Ga-Taar), Nies (Elf), Daikami (Oni), Sipal (Dwarf), Arathap (Undersullen).

Mana = (25 + Intellect Modifier) × Level

Free Spells: One 0 Mana Cost Spell and two more Spells of any Cost from the Divine Spell List

Bonus Spell: Pebble (0 Mana)

Domain of the Sea

A follower of the Sea God believes life is a journey of learning, change, and consequence. Travelers should be aided, for all who move through the world are part of the great current of life. The ignorant should be taught, but fools who reject wisdom should not be indulged. Change must be made before one's time in the world is over, for stagnation is its own kind of death.

Sea Scholars have an affinity for water and are often clad in blue as a symbol of devotion. Depending on your species, you may call this God Eram (Human), Erom (Orc), Imu (Kittine), Egiarra (Hillmin), Aragas (Ga-Taar), Fah (Elf), or Wasami (Oni). Dwarves and Undersullen lack a name for this God due to their distance from the sea.

Mana = (25 + Intellect Modifier) × Level

Free Spells: One 0 Mana Cost Spell and two more Spells of any Cost from the Divine Spell List

Bonus Spell: Cold Snap (0 Mana)

Domain of the Sky

A follower of the Sky God believes every soul holds unseen potential. Cages must be broken, whether they are made of iron, fear, ignorance, poverty, or doubt. Knowledge must be preserved, even when it seems small, because every thought may one day matter. Aid should be given not to control others, but to help them fulfill the calling only they can answer.

Sky Scholars have an affinity for cold and are often clad in white as a sign of devotion. Depending on your species, this God is called Sebun (Human), Eroh (Orc), Omuk (Kittine), Llamacs (Hillmin), Aladab (Ga-Taar), Nimih (Elf), or Tenjin (Oni). Dwarves and Undersullen have no name for this God.

Mana = (25 + Intellect Modifier) × Level

Free Spells: One 0 Mana Cost Spell and two more Spells of any Cost from the Divine Spell List

Bonus Spell: Sudden Breeze (0 Mana)

Domain of Death

A follower of the Death God believes life must be respected most deeply at its end. Death is not cruelty, but it must come in its proper time. The sick and wounded should be tended so they do not meet their end too early. The dying should not be abandoned. The poor, the lost, the traveler, the beggar, and the urchin deserve kindness, for every life has weight before its final passage.

Death Scholars have an affinity for poison and are often clad in gray and black as a sign of devotion. Depending on your species, you call this God Rossem (Human), Cienok (Orc), Otirak (Kittine), Haereid (Hillmin), Arapir (Ga-Taar), Adne (Elf), Shini (Oni), Rottreef (Dwarf), or Alav Anuail (Undersullen).

Mana = (25 + Intellect Modifier) × Level

Free Spells: One 0 Mana Cost Spell and two more Spells of any Cost from the Divine Spell List

Bonus Spell: Rot (0 Mana)

Additional Ability: Spirit Sight - You can see Spirits without assistance

LVL 2

Boon of the Divine

You have served your God well and they have noticed. These gifts are direct powers bestowed to your mortal form by your God's hand.

Domain of the Sun

Kiss of the Sun

Fire is the element of your lord's creation. It serves them, and thus yields politely in your presence.

You gain Resistance to Fire Damage.

Domain of the Earth

Earth's Embrace

The Earth provides many boons for those who are patient. Your God has blessed your body with the ability to recover more swiftly while in contact with their element.

While touching natural earth, you need only 4 hours of Rest to gain the benefits of a Full Rest.

Domain of the Sea

Lungs of Oceana

The waves are your second home, and your lord spares you the panic of drowning.

You can hold your breath twice as long as normal.

Domain of the Sky

Wings of the Sky

The Sky is your lord's Domain, and as such you should hold little fear of heights. The winds of your lord catch you when you fall.

The distance you can fall before taking Fall Damage is doubled.

Domain of Death

Death's Nectar

Poison, while toxic and deadly, has always been associated with the Domain of Death, and they grant you reprieve from its worst effects.

You gain Resistance to Poison Damage.

LVL 3

Spell Increase

You gain one more 0 Mana Cost Spell from the Divine Spell List and two more any Mana Cost Spells from the Divine Spell List.

Divine Perception

Through your connection to your higher power, you see truth and falsehood more clearly than most, though some call this cheating, you call it providence.

Once per day, when making a Perception or Insight Check, you may call upon your God's wisdom to guide you. Roll an additional 1D4 and add it to your result.

You must choose to use this Ability after rolling the D20 but before knowing whether you succeed.

At Level 6, this Bonus increases to 1D8.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 5

Divine Honor

You feel your God's divine might empowering you, bolstering you in combat and granting you strength and wisdom. When casting 0 Cost Spells, you may now add your Wisdom Modifier to the Damage dealt.

Domain of the Sun

Warmth of the Sun

You always feel warm no matter the actual temperature. Cold takes double the time to affect you.

Domain of the Earth

Nature's Bounty

Once per day you can call upon the earth to sprout an edible plant of your choice, no bigger than a tomato plant, out of the ground. It will appear within a minute of your request through any surface, even solid stone and carries enough nourishment to feed a single Creature for a day or four Creatures for a single meal.

Domain of the Sea

Seafoam's Grace

Gain a Swim Speed equal to your Movement Speed.

Domain of the Sky

Nimbus Catch

Once per day, as a Reaction, you can catch yourself unharmed from mid fall, with a gust of air and stay at the point you caught yourself for 1 minute. After that minute you will continue falling as normal from that point.

Domain of Death

Grimm Vice

Twice per day you can activate Grimm Vice, and add its Ability to an Attack after a successful Hit but before you roll Damage to turn that Damage into regained Hit Points for yourself.

LVL 6

Spell Increase

You gain two more any Mana Cost Spells from the Divine Spell List.

Commune

You have found balance and attuned yourself to the way of your God such that you now have learned better ways of gaining wisdom from your higher power. You have not reached a full connection yet, but they can hear you much clearer through the hustle and bustle of all other Scholars also crying out for a word.

Once per day, you may spend 10 minutes in meditation to ask your God a single question about the world or the situation you face.

Your God will respond with up to 50 words, in whatever manner the GM deems appropriate to your deity's nature.

A God never gives a direct answer, mortals must seek truth for themselves, but the reply will always guide you toward understanding.

Divine Perception

Upgrade Divine Perception to 1D8 for Perception or Insight Check Bonus.

LVL 7

Domain of the Sun

Brilliance

Once per day, as a Reaction to taking Damage, you may unleash a blinding light around you, forcing those within 30 ft of you to make a Wisdom Save against your Spell Save DC, or become Blinded for a number of Rounds equal to your Intellect Modifier.

Domain of the Earth

Bury

Once per day, if standing on a surface that is natural earth, you can use your Action to burrow straight down up to your height. While underground you cannot breathe, so you must hold your breath and move at half your Movement Speed. Beside the spot you went under at or if an opponent has Earth Sense, you are hard to detect. You may use a Quick Action to pop back to the surface on your Turn.

Domain of the Sea

Form Water

Once per day, you designate a 5ft Cube within arms reach of you and summon a Cube of water that fills that designated space, before spilling out and acting as normal water.

Domain of the Sky

Freedom Behold

Once per day you may focus on a non-magical lock you can see for 1 minute and the lock will erupt into slag and sparks. If it is a padlock the lock will fall free, if it is a built-in lock the door or latch will swing open magically.

Domain of Death

Vision of the Damned

You gain the Ability to see without light, to a degree. While in total Darkness you can see out to 40 ft as though it was bright light, then 10 ft further as Dim Light. You see everything in a gray hue.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 9

Spell Increase

You gain two more any Mana Cost Spells from the Divine Spell List.

Bless

You have been granted the gift of divine purification, allowing you to pour a portion of your God's power into a person or object to grant it temporary favor.

Once per day, you may bestow a Blessing on an object or willing Creature:

Cursed Object: Removes any non-Ancient curse, leaving the item mundane.

Weapon: Gains +1D6 Divine Damage for 30 minutes.

Apparel: Gains +2 Warding against Spell Attacks for 30 minutes.

Creature: Gains +2 to To-Hit Rolls for 30 minutes.

The Blessing manifests as a brief surge of light or warmth before fading into the blessed target.

LVL 10

Domain of the Sun

Blessing of the Sun

Your God has taken note of your dedication and faith and has decided to grant you a powerful Boon. As a symbol of their Domain and their Essence You gain Immunity to Fire Damage.

Domain of the Earth

Stable Meditation

Being in your God's Domain brings you peace and rejuvenation. Your God provides you benefits even without sleep, so long as you are in contact with their Domain of natural earth. You no longer have to fully sleep in order to get Rest benefits; instead you may enter a fully aware meditation so long as you are Resting on Earth or stone.

Domain of the Sea

One with the Depths

As your God wills, you have become at home in the depths of their element and Domain. As a reward, they have granted you a Boon to allow the right to remain within their Domain for as long as you need. You can no longer drown in water.

Domain of the Sky

Wings of the Valiant

The God of the Sky has found your actions agreeable and has granted you a Boon from their Domain, the gift of limited Flight. You gain the Ability to form ethereal wings and launch yourself into the air. You can fly the same distance as your Movement Speed then you will fall safely back to the ground. You cannot fly again once you have reached the maximum flight distance until you touch the ground again.

Domain of Death

Blessing of the Grave

Your God has seen fit to give you a Boon that will aid you on your journey, a Boon to prevent you from suffering the nectar of your God's Domain. You gain full Immunity to Poison Damage.

LVL 11

Holy Warrior

You have shown your dedication and faith to your God, their path has become yours and you have taken their tenets to heart. To aid you on your journey you have been gifted a Boon once more. Your very body has been blessed with divine power. You are an instrument of divine fury when you cast down holy judgment.

You may add your Intellect Modifier to all Physical Damage (Bludgeoning, Slicing, or Piercing) you deal, in addition to any existing Bonuses.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 13

Domain of the Sun

Bring Forth the Dawn

You now understand the workings of your God's light. Though you cannot match the majesty of the true Sun, you can craft a mortal reflection.

Once per day, you may spend 30 minutes performing a focused Ritual. During this time you cannot take Actions, Quick Actions, or Reactions; interruption causes the Ritual to fail.

Upon completion, a radiant orb 1 ft wide appears, floating near you. Its brilliance equals daylight. Any Creature that looks directly at it must succeed on a DC 15 Constitution Save or become Blinded for 10 minutes.

The Dawn Orb lasts for 2 hours and remains in lazy orbit at head height.

Domain of the Earth

Fortress

Your God has shown you the way that solid stone is put together, how the stone flows and things are held. You have been granted control over your God's Domain in a mild capacity due to your new understanding.

Four times per Combat Encounter, as an Action while standing on natural earth or stone, you may raise a 3 ft tall pillar of soil or rock within 60 ft of you.

Each pillar provides Half Cover and can destroy small flimsy structures, it molds harmlessly around large sturdy structures, and Creatures displaced by its rise are gently moved aside.

These pillars are permanent, formed from the ground itself.

Domain of the Sea

Move Water

You have been taught great control over your God's Domain through their service. With their aid you have gained the Ability to control the water around you with great finesse.

Twice per day, as an Action, you may seize control of water within a 20 ft radius Sphere. You may move the mass 5 ft per Action in any direction, or expand/contract the Sphere, holding it for up to 30 minutes.

Domain of the Sky

Gale

You have been taught great control over your God's Domain through their service, With their aid you have gained the Ability to manipulate the air around you with force and control. Twice per day, as an Action, you unleash a swirling gust centered on yourself in a 20 ft radius Sphere.

Creatures in the area must make a Dexterity Save or take 2D6 Blast Damage and be pushed 10 ft. On a successful Save, they take half Damage and are not moved.

Domain of Death

Lasting Presence

You have served your God as an emissary for the dead and dying dutifully, as such they have seen fit to ensure that you may continue your duty for a long while to come. Resilience is a given for the voice of the dead, to guide them against all that would claim their souls on the path to the afterlife.

When reduced to 0 Hit Points, you now linger for 5 Rounds before perishing instead of 3, giving others more time to restore you to life.

LVL 14

Invoke

You have gained enough favor and clout through your service that you have enough power and control to call upon your God and ask for them to provide aid on your behalf. It is never a guarantee, depending on your request and how well you have served your God, but it pays to serve them well.

Once per week, you may spend 30 Mana to begin a Ritual lasting 30 minutes. During this time, you can take no other Actions, Quick Actions, or Reactions; interruption causes the Ritual to fail.

Upon completion, you may ask your God for one request falling under one of the following categories:

Invoke Healing:

You may ask your God to heal yourself or another Creature, restoring $1D10 + 10 +$ your Intellect Modifier Health.

If you are a Scholar of the Sun or Death Domains, you may instead petition for the Resurrection of a Creature whose soul is free and body intact. The success of such a plea depends entirely upon your God's will.

Invoke Information:

You may ask your God for insight regarding a question or mystery you face. The answer may come as words, omens, visions, or sensations, granting divine clarity on the matter at your GM's discretion.

Invoke Boon:

You may request a temporary Boon from your God.

If granted, this Boon functions as an Enchantment drawn from the Enchantment List, burned directly into your soul for 8 hours.

You may not benefit from more than one active Boon at a time.

Alternatively, your God may choose to bestow a different gift or message in place of your request.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

WARRIOR

“Training for years and years, hours a day, to strike true and clean is no easy thing. But a Warrior does not shy away from this task. They make up the backbone of every army, mercenary guild, and city guard. They are the heart blood of war and defense. Legends say that the strongest Warriors are so skilled, they are untouchable in combat and can face the strongest beasts without a scratch. As the strength of the Warrior is not their ability to deal Damage but to outlast their opponent.”

Warriors specialize in defense and strategy. They are skilled but mortal people without magical or special traits so they compensate with good training and honed skill.

Class Features

As a Warrior you gain the following:

Hit Points:

Hit Dice: 1D10

Hit Points at 1st Level:
10 + your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D10 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Arms, Military Arms

Saving Throws: Strength, Constitution

Capability (choose two): Persuasion,
Athletics, Perception, Intimidation,
Acrobatics, Survival

Gear:

Equipment: Adventure kit

You may start with this Gear or any Gear provided by your GM.

Choose one of the options below:

Great Axe (Fine), Medium
Armor (Fine)

Short Sword (Fine), Light
Armor (Fine), Shield

Longsword (Fine), Heavy
Armor (Fine)

LVL 1

Defensive Posture

You know how to hold yourself in a way to make it very difficult to land a solid hit on you. Twice per day, you may take a Quick Action at the start of your Turn to assume a Defensive Posture, gaining +2 Armor Bonus until the start of your next Turn.

LVL 2

Riposte

You are poised to strike even when in defense. Once per Combat Encounter, when a Creature Attacks you and your Defense Roll exceeds their Attack Roll; you may use your Reaction (if available) to immediately strike back, dealing 1D4 Bludgeoning Damage as you slam your weapon's hilt, shield edge, or elbow into them.

LVL3

Choosing your path

You have been fighting and honing your skill for long enough to learn what makes you different. What makes you deadly and specialized. Here is when you decide what path you will walk down on your journey. Choose one.

Path of the Archer

You have learned to hold and utilize the Bow as an extension of yourself. You feel much more at home firing down from a safe distance. As a result, you have become much more of a steady shot with Ranged Weapons as a whole. They are your area of expertise. Gain +2 to all Attack Rolls made with Ranged Weapons.

Path of the Blade

You have become very comfortable with utilizing blades and other Melee Weapons. As easy as swinging your arm, you can manipulate your blade during a fight. As a result, you have become much more of a steady swing with Melee Weapons as a whole. They are your area of expertise. Gain +2 to all Melee Attack Rolls.

Path of the Defender

You have made it your goal and mission to defend those around you. You are their shield. The wall on which an army will break. Over your time fighting you have learned to fight for yourself and those near you like a gentle dance. Being near you is the safest place on the field most days. As a Reaction, when an ally within your Contested Space is targeted by an Attack, you may add +2 to their Defense Roll for that Attack.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a ‘forged in fire’ sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 5

Path of the Archer

Combat Archer

You have mastered the art of firing in close quarters.

You no longer suffer Disadvantage when making Ranged Attacks against opponents within your Contested Space.

Path of the Blade

Tactical Fighting

Your mastery of footwork and leverage allows you to unbalance foes effortlessly.

Once per Combat Encounter, you may use the Trip Action as a Quick Action instead of a full Action.

Path of the Defender

Strikeout

As a Reaction, when an enemy within your Contested Space targets an ally within that same space, you may make one Melee Attack against that enemy on their Turn.

LVL 6

Improved Riposte

You have mastered the art of turning defense into offense.

Twice per Combat Encounter, when a Creature Attacks you and your Defense Roll exceeds their Attack Roll, you may use your Reaction (if available) to immediately strike back, dealing 2D4 Bludgeoning Damage.

This replaces Riposte.

LVL 7

Path of the Archer

Avoidance

As a Reaction, when a Ranged Attack you can see is made against you, you may add your Dexterity Modifier to your Armor Bonus for that Attack.

Path of the Blade

Parry

As a Reaction, when a Melee Attack you can see is made against you, you may add your Weapon's governing Ability Modifier (Strength or Dexterity) to your Armor Bonus for that Attack.

Path of the Defender

Medic

Your battlefield experience has taught you how to keep allies alive through grit and instinct.

You have Advantage on all Stabilizing Rolls made through non-magical means when aiding a Creature in the Bleed Out State.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a ‘forged in fire’ sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 9

Better Criticals

Through experience and precision, you’ve learned to strike the moment your opponent falters.

You now score a Critical Hit on a Roll of 19 or 20, rather than only on a 20.

LVL 10

Path of the Archer

Efficient Marksmen

You are incredibly skilled with Bows and Ranged Combat. You have learned to use these weapons well in every situation imaginable and get every ounce of power out of them. When using a Ranged Weapon you are skilled with, add +4 Damage of that Weapon's Type to each successful Attack.

Path of the Blade

Master of Arms

You have become like death with a weapon in hand, you have learned to use your weapon with swift effectiveness. When using a Melee Weapon you are skilled with, add +4 Damage of the Weapon's Type to each successful Attack.

Path of the Defender

Unstoppable Posturing

You have learned to better hold your own in combat, staying on your feet and warding off vicious blows. You know now how to hold yourself in a way to make it very difficult to land a solid hit on you. Twice per day, as a Quick Action at the start of your Turn, you may gain +4 to your Armor Bonus until the start of your next Turn.

This replaces Defensive Posture.

LVL 11

Adrenaline Surge

Twice per day, you may flood your body with raw adrenaline, pushing beyond normal limits.

You gain Temporary Hit Points equal to 10 + your Level + your Constitution Modifier for 30 minutes or until these Temporary Hit Points are depleted.

This ability does not stack with itself.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 13

Path of the Archer

Ranged Trick Shots

You have become familiar with your weapons to the point of learning new and unique ways to use them. You have figured out how to perform Trick Shots using your Ranged Weapon.

At the start of each day, choose two Trick Shot Abilities from the list below. Each chosen Trick Shot can be used twice per Combat Encounter. You may change your chosen Trick Shots at the start of a new day.

Ricochet

You fire your projectile around a corner or Cover to attempt to hit a target that you cannot see currently. You must have seen the target within the previous Round to make an attempted Trick Shot around Full Cover and they must be near an object or wall to rebound the projectile off of. If they are behind Half Cover, you may rebound it off a nearby wall or object to go around the Cover and negate the Cover Effect.

Twin Shot

You loose two projectiles at once. You may make a single Attack targeting two separate Creatures within range.

Cloud Fire

You fire a volley of arrows high into the air, raining them down over a wide area. Choose a point within your Weapon's Range to create a 15 ft diameter area.

All Creatures within that area must succeed a DC 13 Dexterity Save or take your weapon's normal Damage + your Dexterity Modifier. On a successful Save, they take half Damage.

Pinning Shot

You shoot into the foot of your foe in an attempt to pin them to the floor. Fire at an enemy and should your Attack hit, that enemy must make a Dexterity Save DC 13. On a fail, their Movement Speed becomes 0 for two Rounds as they are pinned to the spot. If they succeed then they are not pinned.

Path of the Blade

Weapon Adjustments

You have become familiar with your weapons to the point of learning to modify them to include extra features, giving them new and creative uses in battle. Once per day you may take an hour to modify a Weapon's Type to have a Weapon Modification.

It cannot be changed until the next day and does not wear off after being Modified unless you change it, remove it, or the weapon is damaged.

Bladed Weapon Modifications:

Blunt:

Changes Damage Type to Bludgeoning.

Serrated:

The target must succeed a DC 10 Constitution Save, or is inflicted with the Bleeding Condition on a hit that lasts for a number of Rounds equal to the Weapon Quality. This does not stack.

Forward Heavy:

Reduce your To-Hit Rolls by 5, but if you beat the Defense Roll of your opponent, you force the enemy to beat a DC 10 Strength Save or be knocked Prone.

Blunt Weapon Modifications:

Spiked:

Changes Damage Type to Piercing.

Weighted:

Slowed and Bruised Conditions inflicted by this weapon last twice as long.

Banded:

Reduced Damage needed to inflict a Condition by 2.

Path of the Defender

Standing as One

You fight at your best in the fray when alongside your allies, you are their shield and a capable defender. They look to you to hold the line, and you will stand your ground as long as they do. As long as you have at least a single ally within your Contested Space, you gain +4 to your To-Hit Bonus.

LVL 14

Blitz Charge

Hitting the enemy before they can hit you is a battle strategy you have learned well, and your body has become honed to this end. The field is yours to control and you will close any distance to reach your foe.

During the first Turn of any combat, your Movement Speed increases by 25 ft for that Turn.

This bonus applies before any other modifiers to your Movement Speed and does not stack with other temporary Movement Bonuses gained at the start of combat.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a ‘forged in fire’ sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

WIZARD

“Mana flows through the air like water through a river, and is stored in the land like glaciers in the ice caps.

Most cannot see it. Cannot feel it, but certain folks can not only feel it; they are called to it like a moth to a flame. Driven by a calling to know more, learn further and behold the secrets held by only the shapers of the world.

Study and practice is the only way to unlock this power, rigorous study and tests are how these studious people drive power and knowledge, but oh what power it beholds.”

Wizards wield the power of Mana and therefore magic as a refined tool, crafted and honed through years of study and training. Any Wizard knows magic in and out, front and back before performing a Spell in the real world. This lends them great control of their magic and a firm understanding of the way the world functions.

Class Features

As a Wizard you gain the following:

Hit Points:

Hit Dice: 1D6

Hit Points at 1st Level: 6
+ your Constitution
Modifier

**Hit Points at Higher
Levels:** 1D6 + your
Constitution Modifier per
Level gained

Skilled Areas:

Weapons: Common Weapons

Saving Throws: Intellect, Wisdom

Capability (choose two): Persuasion,
Arcane, Perception, Study, Alchemy,
History

Gear:

Equipment: First Aid Kit

You may start with this gear or any gear provided by your GM.

Choose one of the options below:

Light Armor (Fine), Staff (Fine)

Warded Armor (Fine), Staff (Fine)

	WIZARD	
LEVEL	2, 0 COST SPELLS	
1	2, ANY COST SPELLS	
LEVEL	3, 0 COST SPELLS	
3	5, ANY COST SPELLS	
LEVEL	3, 0 COST SPELLS	
6	8, ANY COST SPELLS	
LEVEL	3, 0 COST SPELLS	
9	11, ANY COST SPELLS	

LVL 1

As a Wizard you gain access to **Mana = (25 + Intellect Modifier) × Level**, as well as two 0 Mana Cost Spells from the Earthly Spell List of your choice and two any Mana Cost Spells from the Earthly Spell List of your choice.

LVL 2

Arcane Reserve

You finally finished your Tome Of Knowledge, the book of everything you know so far about magic. While you have this book in your possession you may, once per day, use it as a Spell Focus to cast a Spell of up to 15 Mana Cost for free. At Level 4, this increases to 30 Mana Cost. Should your tome of knowledge be lost or destroyed you may use a blank book and an hour ritual to transcribe from memory a new one.

LVL 3

Spell Increase

You gain one more 0 Mana Cost Spell from the Earthly Spell List and three more any Mana Cost Spells from the Earthly Spell List of your choice.

Choosing your path

You have been fighting and honing your skill for long enough to learn what makes you different. What makes you deadly and specialized. Here is when you decide what path you will walk down on your journey. Choose one.

Evocation

You have a talent and training for Spells that utilize the elements, you have studied them and how they work for a while now and think you know how to manipulate them.

When casting an element based Spell; Fire, Water, Earth, Air. You may choose to change the element of that spell on casting to change the Damage Type on hit.

Fire: Fire Damage

Water: Frost Damage

Earth: Bludgeoning Damage

Air: Blast Damage

Summoner

You have become skilled at pulling things from the aether and making them yours. Bringing creatures to creation from raw Mana isn't easy but you make it look like it is. You have such control over your Mana and Spells that your summons are stronger and better built.

Anything summoned by you has additional Hit Points equal to 5 plus your Level.

Transmutation

Turning Mana into objects and forming structures is not to be taken lightly, it takes time, talent and patience. All things you have formed in droves. Your control and focus means that your creations have a bit more staying power than others.

Objects and structures created by you last for double their duration time.

LVL 4

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 5

Evocation

Attunement

At the start of each day you may choose one Type of Elemental Damage; Fire, Frost, or Blast to gain Resistance against.

This Resistance lasts until the next dawn, when you may choose again. This does not stack with other Resistances of the same Damage Type.

Summoner

Construct

You gain the ability to summon a small stone, wood or metal Orb after a 1 hour Ritual and a Gemstone worth at least 5 Silver.

This orb has a 30 ft Fly Speed, can see in Magical Darkness, regular Darkness, and can be commanded to glow like a torch.

It has Hit Points equal to your Level + your Intellect Modifier and a Defense Bonus of +2.

If reduced to 0 Hit Points, it crumbles into dust. It can be re-created with a new 1 hour long Ritual and a Gemstone worth at least 5 Silver.

The Orb cannot attack or speak, but you are constantly aware of its location and the path to reach it.

By focusing for one uninterrupted minute, you may see through the Orb's vision and perceive its surroundings through your mind's eye.

This focus requires full concentration, any Damage or interruption ends the effect.

Transmutation

Improved Ward

Your understanding of enchantment allows you to reinforce Magical Gear.

While wearing Warded Armor, its effective Quality Level is treated as one Gear Quality Tier higher, up to a maximum of Mystic Quality.

LVL 6

Spell Increase

You gain three more any Mana Cost Spells from the Earthly Spell List.

Mental Fortress

You have learned to harden your mind to attack and withstand mental invasion without flinching. You gain Advantage on Intellect Saving Throws.

LVL 7

Evocation

Empowered Spells

Earthly Spells that deal Fire, Blast, Bludgeoning, or Frost Damage from your hands are much more effective and deadly. When you cast a Spell with these Damage Types from the Earthly Spell List they deal an additional 1D6 Damage.

Summoner

Siphon

When a Creature you summoned is hit by a Spell from an enemy, you regain a portion of the Mana used on that Spell. The amount regained is half of the Spell's Mana Cost rounded down.

Transmutation

Mana Dome

Once per day you may spend an Action to summon a Transparent Dome of magical force with a Radius of 30 ft originating at your feet. This Dome acts as Half Cover for any Ranged Attacks that must pass into it, mundane or magical. Creatures are free to walk through the dome however as it is not a physical barrier. The barrier lasts for 20 minutes or until you lose Concentration.

LVL 8

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 9

Spell Increase

You gain three more any Mana Cost Spells from the Earthly Spell List.

LVL 10

Improved Arcane Reserve

While you have your book of spells in your possession, you may use it three times per day to cast a spell of up to 30 Mana Cost that you know for free.

Should your Tome Of Knowledge be lost or destroyed you may use a blank book and a 1 hour Ritual to transcribe from memory a new one.

This replaces Arcane Reserve.

LVL 11

Mana Master

Years of study and endurance have hardened your body and mind to withstand the raw strain of channeling magic. Through relentless practice, you have begun to align your spirit with the natural flow of Mana itself.

You gain an additional +10 Mana on each Level Up (applied before any Level-based multipliers), and your natural recovery has deepened; you now regain +15 additional Mana whenever you take a Rest or Break.

LVL 12

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LVL 13

Evocation

Spell Molding

You have learned to gain great control of your Spellcasting, allowing you to forge your Spells into new and unique shapes and forms. You may spend Mana to extend the Range or Area of Effect of a Spell by up to 30 additional feet beyond its original size or distance.

Each 5 feet of extension costs 5 Mana.

You may increase or decrease the scale in 5-foot increments only.

Summoner

Chosen Companion

You learned from your time summoning and constructing creations how to solidify them and bring them more into this world for longer. Over time you have gained the knowledge to keep one around for as long as you are.

Once per day, you may perform a 30 minute Ritual to permanently summon a Middling Golem Construct using the materials listed in the *Summon Construct* Spell.

You may only have one Construct summoned in this way at a time.

The Construct uses the Golem Construct Stat Block.

If not given direct orders, it will act in self-preservation, defending itself or retreating to avoid destruction.

You may dismiss the Construct as a Quick Action, causing it to dissolve into Mana and be destroyed.

If it is reduced to 0 Hit Points, it is likewise consumed by Mana and destroyed.

Transmutation

Uncast Spell

You have learned the art of grounding out Spells and causing them to fail. It takes effort and focus but with your understanding you can do it, using that Spell's own power while also using none of your own Mana. A powerful ability, although a rest is needed before trying it twice.

Once per day, you may use a **Reaction** to attempt to **counter** an opponent's Spell as it is being cast.

You must be able to see the Caster and must make your attempt to uncast their spell before the caster rolls to hit.

When they cast a Spell, make a **Contested Intellect Roll** against them.

If you succeed, their Spell fizzles harmlessly, and the **Mana they expended is lost**.

LVL 14

Recover

You have figured out how to pull back remnants of your Mana from a Spell when you know it has failed, ripping the fading Mana back and absorbing it.

Once per day, before casting a Spell, you may declare that you are binding it with recovery.

If that Spell Attack misses or the Spell fails, you regain half of the Mana Cost spent to cast it.

LVL 15

Improvements

You have been spending time honing your body and mind through your adventures. Day after day of fighting, talking, and strategizing forces you to get better at those skills and teaches you new talents in a 'forged in fire' sort of way.

Choose One Stat to increase by 2, or 2 Stats to increase by 1 each up to a maximum of 20.

Also choose a single Learned skill to take that you match the prerequisites for.

LEARNED SKILLS

As you Level up and grow you will gain experience and skills in specific areas. These are called Learned Skills. Learned Skills can vary from new abilities to boosts to existing features but always represent you spending time to learn a particular skill and way of thinking. You may only take any single Learned Skill once.

Ambidextrous

Prerequisite: Dexterity Stat 10 or above

You have learned how to use both of your hands with the same amount of finesse until terms like 'Off hand' and 'Main hand' are meaningless terms. You can now wield Single Handed Weapons in your off hand and use the Weapon Bonus for To-Hit Rolls as well as Stat Modifiers for Damage Rolls with your off hand Weapon.

Aware

Prerequisite: Wisdom Stat 15 or above

After spending years paying attention and watching your surroundings. After all this time and training you can now add +3 to Perception Checks.

Beast Friend

You have spent a lot of time with animals, learning their ways and how they live. You know how to approach a predator safely and observe it or watch a prey creature without it scurrying off. Animals are something you know like the back of your hand from time and patience. When making Animal Husbandry Checks and Nature Checks regarding animals you have an Advantage.

Calvary

Being on a Mount is second nature to you, you are at home in a saddle and as such are a terror to face when with your Mount. While facing opponents who are not Mounted while you are, you have Advantage on Attacks.

Common Weapon Wielder

After spending time training, watching and practicing, you finally have an understanding of how to use Common Weapons and may now use the Weapon Bonus and Stat Modifier of Common Weapons when using them in battle.

Craftsmen

You have spent your time on a skilled craft such as Blacksmithing, Tailoring, Fletching, Pottery, Carpentry, or Baking and have become skilled yourself in this field. Choose one of the listed fields and gain the ability to craft those items without the need of a professional helping.

Duelist

You prefer facing an opponent one on one, in fact you are well trained for just that occasion. While fighting groups of opponents puts you out of your element, a single foe lets you focus all your skill on one single Target and your training will shine.

When facing an opponent that has no allies within 10 feet of them in any direction, you have +2 on To-Hit Rolls on that opponent while they are alone.

Exotic Rider

You have trained and studied with the legendary and wondrous Creatures of this world well enough to know which will take kindly to being a Mount and which will end in a shallow grave for the attempt. For your due diligence and effort you are now confident enough to try Riding Exotic Mounts.

Exotic Weapon Wielder

Prerequisite: Military Weapon Skill

After spending time training, watching and practicing, you finally have an understanding of how to use Exotic Weapons and may now use the Weapon Bonus and Stat Modifier of Exotic Weapons when using them in battle.

Fencer

Prerequisite: Common Weapon Skill

You have mastered the art of precision dueling and light-handed defense. When wielding a One-handed Piercing Weapon, you may use your Reaction when a Creature makes a Melee Attack against you. On that Reaction, you deftly redirect their strike, temporarily reducing the Weapon Quality Level of their Weapon by 2 for that Attack. If the Attacker's Weapon Quality Level is reduced below Fine, it counts as an unrefined strike and loses any Quality Bonus to the Attack Roll for that Attack only.

Free Runner

Prerequisite: Dexterity Stat 13 or above

After years of training and practice climbing up to the highest heights you can find, you have learned a thing or two about how to hold yourself and climb effectively. You gain a Climbing Speed equal to your Movement Speed.

Grappler

Prerequisite: Strength Stat 13 or above

After being in many scrapes you have learned your way around holding down an opponent and how to break free from being held down. You have Advantage on Grappling and on breaking free from a Grapple.

Heavy Wielder

Prerequisite: Strength Stat 20 or above & Ambidextrous

You have learned to combine your Dexterity and brute strength to create a terrifying fighting style. You can wield Great Weapons in each hand as though they were Single Handed Weapons with Weapon Bonuses on each.

Hobbyist

You have dabbled here and there in many things and have learned skills outside of your normal life purview. As a result you may choose one Capability to become Capable in.

Iron Gut

Prerequisite: Constitution Stat 13 or above

After quite a long time of eating things you probably shouldn't be eating you have gained a resilience to painful and harmful substances found throughout the world. You have Resistance to ingested poisons.

Linguist

You have studied the languages of those around you and have taken notes, immersed yourself in the cultures you have passed through. After all this time you're starting to understand more and get pretty fluent. Choose two more Languages that you can now speak, as well as you gain the ability to write in a coded language you created that only you understand.

Military Weapon Wielder

Prerequisite: Common Weapon Skill

After spending time training, watching and practicing, you finally have an understanding of how to use Military Weapons and may now use the Weapon Bonus and Stat Modifier of Military Weapons when using them in battle.

Musician

You have taken to learning an instrument and have learned it well. It has become something quite impressive to witness. Choose an instrument to become Capable in and, when performing using that instrument, for any Performance Check Rolls you make you may add a Capability Bonus of an additional 1D6.

Phobia

Over time you have developed a fear, irrational or not, of certain things. This fear has become so strong that witnessing the source of it can cause you to panic.

During this Panic you are afflicted with the Frightened Condition for a Round. Your panicking is so forceful and sudden that it can even cause others within sight of you to also panic while trying to discern the cause of your fear.

When you enter into a Panic; Roll a flat D20, anyone who can see you must make a Wisdom Save against the number you roll or become Frightened of you until the start of your next Turn.

Once your Panic ends, you cannot trigger the Panic effect again for 1 hour, but the presence of your Phobia still causes discomfort and roleplay-appropriate unease. This discomfort does not inflict conditions or penalties, just narrative weight unless the GM chooses otherwise.

You may take this Learned Skill more than once. Each time you do, you gain an additional Phobia trigger. This does not change or increase the Panic effect. Multiple Phobias do not stack simultaneously, each one triggers its Panic independently.

Choose a Phobia from the below list:

- Arachnophobia – Spiders, Spider-like Creatures
- Claustrophobia – Tight or enclosed spaces
- Acrophobia – Heights or ledges
- Aerophobia – Flying, strong winds, or open skies
- Agoraphobia – Large crowds or open, exposed areas
- Hemophobia – Blood, fresh gore

You know your way around fighting at a Disadvantage. Specifically being the one on their feet when a horde bears down on you on horseback, you have survived or been trained to survive fighting Mounted Combatants when you yourself are on foot. Be they on Horse or Dragon, you know what to do. You have Advantage when fighting Mounted opponents while you are Unmounted.

Prerequisite: Intellect Stat 13 or above

Be it by actual training or by mixing whatever you can find and not messing up too bad, you have gotten kind of good at making homemade Potions over a campfire and with whatever happens to be around. You have gained enough skill to brew up Potions found in the Crafting Section while Resting or on Break. You also gain Capability in Alchemy.

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OFF_____

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Battle after battle, spar after spar, and missed opportunity after missed opportunity has caused you to read your opponent well. You have learned to watch their body language closely and can tell when they are about to make a run for it and have honed the ability to strike just as they go to leave your Melee Range. When an enemy leaves your Contested Space, as a Reaction you may make an Attack against them outside of your Turn.

Prerequisite: Constitution Stat 10 or above

You have become very adept at taking a hit, rolling with it and getting back up. After training and experience you now can add 10 Hit Points to yourself.

Prerequisite: Strength Stat 10 or above

Having carried and used a Shield for more battles than you care to count you have learned a few unique ways to use them in order to boost their effectiveness. You gain the ability to ‘Hunker Down’ while wielding a Shield. Hunkering Down is activated if you choose to not move for a Turn and deactivates when you move for any reason. While Hunkered Down you act as Half Cover for any allies behind you.

Spark of Mana

Prerequisite: Intellect Stat 13 or above, cannot already be a Spell Caster

After study and exposure to magic over the years you have found that you have a bit of an affinity for it. Not enough to be called a full Magic Caster by any means but a party trick or two? Surely not above you. You may take one 0 Mana Cost Spell from the Occult or Earthly Spells Lists and add it to your own.

Unyielding

Prerequisite: Constitution Stat 15 or above

You are unnaturally tough and have trained your body to take a mighty beating over the years. Every inch of you has known scars and bruising and as a result you gain +3 Hit Points per Level up.

Strong Silent Type

Prerequisite: Strength Stat 17 or above, and either; Intellect Stat 8 or below, or Charm Stat 8 or below

You are a person of few words, but an imposing presence. Your stance, stare, and controlled physicality convey meaning more effectively than speech. You gain an additional Capability Die (1d6) on Intimidation checks and Once per day, you may use Intimidation in place of Persuasion, so long as you communicate without speaking. This does not count as making a threat, merely using your presence as leverage.

Swift Footed

Prerequisite: Dexterity Stat 10 or above

Training your body and lungs has paid off as your body responds by getting stronger. Better suited to running and keeping pace. You gain 10 ft of Movement Speed.

Temple Of Health

Prerequisite: Constitution Stat 13 or above

You take remarkable care of your mortal form and have done so for years now, this has had an effect on your body. After years of healthy living and resilience you have become fortified against sickness and toxins. You have Advantage on Checks made to resist disease or ingested poisons.

Learned Skills Gained Outside of Leveling

Masters exist throughout the world, and with the right training, you may one day be counted among them. Some individuals possess the experience and patience to pass on their skills to others through dedicated practice.

You can gain certain Learned Skills outside of normal Level progression by finding a willing instructor and training under them. To do so, you must meet the following requirements:

- The instructor must already possess the Learned Skill you wish to learn, or, in the case of weapon-based skills, must be Capable or Skilled with the relevant weapon type.
- You must dedicate 3 hours of uninterrupted practice per day under their supervision for a total of 6 months of in-world time.
- You must also meet the prerequisites of the Learned Skill being taught.

Learned Skills that can be gained this way if you also match the Learned Skill's listed prerequisites are:

Common Weapon
Wielder.

Military Weapon
Wielder.

Exotic Weapon Wielder.

Craftsmen.

Pikeman.

Calvary.

Potion maker.

GEAR

Your Gear can be a valuable asset on your journey. Gear can make all the difference in a fight, Good Gear could save you in a pinch but Broken Gear can get you killed, so take care of your Armor and Weapons!

A Dull sword might be better than bare fists for you but it certainly won't help you as much as a Well-Built one. Some creatures you encounter may even affect your Gear's Quality so be cautious of fighting unknown Monsters.

Gear Quality

Gear Quality is ranked on a scale from the lowest to the highest quality. As Gear Quality improves, it provides stronger bonuses or reduces existing debuffs. Gear Quality applies to both Weapons and Armor, though its effects differ between the two.

For Weapons, Gear Quality modifies your ability to successfully strike an opponent. For example, a Broken Weapon imposes a -3 penalty to your To Hit roll. If you roll a 15 To Hit while using a Broken Weapon, the result is reduced to 12. This penalty affects only the likelihood of landing a hit and does not modify damage on a successful strike.

For Armor, Gear Quality modifies your Defense Roll when an opponent attempts to strike you. Armor always provides a single combined Defense bonus made up of both its Quality and its Armor Type.

For example, Good Quality Armor provides a +2 bonus to Defense, and Medium Armor provides an additional +3 bonus. When wearing Good Medium Armor, these bonuses are combined into a single +5 Defense modifier. If you roll a 10 on a Defense Roll, your final Defense value is 15.

Gear Types and Amounts

An adventurer may wear one set of armor, one piece of outerwear such as a cloak or coat, up to four weapons ready for quick access, one necklace, and up to four rings. Additional weapons and gear may be carried in packs, bags, wagons, or by mounts, but these items are not considered readily accessible during combat.

The tiers of Gear Quality are listed below.

Gear Quality Tiers

Broken (-3)

Rusted (-2)

Dull (-1)

Fine (+1)

Good (+2)

Well-Built (+3)

True-Smithed (+4)

Masterwork (+5)

Mythic (+6) + a Magic Property

Upgrading Gear

Adventurers often begin their journeys with lower-quality gear. While this equipment may suffice for a time, you will inevitably seek to improve it. This can be accomplished by finding or purchasing higher-quality gear outright. However, due to limited coin, availability, or personal attachment, you may instead choose to improve the gear you already own.

In such cases, you may bring your equipment to a Blacksmith, Weaponsmith, or other appropriate craftsman and request an upgrade to its Gear Quality. Upgrading gear requires 2 hours of work and costs a baseline amount equal to the difference in value between the item's current Gear Quality and the desired Gear Quality.

Gear Quality upgrades are applied in a single step. If a player has the coin, they may upgrade an item across multiple Gear Quality tiers at once. The cost is calculated only once using the total value difference, and the time requirement remains 2 hours.

Example:

A Fine Shortsword is valued at 25 silver, while a Good Shortsword is valued at 50 silver. Upgrading a Fine Shortsword to Good Quality therefore costs 25 silver and requires 2 hours to complete.

It must be noted that mundane craftsmen cannot upgrade an item to Mythic Quality. Such work requires magical knowledge and talent, and can only be performed by Talented Wizards or Arcane-trained Weaponsmiths.

Armor Types

Every Armor serves a purpose and role so choosing which to wear is important. Physical Armor will add a Bonus to Defense against any Attack that requires a regular Defense Roll, while Warded Armor allows for the Armor Bonus to be added to Defense against Attacks that require a Saving Throw and Spell Attacks.

Armors are split into four Armor Types: Light, Medium, Heavy, and Warded. Each has a base Bonus that the Quality is then added on top of. These are listed below.

Armor Types

Light (+1)

Medium (+3)

Heavy (+5)

Warded (+3)

Shield (+2)

Gear Limits

Decent Armor may save your life in combat; however, Armor has limits of who can wear it and wield it effectively. Armor has a Strength Requirement in order to wear it effectively. If your Strength Stat is not high enough then wearing the Armor will not offer its Armor Bonus.

Weapons, on the other hand, you must have trained with in order to use it with that Weapon's Bonus. You can pick up and use any Weapon you like but if you are not skilled in that Weapon Category then you will not be able to add its Weapon Bonus for your To-Hit Rolls or your Stat Modifier to Damage. You will only roll flat rolls for each.

Light Armor

Strength Stat Requirement: 2 and higher
Armor Bonus: +1

Light Armor offers the least protection but is made of light and flexible material and as such can easily be hidden beneath clothing, allowing you to wear protection without anyone knowing. As well as allowing the wearer to add the Armor Quality Bonus to Dexterity Stealth Checks

Examples: Padded Armor, Leather Armor, Quilted Armor

Medium Armor

Strength Stat Requirement: 8 and higher
Armor Bonus: +3

Medium Armor offers a moderate amount of protection and is only moderately bulky. An all-around good generalist Armor Type but harder to conceal beneath common clothing.

Examples: Studded Leather, Brigandine Armor, Splint Mail, Chain Mail, Gambeson, Ring Mail, Half Plate

Heavy Armor

Strength Stat Requirement: 15 and higher
Armor Bonus: +5

Heavy Armor is the most protected of the Armor Types. This makes the Armor hard to wear for any and very noisy due to all the metal giving you Disadvantage of Stealth Checks but it allows you to withstand many strong blows.

Examples: Full Plate, Plated Mail, Dragon Scale, Crab Shell, Lamellar Armor

Warded Armor

Strength Stat Requirement: 1 and higher
Armor Bonus: +3 (Only on Spell Saves and Spell Attacks)

Warded Armor provides no protection against Physical Attacks, it being made of just fabric, but the Wards on the fabric will shield you against Spells. When asked to make a Spell Save you may add this Armor Bonus to your Save Total. You may also add this Bonus against Spell Attacks.

Weapons

Weapons are split into categories for ease of reference. The Weapons listed here are to give a broad example of the type of Weapons found in each category. Weapons themselves are labeled with their category.

Common Weapon Examples

Dagger (1D4)	Short Bow (1D6)	Single Handed Mace (1D8)
Dirk (1D4)	Short Sword (1D6)	Spear (1D8)
Hand Axe (1D6)	Sickle (1D8)	Staff (1D6)
Light Crossbow (1D6)	Sling (1D4)	

Uncommon Weapon Examples

Brick (1D6)	Pitchfork (1D10)	Shovel (1D6)
Fork (1D4)	Quill (1D4)	Spoon (1D4)
Pencil (1D4)	Rocks (1D6)	Sticks (1D8)
Pickaxe (1D6)	Seats (1D8)	Trowel (1D4)

Military Weapon Examples

Flail (1D6)	Heavy Crossbow (1D10)	Morningstar (1D8)
Greataxe (1D12)	Longbow (1D8)	War Pick (1D6)
Halberd (1D12)	Longsword (1D8/1D10)	

Exotic Weapon Examples

Bombs (2D12)	Claws (1D4)	Shuriken (1D4)
Chain Sword (1D6)	Nunchucks (1D4)	Whip (1D6)
Chakrams (1D6)	Scythe (1D10)	

Weapon Terms

One-Handed: Takes only one hand to wield and fight with.

Two-Handed: Takes two hands to fight with.

Hand and a Half: You can use either one or two hands to wield the Weapon, using it as a Two-Handed Weapon grants you a larger Damage Die.

Reach: This Weapon has enough length to allow you to hit an opponent who is 10 ft from you.

Pole-Reach: This Weapon has enough length to allow you to hit an opponent who is 10 ft from you but you have Disadvantage on hitting opponents who are within your Contested Space.

Throwable: The Weapon can be thrown using the Weapon Bonus to modify the To-Hit Roll.

Reloading: The Weapon needs a Turn after firing to be Reloaded before it can be fired again.

Siege Weapon: This Weapon is Great in Size as well as mounted in some way, requiring animals, tools, or multiple people to move it.

ARMOR LIST

Brigandine Armor

Strength prerequisite of 8 or greater.

Medium armor

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built:
2Gp 40Sp | True-Smithed: 4Gp 80Sp |
Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Buckler

Shield

| 20Sp |

Chain mail Armor

Strength prerequisite of 8 or greater.

Medium armor

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built:
2Gp 40Sp | True-Smithed: 4Gp 80Sp |
Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Crab Shell Armor

Strength prerequisite of 15 or greater.

Heavy armor

Armor made from the tough hide of the Great Reef Crabs, using special methods to keep the shells flexible and durable at the same time. Grants the wearer Piercing Resistance.

| Fine: 2Gp 10Sp | Good: 4Gp 20Sp |
Well-Built: 8Gp 40Sp | True-Smithed: 16Gp
80Sp | Masterwork: 33Gp 60Sp | Mystic:
134Gp 40Sp |

Dragon Scale

Strength prerequisite of 15 or greater.

Heavy armor

Armor made from the scales of the mystic dragons, Pitch black and light absorbing it grants those who wear it Fire Resistance.

| Fine: 3Gp 80Sp | Good: 7Gp 60Sp |
Well-Built: 15Gp 20Sp | True-Smithed: 30Gp
40Sp | Masterwork: 60Gp 80Sp | Mystic:
243Gp 80Sp |

Dwarven Lantern Shield

Shield

A square iron shield favored by Dwarves, this shield has a caged notch on its upper face housing and oil lamp to illuminate an area out to 30ft in front of the wielder while allowing the defense of a shield.

| 25Sp |

Gambeson Armor

Strength prerequisite of 8 or greater.

Medium armor

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Half Plate Armor

Strength prerequisite of 8 or greater.

Medium armor

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Leather Armor

Strength prerequisite of 8 or greater.

Medium armor

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Kite Shield

Shield

| 20Sp |

Lamellar Armor

Strength prerequisite of 15 or greater.

Heavy armor

| Fine: 90Sp | Good: 1Gp 90Sp | Well-Built: 3Gp 80Sp | True-Smithed: 7Gp 60Sp | Masterwork: 15Gp 20Sp | Mystic: 60Gp 80Sp |

Padded Armor

Strength prerequisite of 2 or greater.

Light armor

| Fine: 50Sp | Good: 1Gp | Well-Built: 2Gp | True-Smithed: 3Gp | Masterwork: 6Gp | Mystic: 24Gp |

Full Plate Armor

Strength prerequisite of 15 or greater.

Heavy armor

| Fine: 90Sp | Good: 1Gp 90Sp | Well-Built: 3Gp 80Sp | True-Smithed: 7Gp 60Sp | Masterwork: 15Gp 20Sp | Mystic: 60Gp 80Sp |

Plated Mail Armor

Strength prerequisite of 15 or greater.

Heavy armor

Plated Armor of jointed Plated upon Mail and Gambeson padding. This combination of materials provides its wearer a boon of not making near as much noise during sneaking.

| Fine: 99Sp | Good: 2Gp 90Sp | Well-Built: 4Gp 24Sp | True-Smithed: 8Gp 42Sp | Masterwork: 16Gp 77Sp | Mystic: 66Gp 94Sp |

Quilted Armor

Strength prerequisite of 2 or greater.

Light armor

| Fine: 50Sp | Good: 1Gp | Well-Built: 2Gp | True-Smithed: 3Gp | Masterwork: 6Gp | Mystic: 24Gp |

Ring Mail Armor

Strength prerequisite of 15 or greater.

Heavy armor

| Fine: 90Sp | Good: 1Gp 90Sp | Well-Built: 3Gp 80Sp | True-Smithed: 7Gp 60Sp | Masterwork: 15Gp 20Sp | Mystic: 60Gp 80Sp |

Studded Leather Armor

Strength prerequisite of 8 or greater.

Medium armor

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Warded Robes

Strength prerequisite of 1 or greater.

Warded armor

| Fine: 50Sp | Good: 1Gp | Well-Built: 2Gp | True-Smithed: 3Gp | Masterwork: 6Gp | Mystic: 24Gp |

WEAPONS LIST

Bombs *“Alchemical thunder that turns fight into flight”*

2D12 Piercing Damage

Dexterity based

One handed, Exotic Weapon, Throwable (60Ft)

Blast Range (30ft)

Any creature caught within the blast must make a DC12 Dexterity save or take the full damage.

On a successful save take half damage.

| Fine: 90Sp | Good: 1Gp 80Sp | Well-Built: 3Gp 60Sp | True-Smithed: 7Gp 20Sp | Masterwork: 14Gp 40Sp | Mystic: 57Gp 60Sp |

Brick *“It’s a Brick, Masons use them but not for violence”*

1D6 Bludgeoning Damage

Strength based

One handed, Uncommon Weapon, Throwable (30ft)

| Fine: 3Cp |

Caltrop *“Simple spikes that can halt a cavalry’s charge.”*

1D4 Piercing Damage

Dexterity based

One handed, Common Weapon, Throwable (20ft)

As a Action Put a single caltrop on a 5ft Space to create a DC 10 Dexterity Save trap that deals 1D4 Piercing Damage on a fail or if you have 10 Caltrops you may throw all of them to create a 15ft X 15ft Space where Any creature entering or moving within the area takes 1d4 Piercing Damage on a failed DC 10 Dexterity Save, Clearing or safely retrieving the scattered caltrops requires a DC 10 Dexterity Check and 1 minute of work.

| Fine: 1Sp |

Catapult *“Standard artillery of invading armies and sieges”*

3D10 Bludgeoning Damage

Intellect based

Two handed, Military Weapon, Siege Weapon, Reload, Range (340 ft)

| Fine: 10Gp | Good: 20Gp | Well-Built: 40Gp | True-Smithed: 60Gp | Masterwork: 100Gp | Mystic: 400Gp |

Chain Sword *“Short robust blades affixed along a chain to create a startling blend of Whip and Knife”*

1D8 Slicing Damage

Dexterity based

Two handed, Exotic Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Chakrams *“Elegant discs from the northern isles”*

1D6 Slicing Damage

Dexterity based

One handed, Exotic Weapon, Throwable (40ft) | Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Claws *“Favored by assassins who prefer to feel each strike”*

1D4 Slicing Damage

Dexterity based

One handed, Exotic Weapon

| Fine: 25Sp | Good: 50Sp | Well-Built: 1Gp | True-Smithed: 2Gp | Masterwork: 4Gp | Mystic: 16Gp |

Cutlass *“The curved sword of seafarers, short enough for the deck and sharp enough for the throat”*

1D6 Slicing Damage

Strength based

One handed, Common Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Dadao *"A broad peasant blade from the south whose heavy swing can cleave man and mail alike"*

1D8 Slicing Damage

Strength based

Two handed, Military Weapon

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Dagger *"Every traveler's companion, useful for supper or survival alike."*

1D4 Piercing Damage, 2D4 Piercing Damage if Thrown.

Dexterity based

One handed, Common Weapon, Throwable (30ft)

| Fine: 25Sp | Good: 50Sp | Well-Built: 1Gp | True-Smithed: 2Gp | Masterwork: 4Gp | Mystic: 16Gp |

Dirk *"A long triangular dagger good for thrusting and keeping a sword at bay."*

1D4 Piercing Damage

Dexterity based

One handed, Common Weapon

+1 Defense if used in the off-hand

| Fine: 25Sp | Good: 50Sp | Well-Built: 1Gp | 138 True-Smithed: 2Gp | Masterwork: 4Gp | Mystic: 16Gp |

Flail *"Iron head fixed to a chain; crushing armor since ages past."*

1D6 Bludgeoning Damage

Strength based

One handed, Military Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Fork *"Proof that necessity makes every craft deadly"*

1D4 Piercing Damage

Dexterity based

One handed, Uncommon Weapon

| Fine: 5Sp |

Gladius *“The disciplined soldier’s blade made for the strike between shields and plate”*

1D6 Slicing Damage

Dexterity based

One handed, Military Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Great Axe *“The emblem of warriors who trade agility for raw might.”*

1D12 Slicing Damage

Strength based

Two handed, Military Weapon

| Fine: 65Sp | Good: 1Gp 30Sp | Well-Built: 2Gp 60Sp | True-Smithed: 5Gp 20Sp | Masterwork: 10Gp 40Sp | Mystic: 41Gp 60Sp |

Great Club *“A crude but devastating bludgeon used by champions to crush shield walls.”*

1D12 Bludgeon damage

Strength based

Two handed, Military Weapon

| Fine: 65Sp | Good: 1Gp 30Sp | Well-Built: 2Gp 60Sp | True-Smithed: 5Gp 20Sp | Masterwork: 10Gp 40Sp | Mystic: 41Gp 60Sp |

Greatsword *“The mark of a seasoned warrior, balanced between brute strength and knightly grace”*

1D12 Slicing Damage

Strength based

Two handed, Military Weapon

| Fine: 80Sp | Good: 1Gp 60Sp | Well-Built: 3Gp 20Sp | True-Smithed: 6Gp 40Sp | Masterwork: 12Gp 80Sp | Mystic: 51Gp 20Sp |

Great War Bow *“A powerful bow for the strongest of Hunters”*

Strength stat prerequisite of 13 or higher

1d12 Piercing Damage

Dexterity based

Two handed, Military weapon Range (120ft)

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Halberd *“Both a status symbol of a Castle Guard and a perfect pole arm for any utility”*

1D12 Slicing Damage

Strength based

Two handed, Military Weapon, Pole-Reach

| Fine: 70Sp | Good: 1Gp 40Sp | Well-Built: 2Gp 80Sp | True-Smithed: 5Gp 60Sp | Masterwork: 11Gp 20Sp | Mystic: 44Gp 80Sp |

Hand Axe *“The frontier’s universal tool, chopping trees or foes with equal ease.”*

1D6 Slicing Damage

Strength based

One handed, Common Weapon, Throwable (30ft)

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp

Heavy Crossbow *“For soldiers who prefer patience to aim.”*

1D10 Piercing Damage

Dexterity based

Two handed, Military Weapon, Reloading, Range (120ft)

| Fine: 45Sp | Good: 90Sp | Well-Built: 1Gp 80Sp | True-Smithed: 3Gp 60Sp | Masterwork: 7Gp 20Sp | Mystic: 28Gp 80Sp |

Katana *“A curved Oni blade of folded steel, revered for its precision and the discipline it demands”*

1D6/1D8 Slicing Damage

Dexterity based

Hand and a Half, Common Weapon

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Lance *"The knight's thunder; unmatched in a charge."*

1D10 Piercing Damage

Strength based

One handed, Military Weapon

While using the lance in your main hand you may use your Quick Action to couch your lance.

While couched if you hit an opponent after having moved at least 25 ft during that turn. You may add 1D6 of Piercing Damage to the attack.

| Fine: 65Sp | Good: 1Gp 30Sp | Well-Built: 2Gp 60Sp | True-Smithed: 5Gp 20Sp | Masterwork: 10Gp 40Sp | Mystic: 41Gp 60Sp |

Lasso *"A herdsman's snare turned into a duelist's trick."*

Dexterity based

Two handed, Exotic Weapon, Throwable (50ft)

You can throw the Lasso and if the attack lands you do no damage, instead you grapple the target and pull them to within 5ft of you. Once a target is grappled you can use an Action to swing them into objects as an attack, On a successful hit deal 1D6 damage. The grappled target can make a Strength check of DC 12 to break free from the Lasso.

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Light Crossbow *"The marksman's friend when time is short and aim matters."*

1D6 Piercing Damage

Dexterity based

Two handed, Common weapon, Reloading Range (120ft)

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Longbow *"Simple, strong, and deadly at distance."*

1D8 Piercing Damage

Dexterity based

Two handed, Military Weapon Range (150ft)

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Longsword *"Standard issue of disciplined armies across Dracador."*

1D10 Slicing Damage

Strength based

Hand and a Half, Military Weapon

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Morningstar *“A blossom of steel held on a short handle, the fear of the armored”*

1D8 Bludgeoning Damage

Strength based

Two handed, Military Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Nunchucks *“Street-fighter’s tools improvised from threshing flails”*

1D4 Bludgeoning Damage

Dexterity based

One handed, Exotic Weapon

| Fine: 25Sp | Good: 50Sp | Well-Built: 1Gp | True-Smithed: 2Gp | Masterwork: 4Gp | Mystic: 16Gp |

Odachi *“A massive temple blade once wielded by Oni guardians against monsters taller than men”*

1D10 Slicing Damage

Dexterity based

Two handed, Military Weapon, Reach

| Fine: 80Sp | Good: 1Gp 60Sp | Well-Built: 3Gp 20Sp | True-Smithed: 6Gp 40Sp | Masterwork: 12Gp 80Sp | Mystic: 51Gp 20Sp |

Pencil *“Proof that necessity makes every craft deadly”*

1D4 Piercing Damage

Dexterity based

One handed, Uncommon Weapon

| Fine: 5Cp |

Pickaxe *“Favored by delvers who find more than ore in the dark.”*

1D6 Piercing Damage

Strength based

One handed, Uncommon Weapon

| Fine: 30Sp |

Pike *“The backbone of every proper phalanx; slow, certain death for cavalry”*

1D10 Piercing Damage

Strength based

Two handed, Military Weapon, Pole-Reach

| Fine: 65Sp | Good: 1Gp 30Sp | Well-Built: 2Gp 60Sp | True-Smithed: 5Gp 20Sp | Masterwork: 10Gp 40Sp | Mystic: 41Gp 60Sp |

Pitchfork *“Usually used for hay, but great in a rebellion”*

1D6/1D10 Piercing Damage

Strength based

Hand and a Half, Uncommon Weapon

| Fine: 30Sp |

Quill *“In the right hands, Deadlier than a sword”*

1D4 Piercing Damage

Dexterity based

One handed, Uncommon Weapon

| Fine: 15Cp |

Rapier *“The weapon of duelists and nobles who prize precision over brute force.”*

1D6 Piercing Damage

Dexterity based

One handed, Common Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Rock *“Improvised weapons of desperation and tavern brawls”*

1D6 Bludgeoning Damage

Strength based

One handed, Uncommon Weapon, Throwable (30ft)

| Fine: 1Cp |

Saber “An elegant weapon favored by the Nobility for self defense and defense of honor”

1D6 Slicing Damage

Dexterity based one handed, Military Weapon

When facing an opponent who has no allies within their contested Space you gain +2 to hit when rolling an attack.

| Fine: 35Sp | Good: 65Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 20Gp 80Sp |

Scythe “Death’s own emblem, Unwieldy as a weapon Without a lot of practice”

1D10 Slicing Damage

Strength based

Two handed, Exotic Weapon

| Fine: 45Sp | Good: 90Sp | Well-Built: 1Gp 80Sp | True-Smithed: 3Gp 60Sp | Masterwork: 7Gp 20Sp | Mystic: 28Gp 80Sp |

Seat “Be it Stool, Chair or Bench. If you swing it pain will follow”

1D8 Bludgeoning Damage

Strength based

One handed, Uncommon Weapon

| Fine: 8Cp |

Short bow “A compact hunting bow favored by scouts and sailors for its quick draw and light pull”

1D6 Piercing Damage

Dexterity based

Two handed, Common Weapon Range (80ft)

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Shortsword “The standard sidearm of city guards and caravan guardsmen.”

1D6 Slicing Damage

Strength based One handed, Common Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Shovel *"The miner's spade becomes a soldier's edge when gold runs out."*

1D6 Slicing Damage

Strength based

One handed, Uncommon Weapon | Fine: 30Sp|

Shuriken *"Tiny, hardened iron spikes used to strike quickly from afar."*

1D4 Piercing Damage

Dexterity based

One handed, Exotic Weapon, Throwable (60ft)

| Fine: 25Sp | Good: 50Sp | Well-Built: 1Gp | True-Smithed: 2Gp | Masterwork: 4Gp | Mystic: 16Gp |

Sickle *"A farmer's blade pressed into war, still keen after a harvest's toil."*

1D8 Slicing Damage

Dexterity based

One handed, Common Weapon

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Single handed Mace *"A blunt and crude iron rod with a flair atop, favored by Guards"*

1D6 Bludgeoning Damage

Strength based

One handed, Common Weapon

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Sling *"Simple leather and stone, still deadly in practiced hands."*

1D4 Piercing Damage

Dexterity based

One handed, Common Weapon, Range (85ft)

| Fine: 25Sp | Good: 50Sp | Well-Built: 1Gp | True-Smithed: 2Gp | Masterwork: 4Gp | Mystic: 16Gp |

Spear *“The simplest weapon of war, carried by armies from every land.”*

1D8 Piercing Damage

Strength based

Two handed, Common Weapon, Pole-Reach

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Spear (Javelin) *“The simplest form of thrown spear.”*

1D6 Piercing Damage

Strength based

One handed, Common Weapon, Thrown (30ft)

| Fine: 60Sp | Good: 1Gp 20Sp | Well-Built: 2Gp 40Sp | True-Smithed: 4Gp 80Sp | Masterwork: 9Gp 60Sp | Mystic: 38Gp 40Sp |

Spoon *“Proof that necessity makes every craft deadly”*

1D4 Slicing Damage

Dexterity based

One handed, Uncommon Weapon

| Fine: 5Sp |

Staff *“A traveler’s companion and scholar’s weapon, turning wisdom into leverage and force.”*

1D6 Bludgeoning Damage

Strength based

Two handed, Common Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp 80Sp | Mystic: 19Gp 20Sp |

Stick *“Simple as it gets”*

1D8 Bludgeoning Damage

Strength based

One handed, Uncommon Weapon

| Fine: 1Cp |

Trowel *“it may be for the garden, but it is very dagger shaped”*

1D4 Piercing Damage

Dexterity based

One handed, Uncommon Weapon

| Fine: 5Sp |

Truncheon *“A hardwood club favored by peacekeepers who can’t afford iron.”*

1D6 Bludgeoning Damage

Strength based

One handed, Common Weapon

| Fine: 20Sp | Good: 40Sp | Well-Built: 80Sp | True-Smithed: 1Gp 60Sp | Masterwork: 3Gp 20Sp

| Mystic: 12Gp 80Sp |

Tuck *“A needle-narrow thrusting sword, Often called the Crowbar of war”*

1D8 Piercing Damage

Dexterity based

One handed, Common Weapon

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp

60Sp | Mystic: 22Gp 40Sp |

Undersullen Piercing Hammer *“Known as a ‘Carv’ator’ by its creators, this hammer is specifically designed to punch past Dwarven Shield walls and strike into the Dwarf itself.”*

1D8 Piercing Damage

Strength based

Two handed, Military Weapon

When hitting an opponent wielding a Shield they must ignore the shields defense bonus when calculating defense.

| Fine: 40Sp | Good: 80Sp | Well-Built: 1Gp 60Sp | True-Smithed: 3Gp 20Sp | Masterwork: 6Gp

40Sp | Mystic: 25Gp 60Sp |

War Pick *“A miner’s tool refined into a weapon to pierce the strongest armor plates.”*

1D6 Piercing Damage

Strength based

One handed, Military Weapon

| Fine: 30Sp | Good: 60Sp | Well-Built: 1Gp 20Sp | True-Smithed: 2Gp 40Sp | Masterwork: 4Gp

80Sp | Mystic: 19Gp 20Sp |

Whip *“Weapon of tamers and torturers alike, precise and cruel”*

1D6 Slicing Damage

Dexterity based

One handed, Exotic Weapon, Reach

| Fine: 35Sp | Good: 70Sp | Well-Built: 1Gp 40Sp | True-Smithed: 2Gp 80Sp | Masterwork: 5Gp 60Sp | Mystic: 22Gp 40Sp |

Zweihander *“A towering northern greatsword forged to break pike lines and scatter formations”*

1D12 Slicing Damage

Strength based

Two handed, Military Weapon, Reach

| Fine: 90Sp | Good: 1Gp 80Sp | Well-Built: 3Gp 60Sp | True-Smithed: 7Gp 20Sp | Masterwork: 14Gp 40Sp | Mystic: 57Gp 60Sp |

6lbs Cannon *“Light gun used on river craft and fortress walls alike.”*

2D10 Piercing Damage

Dexterity based

Two handed, Military Weapon, Siege Weapon, Reload, Range (240 ft)

| Fine: 5Gp | Good: 10Gp | Well-Built: 20Gp | True-Smithed: 40Gp | Masterwork: 80Gp | Mystic: 320Gp |

8lbs Cannon *“Standard artillery of merchant escorts and border forts”*

3D10 Piercing Damage

Dexterity based

Two handed, Military Weapon, Siege Weapon, Reload, Range (240 ft)

| Fine: 10Gp | Good: 20Gp | Well-Built: 40Gp | True-Smithed: 60Gp | Masterwork: 100Gp | Mystic: 400Gp |

9lbs Cannon *“Common gun of coastal frigates; reliable and deadly.”*

4D10 Piercing Damage

Dexterity based

Two handed, Military Weapon, Siege Weapon, Reload, Range (240 ft)

| Fine: 20Gp | Good: 40Gp | Well-Built: 80Gp | True-Smithed: 160Gp | Masterwork: 320Gp | Mystic: 1Ap 280Gp |

12lbs Cannon *“a ship-killer in trained hands.”*

5D10 Piercing Damage

Dexterity based

Two handed, Military Weapon, Siege Weapon, Reload, Range (240 ft)

| Fine: 30Gp | Good: 60Gp | Well-Built: 120Gp | True-Smithed: 240Gp | Masterwork: 480Gp |

Mystic: 1Ap 920Gp |

18lbs Cannon *“A city’s last argument; when this fires, parley is over.”*

7D10 Piercing Damage

Dexterity based

Two handed, Military Weapon, Siege Weapon, Reload, Range (240 ft)

| Fine: 40Gp | Good: 80Gp | Well-Built: 160Gp | True-Smithed: 320Gp | Masterwork: 640Gp |

Mystic: 2Ap 560Gp |

ITEMS LIST

Agate

5Sp per ounce | A very common white, brown, and tan smooth faced gemstone.

Alchemist Tools

20Gp | A solid wood bench with mounted glass flasks, tubes and funnels for the crafting of potions and poisons.

Amber

3Sp per ounce | A very common deep orange smooth faced gemstone.

Animal Feed

10Sp | A burlap bag containing five days of feed.

Amethyst

5Sp per ounce | A very common purple faceted gemstone.

Aquamarine

10Sp per ounce | A common teal gemstone with many facets.

Bedroll

20Sp | Includes a single Leather and Fur Sleeping bag that can be rolled up after use for easy carrying. Quite comfortable on most surfaces and warm in most mild Environments.

Binding Wraps & Grip Fasteners

4Sp | Leather straps and resin-coated wraps designed to reinforce weapon grips.

Effect: Prevents disarm attempts by granting Advantage on checks to resist disarmament.

Limitation: Can only be applied to the same item once during that 8-hour period. No stacking. Each pack has materials for three applications.

Bolt Pouch

25Sp | a Pouch of 50 Crossbow bolts.

Bowyer's Wax & String Treatment

5 SP | A wax and conditioning oil for bowstrings, used to maintain tension and prevent degradation.

Effect: Grants +2 to hit with bows and crossbows for 8 hours.

Limitation: Can only be applied to the same item once per 8 hours, No stacking. Each pack has materials for three applications.

Blanket

5Sp | Includes a 8' X 7' Quilted Wool blanket. Very thick and warm, can keep you comfortable and cozy in temperatures as low as 5 degrees.

Candle

3Cp | Provides 10 hours of Bright light in a radius of 10 ft and 15 ft of Dim light further Beyond.

Charcoal stylus

1Cp | charcoal bound in wax to provide a writing stick.

Citrine

1Sp per ounce | A very common bright yellow faceted gemstone.

Common Clothes

20Cp | Home-spun wool and cotton tunic and simple trousers and skirts.

Cooking Pan

25Sp | An iron flat pan roughly a hand's width across, can be used to cook over a fire. If used as a weapon it is a 1D6 bludgeon.

Diamond

25Sp | A common clear very faceted, incredibly hard gemstone.

150

Emerald

55Sp per ounce | An uncommon green gemstone with many facets.

Fine Clothes

30Cp | Well made Tights, Trousers, Tunic and Outer wear such as a cloak or sash.

Flute

25Sp | A short wooden pipe instrument with multiple holes bore in the length.

Grappling Hook

15Sp | An iron hook for infiltration, boarding ships, climbing city walls. When attached to a suitable rope it allows the climbing of vertical surfaces with Advantage on relevant Athletics Checks.

Hammer

10Sp | A Small carpentry hammer used for craftsmanship and building. If used as a weapon it is a 1D4 Bludgeon.

Hemp Rope 50ft

10Sp | 7 pounds of hemp rope capable of stretching out 50ft.

Hooded Lantern

30Sp | Provides 5 hours of light when full of oil, provides bright light out to 60 ft in a cone and 10 ft further of dim light. Can also be covered without extinguishing by using the metal cover around the lens.

Ink

30Sp | An ounce vial of black ink from a sea creature, used for writing.

Jade

500Gp per ounce | A very rare vibrant green with swirling patterns and a smooth surface gemstone.

Jasper

25Cp per ounce | A very common rust red, speckled streaked gemstone.

Jug

20Cp | A Gallon ceramic Jug with a cork.

Ladder

10Sp | A 10 ft Wooden ladder.

Lapis Lazuli

2Sp per ounce | A very common dark blue, speckled gemstone with a smooth surface.

Lockpicks

10Cp | A bundle of 10 lockpicks for use in picking locks.

Lute

35Sp | A bowed string instrument whose strings are parallel to its belly.

Lyre

30Sp | A stringed instrument of the harp class having an approximately U-shaped frame.

Masterwork Padlock

3Gp | A palm sized steel lock with a key, can be picked with a sleight of hand check of DC 16.

Matchbook

5Cp | Includes 10 matches that can each ignite a fire and individually burn for 5 mins casting light out to 20 ft of dim light.

Noble Clothes

10Sp | Fine silk and woven wool spun into elegant dresses and colorful tunics.

Oil Flask

15Sp | Contains 1 hour worth of whale oil.

Oil Lantern

30Sp | Provides 5 hours of light when full of oil, provides bright light out to 30 ft and 10 ft further of dim light.

Opal

5Sp per ounce | A very common rainbow colored Gemstone with a smooth face and a shimmering appearance.

Padlock

80Sp | A palm sized steel lock with a key, can be picked with a sleight of hand check of DC 10.

Pad of Paper

3Sp | A stack of 25 pieces of paper bound by a spine of leather and wax.

Pad of Parchment

50Cp | A stack of 25 pieces of parchment bound by a spine of leather and wax.

Perfume

4Gp | A nice smelling liquid typically used by the wealthy as gifts.

Peridot

4Sp per ounce | A very common light green faceted gemstone.

Piton

4Cp | A steel spike with a loop in the end large enough for a rope, that can be hammered into a stone wall to provide a foothold/Handhold.

Prybar

60Sp | An 3 ft iron bar with a flat hook on one side and a spike on the other, Weighing half a pound it can be used to gain advantage when using it as a tool. If used as a weapon, it is a 1D6 bludgeon.

Quartz

32Sp per ounce | A common white foggy crystal gemstone with many facets.

Quill

15Cp | A feather capped and trimmed to make it easy to write with

Quiver

20Sp | a Quiver of 35 Arrows.

Rations

3Sp | A filling meal of Meat, Vegetables and Grain or Bread.

Robe

5Sp | Includes a warm thick wool robe.

Ruby

2Gp 31Sp 25Cp per ounce | A rare red gemstone with many facets.

Saddlebags

30Sp | Two Simple bags that sit on either side of the flank of the mount and provide 80lbs of extra carry weight. Each bag is 3 ft deep.

Saddle with Bridle

40Sp | A simple leather saddle for a mount that also comes with the bridle to control the head.

Saddle with Bridle and Storage loops

60Sp | A simple leather saddle for a mount that also comes with the bridle to control the head and steel rings along the flanks to stow two weapons for easy access while riding.

Sapphire

80Sp per ounce | An uncommon blue gemstone with many facets.

Shovel

26Sp | A steel wide bladed shovel. Can be used to dig easily into tough soil, If used as a weapon it is a 1D6 bludgeon.

Shackles

25Cp | Wrist Irons for detaining and holding rowdy middling sized creatures and persons. Once worn they can only be opened via the key or passing a DC 15 Dexterity check to pick the lock with a lockpick.

Simple Clothes

10Cp | Basic wool tunic and trousers.

Sledge Hammer

25Sp | A Large hammer used for breaking rocks, If used as a weapon it is a 1D8 Bludgeon.

Soap

5Sp | Animal fat, ash, and lime mixed in with some sweet smelling flowers to offer a nice cleansing bar of soap.

Spinel

25Sp per ounce | A common pink gemstone with many facets.

Spyglass

50Sp | A device for viewing distant objects with clarity.

Tankard

5Cp | A small wooden cup with an iron rim.

Tent

50Sp | A thick sewn hide tent large enough for two people to lay comfortably within. A frame in construction with large overlapping flaps capable of keeping out cold when closed. If closed up the tent can keep you comfortable in temperatures in the ranges of 60 to 10 degrees fahrenheit.

Torch

20Cp | Provides 1 hour of light when Fully covered in pitch, provides bright light out to 30 ft and 10 ft further of dim light.

Turquoise

5Sp per ounce | A very common light blue smooth gemstone.

Violin

45Sp | A bowed stringed instrument having four strings tuned at intervals, sometimes known as a fiddle.

WaterSkin

1Sp | A leather pouch sealed in wax to carry clean water, this carries 4pints of clean water per waterskin.

Wax Seal

1Sp | 10 colored wax cubes as well as a ceramic seal for binding letters with a flourish.

Whetstone and Oil

5Sp | A small packet containing a whetstone and specially formulated blade oil, designed for maintaining and enhancing the sharpness of bladed weapons. Each packet contains enough supplies for three uses.

Application Time: Requires 20 minutes of dedicated maintenance to be effective. The process must be fully completed for the benefits to take effect.

Effects: The treated weapon gains +1 to hit for the next 8 hours as the sharpened edge and lubricated surface improve handling.

Limitation: Can only be applied to the same item once per 8 hours, No stacking. Each pack has materials for three applications.

Kits

Prepackaged kits for easy carry and selling by merchants.

Adventure Kit

32Sp | Contains: Torch, Food Rations X4, 20 ft Hemp Rope.

A compact bundle of basic travel necessities commonly carried by wanderers and sellswords.

Blacksmith's Repair Kit

15Sp | Contains: A collection of tools used for emergency battlefield repairs on weapons and armor.

Application Time: 1 hour (requires access to a fire for full effect).

Effect: Can repair a broken or dulled weapon, restoring it to fine condition. Does not enhance past Fine Quality, only repairs breakage to a usable state.

Compatibility: Works on all metal weapons and armor, but not magical or enchanted gear.

Each kit has materials for three applications.

Blacksmith's Hammer & Rebalancing Kit

6Sp | Contains: A set of hammers and balance weights used to maintain warhammers, maces, and polearms.

Effect: Grants +1 to hit for 8 hours after proper maintenance.

Limitation: Can only be applied to the same item once per 8 hours, No stacking. Each kit has materials for three applications.

Disguise Kit

84Sp | Contains: Make up, Mirror, Clay face prosthetics.

A collection of cosmetics and false features used to alter one's appearance for a few hours.

Entertainer's Kit

75Sp | Contains: Cleaning Oil, Replacement Strings, Rosin, Makeup Pouch.

Used by performers to maintain instruments, costumes, and charm.

Effect: Grants 1D6 +3 to Performance Checks made within 8 hours of use, Each kit has materials for two applications.

First Aid Kit

10Sp | Contains: Gauze, Fermented Alcohol, Thread. Needle.

Provides the tools to treat minor wounds and stabilize the injured.

Effect: Allows you to attempt to stabilize a dying creature non-magically.

Fletching Kit

4Sp | Contains: A set of feathers, resin glue, and a shaping knife for repairing arrows and bolts.

Effect: Allows retrieval and repair of damaged arrows and bolts, making them reusable. Each kit has materials for five applications.

Navigator's Kit

1Gp | Contains: Map Case, Compass, Charcoal Stick, Parchment.

Essential for sailors and explorers navigating land or sea.

Effect: Grants Advantage on Navigation Checks (Survival Checks) made during overland or ocean travel.

Survivor Kit

1Gp 8Sp | Contains: Food Rations X8, Lesser Health Tonic.

A sturdy pack of long-term supplies favored by soldiers and travelers venturing beyond civilization.

Breakable Items

Often inanimate items need to be smashed, be it for passage or for joy. you may need to break a door or a table. This section outlines the specifics of such a feat.

Unlike creatures, inanimate objects do not defend themselves. Instead of a contested roll, they have a static Defense, representing the force needed to actually harm the object. If your Attack Damage meets or exceeds this number, you deal damage normally. If it does not, the blow simply glances off without effect.

Plain Wood Door

Health: 50.

Defense: 10.

Vulnerable: Fire Damage, Bludgeoning Damage

Immune: Spirit Damage, Necrotic Damage

Resistances: Slicing Damage

Iron Barred Wood Door

Health: 70.

Defense: 12.

Vulnerable: Fire Damage, Bludgeoning Damage

Immune: Spirit Damage, Necrotic Damage

Resistances: Slicing Damage

Stone wall

Health: 500.

Defense: 15. Can only be potentially damaged by weapons with the Siege label or Explosives.

Vulnerable: Bludgeoning Damage

Immune: Spirit Damage, Necrotic Damage, Fire Damage, Slicing Damage

Portcullis

Health: 150.

Defense: 18.

Immune: Spirit Damage, Necrotic Damage, Fire Damage, Slicing Damage

Wooden Table

Health: 20.

Defense: 10.

Vulnerable: Fire Damage, Bludgeoning Damage

Immune: Spirit Damage, Necrotic Damage

Resistances: Slicing Damage

SPELLCASTING

Mana Pool Calculation

Spellcasting in Armor and Arcana works with a Mana System. Each Spellcaster has a single pool of energy that they draw from to cast spells, each spell cast drains a bit of this Mana. Mana can be recharged by resting overnight or temporarily recharged by Mana Potions.

Unless stated otherwise, as a Spellcaster your Mana Pool is figured out by taking 25 adding your Intellect Modifier and multiplying it by your Level.

$$\text{Mana Pool} = (25 + \text{Intellect Modifier}) \times \text{Level}$$

Spell Save DC

Some spells require the target to beat a Difficulty Number DC. to figure out the spell casting DC for your character. Start at a base of 10, then consult your Intellect Modifier. Your Intellect Modifier determines a flat Spell Save DC bonus, listed below. A modifier of +1 adds 2 to your base, +2 adds 3 to your base, +3 adds 5 to your base, +4 adds 6 to your base, +5 adds 8 to your base. Negative Modifiers for this calculation are treated as a 0 and you use only your base 10 for Spell Save DC.

For example, If your Wizard has an Intellect Modifier of +3 then their Spell Save DC is 15, 10+5.

$$\text{Modifier } +1 = 2 + 10 \text{ for DC } 12$$

$$\text{Modifier } +2 = 3 + 10 \text{ for DC } 13$$

$$\text{Modifier } +3 = 5 + 10 \text{ for DC } 15$$

$$\text{Modifier } +4 = 6 + 10 \text{ for DC } 16$$

$$\text{Modifier } +5 = 8 + 10 \text{ for DC } 18$$

Spell Attacks

Other spells require you to roll the attack for the spell to hit the target. This Spell

Attack is made with the standard contested D20 Attack and Defense rules. You will use your Intellect Modifier as your Weapon Bonus for this Attack. These are referred to as Spell Attacks.

When making a Spell Attack, roll d20 + Intellect Modifier against the target's Defense. On a hit, apply damage and add your Intellect Modifier to the result.

Material Components

Some spells require certain materials to be cast. These are called Material Components. When the spell is successfully cast the Component will be consumed by the spell and be gone.

Channeling Time (Multi-turn Casting)

If a spell requires more than one Action to cast, you begin casting it with your first Action. On each of your subsequent Turns, you must spend your Action to continue channeling the spell until it is completed.

You may still move and take Quick Actions while channeling. However, if you fail to spend your Action to continue the spell before the end of your Turn, the spell immediately fails and is lost.

Concentration

Some spells require you to hold focus on them in order for the spell effect to remain active. In cases such as this you must keep concentration. If you take damage while maintaining a spell, make a Constitution Check with a Difficulty of 10 + half the damage taken (rounded down).

- Success: You keep the spell active.
- Failure: Your concentration is broken, and the spell immediately ends.

If you become Dazed, Unconscious, or begin casting another spell, concentration automatically ends.

Overcharging

Spells have a fixed Mana Cost and Damage value, but skilled spellcasters can push beyond these limits.

Overcharging a spell means channeling far more Mana into it than normal to amplify its destructive power. Each time you Overcharge, you double both the spell's Mana Cost and the number of Damage Dice rolled.

You may Overcharge a spell up to five times beyond its original value.

Example: A spell that normally costs 10 Mana and deals 2d8 damage could be cast for 20 Mana (4d8), 40 Mana (8d8), 80 Mana (16d8), and so on, up to five Overcharges.

Since the process relies on doubling, spells with a Mana Cost of 0 cannot be Overcharged.

Mana Potions

Mana Potions will recover your Mana by an amount specified by the Potion but cannot go over your Maximum Mana. If the amount you receive from a Potion goes over your Max Mana you will lose the difference.

Divine Energy on Undead

Healing spells use divine energy to heal targets, living creatures that are Targeted find this beneficial and healing. But Undead, being reanimated by necromantic magic; find it to be painful.

When an Undead creature is affected by a Healing Spell or Healing Potion, it instead takes Damage equal to the amount of healing that would have been restored. This damage is treated as Divine Damage.

Zero Cost Spell Scaling

For any spell from the Divine, Earthly, or Occult spell lists with a Mana Cost of 0, the spell's Damage increases by one Damage Die every fourth level of the caster. This scaling occurs at Levels 6, 9, and 13.

EARTHLY SPELL LIST

0 Cost Spells

Candle Streamer

Casting Time: 1 Action

Mana Cost: 0

Range: 30 ft, Target that can be seen

Damage: 1D4 Fire

You extend your hand and speak the ancient power into life as a candle wick sized bolt of fire forms and leaps towards the Target you point at. On a successful Hit the Target will take 1D4 Fire Damage and anything not being carried or worn will be lit on fire, starting the same size as the candle flame.

Cold Snap

Casting Time: 1 Action

Mana Cost: 0

Range: 10 ft Cone

Damage: 2D4 Frost

Summoning up the power of Ice you snap your fingers and will the air to plummet in temperature in front of you. Any Creature caught within the effect will have to pass a Constitution Save against your Spell Save DC or take full Damage. On a failed Save those affected will take 2D4 Frost Damage. On a successful Save those affected will take half Damage.

Hail

Casting Time: 1 Action

Mana Cost: 0

Range: 30 ft, Target that can be seen

Damage: 1D4 Frost

You hold out your hand and create a ball of ice from water present in the air. You may then shoot this ball of ice at a Target of your choice.

Icy Grasp

Casting Time: 1 Action

Mana Cost: 0

Range: Touch

Damage: 1D6 Frost

You touch an opponent and ice spreads from the point of contact, dealing 1D6 Frost Damage to the Target.

Mana Blast

Casting Time: 1 Action

Mana Cost: 0

Range: 30 ft

Damage: 1D4 Blast

You focus your Mana into a point of disturbed airflow in front of you and shoot it at a Target to inflict 1D4 Blast Damage.

Minor Effect

Casting Time: 1 Action

Mana Cost: 0

Range: 1 ft

You create an effect within a foot of you such as a quick image of something you have seen, an odor either terrible or pleasant, a flash of light, a puff of smoke, or magical sparks.

Pebble

Casting Time: 1 Action

Mana Cost: 0

Range: 60 ft, Target that can be seen

Damage: 1D6 Bludgeoning

You extend a hand and call the surrounding dirt to coalesce into a solid mass no bigger than a playing card and shoot it at high speed at a Target. If it Hits, deal 1D6 Bludgeoning Damage.

Sudden Breeze

Casting Time: 1 Action

Mana Cost: 0

Range: 40 ft, Straight Line from the caster

Damage: 1D4 Blast

With a sudden push of your hands forward you force a column of air the width of your body straight forward. Knocking around any object under 10 lbs and not nailed down. Any Creature caught in the effect must beat your Spell Save DC with a Dexterity Save or take 1D4 Blast Damage and be knocked Prone.

Telekinesis

Casting Time: 1 Action

Mana Cost: 0

Range: 10 ft

Duration: 30 seconds of Concentration

You outstretch your hand and use your manipulation of Mana to push, pull, or lift an inanimate object no heavier than 3lbs either straight towards you, away from you, up or down by any distance within the Spell's Range and if you wish you may hold it there for the Spell's Duration

10 Cost Spells

Portcullis

Cast time: 1 Action

Mana Cost: 10

Range: 30 ft

Duration: 10 minutes Concentration

You envision a barrier in your mind—sturdy, ancient, and unyielding. Pulling your arms down as if closing an iron gate, a golden, glowing Portcullis manifests ten feet ahead of you, standing ten feet high and ten feet wide.

The Portcullis has Health equal to 10 + your Spell Save DC and remains until its Health is reduced to 0, you lose Concentration, or the Duration ends. You may spend 5 additional Mana at any time while it is formed to restore its Health to full or extend its Duration by 5 minutes.

While active, the Portcullis functions as a solid wall, nothing may pass through it unless incorporeal, and all projectiles are blocked upon impact. By default, it remains stationary, but as a Quick Action, you may command it to move and follow you. It follows at your Movement Speed, within its Range but it is unable to move other objects or creatures.

15 Cost Spells

Aero Palm

Casting Time: 1 Action

Mana Cost: 15

Range: 40 ft

Duration: 1 hour Concentration

You form a hand made of pure wind the size of a man. It is visible only due to debris within the air currents and the hint of a magic glow forming an outline. While you have this hand formed you may control it as a Quick Action, the Aero Palm can do anything a normal hand can do including attack with a smack attack of 1D6 Bludgeoning Damage using your Spell Attack to Hit. The Aero Palm can be hit back by Spells but not by any Physical Attacks and has Health equal to your Intellect Modifier + your Level. Once its Hit Points reach zero, or the Spell Duration has passed, the Spell ends. The Aero Palm has a lift and carry limit of 40lbs and will not go any further away from you than the Spell Range. If it is forced outside of the Spell Range it will disregard all orders and drift back into Range before resuming its orders, Its Movement Speed during Combat is 30 ft Flying.

Frost Heave

Casting Time: 1 Action

Mana Cost: 15

Range: 40 ft, 10 ft Cube on detonation from point of impact

Damage: 2D6 Frost

You pool Mana into your palm and cool the air to form a ball of charged ice that you then throw into an area. Upon impact the magic spreads the ice rapidly and violently into a pillar of ice that shatters outward, any Creatures caught in the area must make a Dexterity Saving Throw against your Spell Save DC or take 2D6 Frost Damage, half Damage on a successful Save.

Scorch

Casting Time: 1 Action

Mana Cost: 15

Range: 40 ft, Straight Line from the Caster

Damage: 2D6 Fire

The air around your hand steams and pops as you will it to heat up past the point of ignition. You thrust your arm forward and send a blast of superheated gas billowing forward in a fiery stream. Anyone caught in the path must make a Dexterity Saving Throw against your Spell Save DC or take 2D6 Fire Damage, half Damage on a successful Save.

Sunder

Casting Time: 1 Action

Mana Cost: 15

Range: 30 ft Radius sphere originating at the Caster

Damage: 2D6 Bludgeoning

You thrust both hands down towards the earth with index fingers extended. The World around you trembles as the Mana poured into it causes the Surface to buckle and heave outward. Anyone except the Caster caught in the Radius must succeed a Dexterity Saving Throw or take 2D6 Damage and be knocked Prone. The area damaged by this Spell costs double the Movement Speed until repaired

20 Cost Spells

Dispersion Bubble

Cast time: 1 Reaction

Mana Cost: 20

Range: 15ft Radius

Duration: 5 minutes Concentration

You clasp your hands together, focusing your will as a translucent sphere unfurls around you, stretching fifteen feet in all directions. Its surface ripples with shifting colors, an iridescent film of raw Mana.

Any Spell that enters or attempts to form within the sphere unravels, its essence dispersing in shimmering waves across the barrier. Only magic bound to physical objects, such as Enchantments, remains unaffected.

This void persists as long as your Concentration holds, but maintaining it demands absolute focus, your hands must remain clasped at all times. Should they part, even for a moment, the field collapses instantly. You may extend the Spell's duration beyond five minutes by expending 10 additional Mana to sustain it.

Flare

Casting Time: 1 Action

Mana Cost: 20

Range: 80 ft

Damage: 2D6 Fire

You point your finger and call forth a burning ichor of fire and smoke that burns a fowl bright red and shoots forth in the direction you point. It casts bright light out to 20 ft and dim light out to 40 ft. If it Hits a Creature as an Attack it deals 2D6 Fire Damage and then the light pops out immediately. If it hits an object the burning light does not create a spreading fire and will last for 1 minute before slowly dimming and popping out in a puff of smoke.

Summon Small Construct

Casting Time: 10 minutes

Mana Cost: 20

Range: 5 ft

Duration: 6 hours

Materials: 3lbs of Wood, Stone, Iron, or Steel, and a Gemstone

You pile your materials together and cup your hands, pooling Mana and pouring the energy down into the raw materials, molding it slowly into the shape of a humanoid, giving it joints and limbs segmented with Mana so that this Golem may move smoothly. Pouring the last spark of power to fully animate it, you then have a Small Sized Golem Construct that you may give commands as a Quick Action. It will follow commands to the letter to the best of its ability and uses the Monster Stat Block of the same name. Once the Spell Duration has passed the Construct will be consumed by Mana and fade away

25 Cost Spells

Frost Breath

Casting Time: 1 Action

Mana Cost: 25

Range: 15 ft Line from Caster

Damage: 2D6 Frost

You breathe out a chilling breath that is unnaturally cold in a straight line forward. Any Creatures caught in this Line have to make a Dexterity Save against your Spell Save DC or take 2D6 Frost Damage, half on a successful Save.

Slip

Casting Time: 1 Action

Mana Cost: 25

Range: 20 ft, Target that can be seen

You solidify moisture in the air into a patch of ice below a Creature, the Creature must make a Dexterity Save against your Spell Save DC or slip and fall Prone.

Thunder Blast

Casting Time: 1 Action

Mana Cost: 25

Range: 5 ft Radius from the Caster to inflict Damage, Can be heard up to 150 ft away

Damage: 2D6 Blast

You Concentrate your Mana into a thunderous boom that causes harm to those too near and can be heard up to 150 ft away. Creatures within Range must make a Constitution Save against your Spell Save DC or take 2D6 Blast Damage.

Water Walker

Casting Time: 1 Action

Mana Cost: 25

Range: Touch

Duration: 1 hour Concentration

You touch a willing Creature, yourself included, and form a layer of Mana beneath their feet that allows the Creature to walk on the surface of water like a solid surface. If Concentration is broken and the Spell fails, the Spell Target falls into the water immediately.

Winter Wind

Casting Time: 1 Action

Mana Cost: 25

Range: 10 ft Radius from the caster

Damage: 1D8 Frost

You imbue the air around you with Mana, making it go unnaturally cold and causing 1D8 Frost Damage to any who aren't used to such low temperatures

30 Cost Spells

Gust

Casting Time: 1 Action

Mana Cost: 30

Range: 15 ft Cone

Damage: 1D6 Bludgeoning

You whip up small objects into the air, leaves, sand, and dirt and send it all flying into a Target to inflict Damage. On a Hit the Target must make a Constitution Save against your Spell Save DC or be afflicted with the Bleeding Condition for Rounds equal to your Intellect Modifier.

Sharp Wind

Casting Time: 1 Action

Mana Cost: 30

Range: 30 ft

Damage: 1D8 Blast

You whip a wall of sharpened air across a Target's body to Attack. On a successful Hit the Target must make a Constitution Save against your Spell Save DC or take 1D8 Blast Damage and be afflicted with the Bleeding Condition for Rounds equal to your Intellect Modifier.

Sound Barrier

Casting Time: 1 minute

Mana Cost: 30

Range: 40 ft Square

Duration: 4 hours

Materials: Stick of Chalk

You designate a space using Chalk, charging it with Mana as you go. Once you are finished you clap your hands together and push a charge of magic outward, finalizing the barrier. As you complete the barrier you may choose whether you wish for the barrier to block all audible noise from coming into the space or leaving the space. The barrier cannot do both. Once you have chosen the direction, while the spell is active, audible sound cannot pass the barrier limits no matter how loud. Vibrations can still be felt through surfaces such as floors though. Can be ended early as a Quick Action.

Wind Whip

Casting Time: 1 Action

Mana Cost: 30

Range: 15 ft

Damage: 2D6 Blast

Using your Mana to manipulate the air, you whip air in front of you violently at a Target within Range to do Damage and knock them back. Upon a successful Hit the Target takes 2D6 Blast Damage and is knocked back 10 ft.

35 Cost Spells

Zone of Sleep

Casting Time: 1 Action

Mana Cost: 35

Range: 30 ft, 20 ft Radius Sphere

Duration: 1 minute Concentration

Anyone caught in this zone of effect must make a Wisdom Save against your Spell Save DC or they will feel tired and enter into unconsciousness. They will stay asleep until the Spell ends or they are injured.

40 Cost Spells

Conflagration

Casting Time: 1 Action

Mana Cost: 40

Range: 20 ft Cone from the Caster

Damage: 3D6 Fire

You hold your hands outstretched close to each other and pull a ball of fire from the air, then send it outward in a sudden wave of blue and red flame that will set fire to anything not being carried or worn. Any caught within the blast must make a Dexterity Save against your Spell Save DC, on a failed Save they take 3D6 Fire Damage, half Damage on a successful Save.

Mana Strike

Casting Time: 1 Action

Mana Cost: 40

Range: 30 ft

Damage: 2D8 Bludgeoning

You condense your Mana into a ball and hurl it at a Target to Attack. A Creature Hit by this Spell takes 2D8 Bludgeoning Damage.

Summon Middling Construct

Casting Time: 20 minutes

Mana Cost: 40

Range: 5 ft

Duration: 6 hours

Materials: 60lbs of Wood, Stone, Iron, or Steel, and a Gemstone

You pile your materials together and cup your hands, pooling Mana and pouring the energy down into the raw material. Molding it slowly into the shape of a humanoid, giving it joints and limbs segmented with Mana so that this Golem may move smoothly. Pouring the last spark of power to fully animate it, you then have a Middling Sized Golem Construct that you may give commands as a Quick Action. It will follow commands to the letter to the best of its ability and uses the Monster Stat Block of the same name. Once the Spell Duration has passed the Construct will be consumed by Mana and fade away.

Transmute

Casting Time: 1 hour

Mana Cost: 40

Range: Touch

Materials: Chalk, Salt, 10lbs of material you wish to convert, a pinch of Lead, Dragon's Tooth

You touch the material you wish to change and pour Mana into it, as you do you draw a circle of power in Chalk around the materials, and pour Salt over it. Throw in the Tooth and Lead. The Mana makes the mixture begin to boil and glow. After an hour of work the glowing will subside and the material will have changed to a new material of your choice. Either Iron, Wood, Steel or Stone. The exact amount put in, will be given out.

50 Cost Spells

Blink

Casting Time: 1 Action

Mana Cost: 50

Range: 120 ft area you can see

Materials: Small Gemstone

You grasp the Gemstone in your hand and look through it to a spot you can see, channeling your Mana through the Gem you will visualize yourself in that new location. You will for a moment become pure Mana funneled through the Gem and shot to the area you envisioned as the Gem is melted into slag. You will appear in the location as a solid being within a fraction of a moment as a pop of light. The location chosen must be within the Range of the Spell and a landing spot you can see.

60 Cost Spells

Searing Orb

Casting Time: 1 Action

Mana Cost: 60

Range: 150 ft, area you can see

Damage: 5D6 Fire

You Focus your will and pull the essence of fire into a rolling ball of blue flame the width of your palm. Outstretching your hand you flex and the ball shrinks to half its size as it shoots forward, arching to the spot within Range you chose. As it Hits and erupts, growing rapidly into a swirling maelstrom of red fire to a 20 ft Sphere originating at the landing point. Any Creature in the Radius must make a Dexterity Save against your Spell Save DC or take 5D6 Fire Damage, half Damage on a successful Save.

Summon Great Construct

Casting Time: 30 minutes

Mana Cost: 60

Range: 5 ft

Duration: 6 hours

Materials: 120 lbs of Wood, Stone, Iron, or Steel and a Gemstone

You pile your materials together and cup your hands, pooling Mana and pouring the energy down into the raw material. Molding it slowly into the shape of a humanoid, giving it joints and limbs segmented with Mana so that this Golem may move smoothly. Pouring the last spark of power to fully animate it, you then have a Great Sized Golem Construct that you may give commands as a Quick Action. It will follow commands to the letter to the best of its ability and uses the Monster Stat Block of the same name. Once the Spell Duration has passed the Construct will be consumed by Mana and fade away

100 Cost Spells

Pearl of Wrath

Cast time: 1 Action

Mana Cost: 100

Range: 50ft, area you can see

Damage: 9D8 Blast

You extend your hand forward, focusing your mind on a distant point. A small flicker of Mana forms before your palm, swirling and growing until it becomes a perfect orb the size of a pearl. With a thought, the glowing pearl launches toward the chosen location, flying in a straight line. Once directly above the Target point, it begins to spin rapidly.

Any Creature or object within 30 feet of the Pearl of Wrath must make a Strength Save against your Spell Save DC or be pulled 10 feet toward it. Objects automatically fail this Save.

After a brief moment of pulling, the Pearl detonates in a blinding flash, releasing a searing wave of force. Creatures within 5 feet of the center automatically take full Damage. Those within 5 to 30 feet must make a Constitution Save against your Spell Save DC, taking half Damage on a successful Save. Objects caught in either Range take double full Damage.

DIVINE SPELL LIST

0 Cost spells

Holy Blaze

Casting Time: 1 Action

Mana Cost: 0

Range: Touch, Target you can see

Damage: 1D6 Divine

You slam your hand into a foe and pulse Mana through your palm, burning energy into them. If you succeed this Spell Attack deals 1D6 Divine Damage.

Illuminance

Casting Time: 1 Action

Mana Cost: 0

Range: Touch

Duration: 1 Hour

You touch an inanimate object you can comfortably carry and imbue it with arcane light causing it to glow out to 30 ft of Bright Light and 10 Dim Light further than that. The light can glow any color of the rainbow and will glow along the surface of the entire object.

Radiance

Casting Time: 1 Action

Mana Cost: 0

Range: 30 ft, Target that you can see

Damage: 1D4 Divine

Energy lances out in a straight line from your hand to the Target with blinding light, charging the air with divine energy. Dealing 1D4 Divine Damage to the target as a Spell Attack.

Sacred Torch

Casting Time: 1 Action

Mana Cost: 0

Range: Touch

Duration: 1 min Concentration

Damage: 1D4 Divine

You touch a metal weapon, it glows with the runes of a chosen deity and feels warm to the touch. While this weapon holds this charge it will deal an additional 1D4 Divine Damage. If this spell is placed on any other weapon it will be removed from the first. Can be ended early as a Quick Action or if concentration is broken.

Silver flash

Casting Time: 2 Actions

Mana Cost: 0

Range: 15 ft, Target you can see

Damage: 1D6 Divine

Materials: Two Silver Coins

You take two coins from your pouch and hold them between your fingers, charging them with Mana until they begin to glow. Then choose two separate targets you can see and throw the coins with a boost of Mana causing them to fly at high speed. Make a standard Spell Attack, on a hit the target is dealt 1D6 Divine Damage and is engulfed by a billowing shower of golden fragments, inflicting the Blinded Condition for one Round.

5 Cost spells

Healing Vow

Casting Time: 1 Action

Mana Cost: 5

Range: Touch

You lay your hand upon a wounded creature and focus on the wound, Mana pools from your hands and down into the wound slowly bringing the damage back together then absorbing into the creature and fading away. The creature will regain 1D6 + your Intellect Modifier in Hit Points if they are not unconscious, if they are unconscious they will be returned to 1 Hit Point and immediately wake up.

15 Cost spells

Healing Hymn

Casting Time: 1 Action

Mana Cost: 15

Range: 15 ft

You reach your hand out to one or two wounded creatures and focus on their wounds, Mana pools from your hands and lashes out into the wounds slowly bringing the damage back together then absorbing into the creature and fading away. Each creature will regain 2D6 + Intellect Modifier in Hit Points if they are not unconscious, if they are unconscious they will be returned to 1 Hit Point and wake up.

Judgment Disc

Casting Time: 1 Action

Mana Cost: 15

Range: 30 ft, Target you can see

Damage: 2D6 Divine, or Scholars may alter the Damage Type

With a free hand you place your palm flat, level with the horizon and focus your Mana to bring forth a disc of pure Divine force. It will measure 3 ft across and hover around your palm. You send it as an attack toward a target you can see with a solid swing of your arm. It will fly straight at the target. If it hits it will deal 2D6 Divine Damage. If you are a Scholar you may choose to change the Damage Type to the Type that matches your domain instead. Fire for Sun, Blast for Sky, Poison for Death, and Bludgeoning for Earth, Frost for Sea.

Revoke

Casting Time: 1 Action

Mana Cost: 15

Range: 30 ft, Target you can see

Damage: 2D6 Psychic

You swing your arm down while speaking the word of your God, a word that means stop. The target of your spell must make an Intellect Save against your DC or Suffer 2D6 Psychic Damage as they struggle to comprehend the energy that has entered their minds.

20 Cost spells

Water Breathing

Casting Time: 1 Action

Mana Cost: 20

Range: Touch

Duration: 1 hour Concentration

You touch a willing creature or yourself and fill their lungs with air from the realm of the Sky. While the spell is active you are immune to Drowning and Suffocation effects. If you are under water or being suffocated when the spell ends or fails you enter into holding your breath as normal.

Fultum

Casting Time: 1 Action

Mana Cost: 20

Range: 15 ft radius centered on the caster

Duration: 10 min Concentration

Softly muttering a prayer you focus on the area around you and sanctify the ground and air providing a boon and vitality to any allied creatures within range, who are not the caster. Until the spell ends these affected creatures gain Temporary Hitpoints equal to the Caster's Level + 1D10 + Caster's Intellect Modifier. The spell and its effects end if concentration is broken or the spell runs its duration.

25 Cost spells

Circle of Divinity

Casting Time: 1 Action

Mana Cost: 25

Range: 30 ft radius centered on caster,
Target you can see

Damage: 2D6 Divine

Duration: 1 min concentration

You gesture to the ground around you and push your Mana into the Earth, once you have completed your gesture a glowing circle will appear bearing the symbol of your God. This circle will spout gold fire high into the sky. You may choose five creatures who can pass through the circle unharmed; any others must make a Constitution Save against your Spell Save DC or take 2D6 Divine Damage. Ranged Attacks can pass through unhindered and the area within the circle is not damaging, only its border deals Damage to those who cross it.

Purify Substance

Casting Time: 1 Action

Mana Cost: 25

Range: Touch

You may touch food or drink you can see and imbue some of your Mana into it to pull out any toxins that have been added artificially. The toxins will pool into a ball and float above the food or drink to be collected

30 Cost spells

Healing Boon

Casting Time: 1 Action

Mana Cost: 30

Range: 15 ft radius centered on the caster

You call up your power and pour it into the area around you causing a soft glow and a warm feeling to seep into your allies. Healing their wounds for 1D10 + your Intellect Modifier in Hit Points and removing Poisoning, you watch as the wounds melt away in vibrant light.

Shielded

Casting Time: 1 Action

Mana Cost: 30

Range: 30 ft Target you can see

Duration: 1 min Concentration

You point at a person you can see and shroud them in a shield of Mana giving them an ethereal glow around their outline. While they have this spell effect placed upon them and they are within the spell range from the caster, Attacks made against them have Disadvantage. If the target leaves the range of the spell then the spell immediately fails and they lose the protection.

Will of the Gods

Casting Time: 1 Action

Mana Cost: 30

Range: 30 ft, Target you can see

Damage: 1D8 Divine

Duration: Rounds equal to caster's Intellect Modifier

You send a prayer to the Gods to assist you in combat, then focus and send forth a blast of Mana to attack your target. The target must beat a Constitution Save against your Spell Save DC or be struck by this attack. On a successful hit deal 1D8 Divine Damage. Following a successful hit deal an additional 1D4 Divine Damage on your Turn using your Quick Action for a number of Rounds equal to your Intellect Modifier for as long as you are able to see your target. If you lose sight of your target then the spell is interrupted and you lose its effect.

35 Cost spells

Cure Sickness

Casting Time: 30 mins

Mana Cost: 35

Range: Touch

You pour your Mana into a sick individual causing their body to expel the disease, lesser curse or poison out of their body. The toxin or illness will appear as a black sludge that will pool out of their skin and congeal into a floating orb for collection. You can cause it to burn away as a Quick Action as part of this spell, leaving no trace.

Divine Ward

Casting Time: 1 Action

Range: 15 ft Radius centered on caster.

Mana Cost: 35

Duration: Rounds equal to caster's Intellect Modifier

You bring your hands together in prayer and bless the ground beneath your feet. A glowing symbol of your god spreads outward until it fills the area of the spell, shining with radiant light. The symbol then erupts into a glassy dome of divine energy that shields you and your allies within its radius.

When the ward manifests, all Undead creatures within its area must make a Constitution Save against your Spell Save DC. On a failed save, the creature is instantly reduced to ash.

While active, the Ward blocks all incoming attacks and harmful effects until its duration expires or its divine barrier is destroyed.

The Ward's Health equals 30 + your Intellect Modifier. When reduced to 0, the dome shatters and the spell ends immediately.

40 Cost spells

Cure Greater Curse

Casting Time: 30 mins

Mana Cost: 40

Range: Touch

You pour Mana into a person afflicted by the early stages of a Greater Curse such as Lycanthropy, Vampirism, Petrification, Black Spot, etc. and attempt to expel the foul magic from their body by force. You must make an Intellect Save against the Curses DC in order to remove it. If you succeed the curse is burned away and the person is cured fully, if you fail the curse progresses a full stage along its path to completion.

50 Cost spells

Resurrection

Casting Time: 2 hours

Mana Cost: 50

Range: Touch

Materials: Feather of a Phoenix, Drop of Blood from a Nemean Lion, Handful of Ash

You lay out a Body that has been dead for no longer than a year and spread ashes over the body, infusing Mana as you do. You then drop the Blood of the Nemean Lion upon the Feather of the Phoenix, allowing the Mana of your body to fuse the two into a glowing form. You guide the form into the chest of the body and hold it there as the Mana covers and pulses through the body. Slowly bringing color back to the skin and sealing the wound that was its end. If the Spirit is willing and the body did not die of old age then after 2 hours the body will return to life at full health, without any disease or curses, and restored to its natural form. Natural form meaning fillings, tattoos, scars, etc. will be gone. If the Spirit is not willing or the body died of old age, then the spell fails, and the flesh rises as a Ghoul with no master to control it. A Ghoul with no master will attack anyone it sees, including the caster who brought it to life.

60 Cost spells

Burn Corruption

Casting Time: 1 Action

Mana Cost: 60

Range: 30 ft cone originating at the caster

Damage: 4D6 Divine

You bring to bear your Mana and faith in a radiant display of power by crossing your arms in front of you, hands open and facing your foe. You pool and release your Mana to burn away the unnatural and foul, a White light pours out of you and in an arch in front of you. Any creature in the effect will have to make a Wisdom Save or take 4D6 Divine Damage. If the Creature is a Lesser Undead (Zombie, Ghost, Skeleton) they take an additional 1D6 Divine Damage and if they survive will become Frightened for rounds equal to the caster's Intellect Modifier and must flee as far as they can. If the Creature is a Greater Undead (Vampire, Lich, Revenant) they take an additional 2D6 Divine Damage but will not become Frightened.

OCCULT SPELL LIST

0 Cost spells

Blight

Casting Time: 1 Action

Mana Cost: 0

Range: 30 ft

Damage: 1D4 Poison

You summon up small streams of toxic miasma and will them to coalesce into a single small transparent orb of softly glowing gas that shoots forth into your target dealing 1D4 Poison Damage.

Hex Bolt

Casting Time: 1 Action

Mana Cost: 0

Range: 60 ft, 10 ft cube at point of impact.

Damage: 1D6 Spirit

You surround your arms with energy then quickly focus the swirling, pulsing spiritual mass into a ball and throw it into an area where it loses cohesion and releases its energy with a thunderous pop. Any caught in the 10 ft radius must make a Dexterity Save against the caster's Spell Save DC, dealing 1D6 Spirit Damage on a failed Save.

Phoenix Bolt

Casting Time: 1 Action

Mana Cost: 0

Damage: 1D4 Fire

Range: 30 ft, Target you can see

You use your Mana to coat your hand with burning green fire. With a flick of your arm you send it hurling towards a target as an attack. This bolt of green Mana fire can pass through water without being extinguished to strike a target. On a successful hit that target will take 1D4 Fire Damage.

Rot

Casting Time: 1 Action

Mana Cost: 0

Range: Touch

Damage: 1D6 Necrotic

You reach out and touch a creature to feel its life essence and pull at a small portion of it causing the skin around your hand to start to decay as you pull away the life force. If you hit with this spell deal 1D6 Necrotic Damage.

Spectral Vice

Casting Time: 1 Action

Mana Cost: 0

Damage: 1D6 Spirit

Range: Touch, Target you can see

As an attack you reach out and grab an opponent and begin to pour raw energy directly into their body, causing a sizzling and hissing from the writhing, swirling forces trying to escape from your hand and enter their new host. On a successful hit the target takes 1D6 Spirit Damage.

Willow Spark

Casting Time: 1 Action

Mana Cost: 0

Damage: 1D4 Spirit

Range: 120 ft, Target that has been seen once

You summon small wisps of magic the size of each of your fingers and send them forth into your target. These sparks of spirits will seek out your target through solid objects and attempt to cause harm. Should they hit deal 1D4 Spirit Damage.

5 Cost spells

Commune with the Dead

Casting Time: 15 mins

Mana Cost: 5

Range: Touch

Duration: 1 hour

Materials: Bones of a Creature

Commune with the Dead requires the bones of a creature you wish to commune with and the creature's spirit must be willing. Once you have called forth the Spirit you have one hour to have a conversation with them as you would any living creature. The Spirit is not compelled to be honest and will answer as it would have in life, any who are nearby can also see and communicate with the Spirit once it is summoned.

10 Cost spells

Frailty

Casting Time: 1 Action

Mana Cost: 10

Range: 120 ft, Target you can see

Duration: 1 min concentration

You lash out with your hand sending a pulse of condensed Mana at a target creature with the intent of bringing a hex down upon their head. That creature must make a Constitution Saving Throw against your Spell Save DC or become vulnerable to Spirit Damage while the spell is active, If the creature is resistant to Spirit Damage then the two cancel out and Damage becomes normalized for the duration of the effect.

15 Cost spells

Hallow

Casting Time: 1 Action

Mana Cost: 15

Range: 50 ft, 30 ft Sphere from point of origin

Damage: 2D6 Necrotic

You call to the land around the target and pull away the energy from the earth leaving the ground weeping a foul miasma of Mana that makes the soul tired. Any caught in the radius must make a Constitution Save or suffer 2D6 Necrotic Damage, half Damage on a success.

Rune

Casting Time: 1 Action

Mana Cost: 15

Range: Touch

Damage: 2D6 (Choose Damage Type)

You try to place your hand on a creature or object and cause a rune to be magically inscribed on it. If you pass the Defense Roll with your Spell Attack this rune will stay inscribed on the target for three rounds before it will fade away.

Before it fades away You may activate the Rune as a Quick Action on your Turn; it detonates instantly.. Once activated you choose to deal 2D6 Damage of Fire, Poison, Spirit, Frost, or Necrotic type. once activated once the rune fades and the spell ends.

Summon Will o' Wisp

Casting Time: 1 Action

Mana Cost: 15

Range: 10 ft

Duration: 1 hour

Materials: 1 Liter Bog Water, 1 Candle, Lock of Humanoid Hair, Bowl

You place the water, hair, and candle in the bowl then place your hands crossed over the materials and pour Mana down until the candle is lit by the will of your magic. After a moment the water will glow, the hair will burn and the candle will dissolve. When all is done you will be left with an empty bowl with a small softly glowing fireball above it no bigger than a thumb. This Will o' Wisp cannot speak but can relay information to its summoner by way of images shown by looking into its tiny flames. The summoner will see these images just fine but others will see only blurs. The Will o' Wisp can be asked to do anything that will not put it in danger and it will do so, once the hour is close to over it will return to the summoner and then vanish.

Wretched Scream

Casting Time: 1 Action

Mana Cost: 15

Range: 30 ft to affect an object, 80 ft to be heard

You focus your Mana on an object within 30 ft of you and channel that Mana into producing sound. This sound comes out of the object as an almost Humanoid sounding scream. Creatures within 80 ft can hear this sound and may make a Wisdom Save against your Spell Save DC to determine that the sound is not a person but they will not know that you were the one to produce it.

20 Cost spells

Wrathful Spirit

Casting Time: 1 Action

Mana Cost: 20

Range: 50 ft

Duration: 1 hour

Materials: 1 Candle, A Handful of Humanoid Bones, Humanoid Blood (caster's)

You place the bones in a small pile and light the candle, then spill a small amount of the caster's blood over the bones, imbuing them with some of your Mana. From them rises an incorporeal Spirit that follows you and will leave your side to subtly distract any creature you are attempting to hide from that is within range, giving you Advantage on Stealth Checks against that creature. The Spirit can only be seen by you and by creatures who can see spirits.

25 Cost spells

Forge Spirit Weapon

Casting Time: 1 Action

Mana Cost: 25

Range: Self

Duration: 30 mins

Materials: 4oz Iron Dust

You throw out your hand and call forth a weapon you are skilled with to be forged out of raw Mana, this weapon will last for the duration of the spell unless passed through an anti-magic effect. The weapon does the Damage Die of the ordinary weapon it is based on but uses your Intellect Modifier as a Damage Bonus and deals Spirit Damage. The Weapon Quality is dependent on your Level when casting. Level 1-3 Fine, Level 4-7 Good, Level 8-11 Well Built, Level 12-15 True Smithed.

30 Cost spells

Wisp Whip

Casting Time: 1 Action

Mana Cost: 30

Range: 30 ft, Target you can see

Damage: 2D6 Spirit

You lash out your arms, pouring Mana down your arms in long blue tendrils that streak out to a target you can see as an Attack. If the attack hits Deal 2D6 Spirit Damage and you may pull the enemy 10 ft nearer to you. The foe will turn ethereal during the pull, passing through other creatures unharmed and becoming solid once reaching their destination in an unoccupied space.

Wispy Fog

Casting Time: 1 Action

Mana Cost: 30

Range: 15 ft radius sphere originating from caster

Damage: 1D4 Poison

Duration: Rounds equal to the caster's Intellect Modifier

You push your Mana into the air around you, making a wisp-like miasma fog that harms anyone within range. Those within range must beat a Constitution Save against your Spell Save DC or take 1D4 Poison Damage. Following a successful hit deal an additional 1D4 Poison Damage on your Turn using your Quick Action for a number of Rounds equal to your Intellect Modifier.

35 Cost spells

Spirit Beam

Casting Time: 1 Action

Mana Cost: 35

Range: 30 ft Straight line

Damage: 3D6 Spirit

You focus your Mana into your palms until you have condensed pure spirit energy into a glowing sphere. You then hold it out in front of you and release it in a brilliant shining beam that strikes in a straight line before fading away. Any caught in the blast must make a Dexterity Save against your spell save DC, or take 3D6 Spirit Damage, half Damage on a success.

Spoilage

Casting Time: 1 Action

Mana Cost: 35

Range: 30 ft cone originating at the caster

Damage: 3D6 Necrotic

You outstretch your hands and pool your Mana, causing a foul miasma to explode forth from in front of you. Anything perishable the miasma touches will spoil and rot. Bread will mold, cheese will curdle, hops will ferment and wood will begin to dry rot before your eyes. Any living creature in the area of effect will have to make a Constitution Save or take 3D6 Necrotic Damage, half Damage on a success.

40 Cost spells

Raise Minor Dead

Casting Time: 30 mins

Mana Cost: 40

Range: Touch

Duration: 3 hours

Materials: A pile of bones of the Small or lower sized Creature that you wish to raise

With the pile of bones of a creature, small Size Category or under, in your possession you focus your Mana and pull a portion of its spirit back into the bones causing the bones to animate into a macabre imitation of life. The creature raised uses the Lesser Undead stat block and will follow your commands to the word but otherwise do nothing but stand completely still like a statue. You can order it as a Quick Action on your Turn to Attack, Move, or perform simple tasks such as move items. At the end of the spell the creature is consumed by the Mana that animated it and the bones are lost

Shape Shift

Casting Time: 1 Action

Mana Cost: 40

Range: Self

Duration: 1 hour

Materials: A piece of the creature that you wish to become

With the piece of a creature similar in size or smaller to you in hand, you focus on the form you wish to take and pour Mana into this new form. The piece dissolves as your body is overtaken by glowing Mana and your form shifts into that of another creature. With this spell you can take the form of a creature within the Animal category of your size or lower. You take all of their stats including Health and cannot use any of your own abilities or spells while shifted, if your Hit Points reach zero while form shifted you will revert back to your normal shape at whatever Health you had going in. You may end the shape shift early at will as a Quick Action.

50 Cost spells

Invisibility

Casting Time: 1 Action

Mana Cost: 50

Range: Touch

Duration: 30 mins Concentration

You touch a willing creature and use your Mana to bend the light around them to appear as a vague outline barely noticeable if you saw them disappear in the first place. While under the effects of the spell the creature cannot be spotted over a distance of 20 ft away and has Advantage on Stealth Checks made against a creature at a distance under 20 ft. If noticed while under the effects of the spell the creature is seen as a vague outline with no recognizable traits and can attempt to re-enter Stealth once they have made distance from the one who has noticed them or broken direct line of sight.

60 Cost spells

Raise Dead

Casting Time: 30 mins

Mana Cost: 60

Range: Touch

Duration: 8 hour

Materials: A pile of bones of the Middling Humanoid Creature that you wish to raise

You gather the bones or parts of the creature you wish to reanimate from the dead and place them in the order they should be placed in life. Pushing your Mana into the bones you pull the remnants of life back into the rotted flesh, upon finishing the spell the body will rise as a Skeleton or Zombie depending on if you used a pile of bones or Corpse as the materials. You can give it an order as a Quick Action. It will follow your orders to the letter but cannot think for itself and should you not give it an order it will stand motionless. Only reacting if attacked to attack in return. It acts on its own Initiative in combat and uses its own stat block. Once the spell duration is passed the Raised Dead remains animated but gains its own awareness. No longer being under your control it will become hostile to any living creature around it, including the caster who brought it to life.

ENCHANTED ITEM EFFECTS

Magical effects can be found on weapons and items throughout the world, each having a different rarity which changes the effectiveness of its magical attunement and by proxy how much added price it is worth. Enchantments are often found on Mystic Quality items but this is not a set in stone fact, they can be found on any Quality item or weapon.

How to use this list is if you want to give a player an Enchanted Item, choose an item as a base then choose the Enchantment you wish to put on it if it can be fitted to that item (some Enchantments can only be on weapons, etc.) then add up its starting price with the added price worth for its new sale price if the player is selling or buying the item.

Enchantment List

Multiple enchantments cannot stack on a single item.

Enchantment of Betterment

Added price worth: 4Gp 80Sp

Can only be added to

Weapons, Armor

Any Weapon or Armor with this Enchantment gains a +2 to its Quality Bonus.

Enchantment of Blast

Added price worth: 1Gp 30Sp

Can only be added to Armor,

Jewelry and Clothes

Adds Resistance to Blast

Damage.

Enchantment of Blizzard

Added price worth: 3Gp 20Sp

Can only be added to Weapons

Adds 1D8 Frost Damage.

Enchantment of Breaching

Added price worth: 3Gp 10Sp

Can only be added to Armor,

Jewelry

When Attacking a Breakable Object Such as a Door or Table, Deal an Automatic Crit when calculating damage.

Enchantment of Burning

Added price worth: 1Gp 50Sp

Can only be added to Weapons

Adds 1D4 Fire Damage.

Enchantment of the Campfire

Added price worth: 4Gp 20Sp

Can only be added to Armor

Armor keeps the user warm and sheltered in low external temperatures, while wearing this armor the user cannot get Cold Moodles until the ambient temperature is lower than -80 degrees Fahrenheit. If within ambient temperatures lower than stated, the wearer will begin to gain cold Moodles as normal.

Enchantment of Caustic

Added price worth: 1Gp 50Sp

Can only be added to Weapons

Adds 1D4 Poison Damage.

Enchantment of Conditioning

Added price worth: 4Gp 20Sp
Can only be added to Armor
Armor keeps the user cool and sheltered in high external temperatures, while wearing this armor the user cannot get Heat Moodles until the ambient temperature exceeds 300 degrees Fahrenheit. If within ambient temperatures above stated, the wearer will begin to gain Heat Moodles as normal.

Enchantment of Echoes

Added price worth: 2Gp 80Sp
Can only be added to Jewelry and Clothes
When struck by an attack, it releases a brief sonic pulse for 1D4 Blast damage in a radius of 10ft centered on the wearer of the jewlery. (once per combat).

Enchantment of Flame

Added price worth: 1Gp 30Sp
Can only be added to Armor, Jewelry and Clothes.
Adds Resistance to Fire Damage.

Enchantment of Frost

Added price worth: 1Gp 50Sp
Can only be added to Weapons
Adds 1D4 Frost Damage.

Enchantment of Ice

Added price worth: 1Gp 30Sp
Can only be added to Armor, Jewelry and Clothes
Adds Resistance to Frost Damage.

Enchantment of Improvement

Added price worth: 4Gp 50Sp
Can only be added to Weapons, Armor
Any Weapon or Armor with this Enchantment gains a +1 to its Quality Bonus.

Enchantment of Inferna

Added price worth: 3Gp
Can only be added to Weapons
Adds 1D6 Fire Damage.

Enchantment of Listening

Added price worth: 3Gp 50Sp
Can only be added to Jewelry, Writing Utensils
The item can be set to absorb sound around it for up to a minute that can be played back with a touch and a spoken word.

Enchantment of Plague

Added price worth: 3Gp
Can only be added to Weapons
Adds 1D6 Poison Damage.

Enchantment of Poison

Added price worth: 1Gp 30Sp
Can only be added to Armor, Jewelry and Clothes
Adds Resistance to Poison Damage.

Enchantment of Purify

Added price worth: 3Gp 50Sp
Can only be added to Jewelry
The item can be placed into liquid or food and left for a couple minutes and it will pull all of the toxins out of the food or liquid turning the item black and unusable. To reset the item it must be placed out in the sun for an hour where the toxin will burn away and the item will return to how it looked before and can be used again.

Enchantment of Recall

Added price worth: 6Gp
Can only be added to Weapons
As a quick action, the weapon returns to the wielder's hand when spoken word is used, up to 60 ft.

Enchantment of Revenant

Added price worth: 3Gp
Can only be added to Weapons
Adds 1D6 Spirit Damage.

Enchantment of Sanctity

Added price worth: 1Gp 80Sp
Can only be added to Armor, Jewelry
Grants Resistance to Spirit Damage.

Enchantment of Searing

Added price worth: 3Gp 20Sp
Can only be added to Weapons
Adds 1D8 Fire Damage.

Enchantment of Soul

Added price worth: 3Gp 20Sp
Can only be added to Weapons
Adds 1D8 Spirit Damage.

Enchantment of Spirit

Added price worth: 1Gp 50Sp
Can only be added to Weapons
Adds 1D4 Spirit Damage.

Enchantment of Spying

Added price worth: 5Gp 50Sp
Can only be added to Jewelry,
Writing Utensils
The item can be set to absorb
sound around it for up to an
hour that can be played
back with a touch and a spoken
word.

Enchantment of Toxin

Added price worth: 3Gp 20Sp
Can only be added to Weapons
Adds 1D8 Poison Damage.

Enchantment of Tundra

Added price worth: 3Gp
Can only be added to Weapons
Adds 1D6 Frost Damage.

Enchantment of Vampiric Drain

Added price worth: 4Gp 10Sp
Can only be added to Weapons
When dealing Damage with
the weapon this is attached to,
regain 1D4 Health in return.

Enchantment of Wind Glider

Added price worth: 5Gp 20Sp
Can only be added to Armor,
Jewelry and Clothes
Allows the wearer to glide
horizontally or diagonally 120
ft. After 120 ft if the wearer is
still airborne they will enter
freefall and the Enchantment
will not work again until they
have touched the ground.

Enchantment of Wing Spirit

Added price worth: 4Gp 10Sp
Can only be added to Armor,
Jewelry and Clothes
Increases distance before
starting to take Fall Damage to
80 ft

CURSES AND CURSED OBJECTS

Curses and Cursed Objects can be a danger to even the most prepared adventurers. Curses can come in the form of direct and very noticeable things like Lycanthropy to more subtly acting curses that cause someone sickness or lack of sleep. Some Curses can even drive someone insane. In which case, an Insanity Moodle may be used. Most Curses can be attached to an object although some are transferred between multiple people through other means such as a Lycan's Bite or a Cursed Madness Tonic.

When a curse afflicts a player, record its name and effect under Active Conditions. Unless noted otherwise, Divine magic or specific potions may lift the curse.

Types of Curses

Curse of Bugs

Causes bugs of all kinds to be attracted to someone. At best it can be annoying but tolerable, at worst it can cause the affected person to lose sleep because of the bugs crawling all over them. Uses Exhaustion Moodle. Can only be attached to a Cursed Object.

Curse of Greed

Causes a person to hoard any valuable objects they can find and be entirely unwilling to part with them. A person who dies under the effects of a Curse of Greed will reanimate as an undead within an hour, using the Ghoul stat block. Can only be attached to a Cursed object.

Cursed Insanity

Causes someone to begin to lose their mind. Use Insanity Moodle.

Lycanthropy

Being bit by a Lycan can turn a person or player into a Werewolf. Upon being bitten by a Lycan the victim has a chance to incur Lycanthropy. They must roll a Constitution Save higher than 12 or be cursed. Once afflicted, the person will forcibly turn into a Werewolf on the full moon completely under the control of the Lycan that turned them. It is impossible to know if Lycanthropy was caught from the bite or not until the full moon. Permanently killing the Lycan or drinking a Cure Lycanthropy Potion will free the cursed individual. While in the form of a Werewolf they use the Werewolf stat block. If a person is turned into a Werewolf not from a bite but from the Lycan's Breath Potion then the only cure is the Cure Lycanthropy Potion. (See Cure Lycanthropy in Potion Crafting for more information)

Curse of Nightmares

Curse of Nightmares makes the affected person lose sleep and gain Exhaustion Moodle until cured or the person loses consciousness at Exhaustion Moodle Level 5.

Snapping Curse

A Curse that spreads like a disease. It causes animals to mutate, typically growing a larger mouth and sprouting extra teeth all over their body. These creatures become aggressive to anything and anyone not already infected with the Snapping Curse. Infected creatures gain +3 to their Constitution stat and +2 To-Hit on all attacks. Infection occurs through a bite or through infected saliva within hours of being bitten equal to their Constitution Modifier. It can be cured by Divine Healing Magic of any kind being used on the infected creature. A creature that is cured will immediately fall unconscious for a number of hours equal to the Intellect Modifier of the person who cast the Divine Spell on them.

Cursed Potions

Cursed Potions are Potions that deliver a Curse through them and as such are typically illegal throughout most of the world with the punishment for both brewing them and using them to be quite severe.

Cursed Madness Potion

A Potion made from a Demon's eye. When consumed the Spirit of the Demon keeps the one who drank it awake when they attempt to rest until they lose their mind through lack of sleep. Can be cured as if it were a curse or removed before consumed by Purify Substance. Use Exhaustion Moodle until the person affected reaches Exhaustion Moodle Level 4 in which they begin to hallucinate, from there they stay at Exhaustion Moodle Level 4 even when they sleep. Insanity Moodle then takes effect from that point onward on top of the Exhaustion Moodle Level 4. (See in Potion Crafting for more information)

Elixir of Nightmares

Drinking this elixir causes the one who drank it to lose sleep until it is cured or wears off. Use Exhaustion Moodle as though the affected person is not sleeping until they eventually fall unconscious at Exhaustion Moodle Level 5, at which point this elixir wears off. It can be cured as though it were a Curse. (See in Potion Crafting for more information)

Lycan's Breath

Acts as a bite from a Lycanthrope. Cannot be cured by killing a Lycan, can only be cured by Cure Lycanthropy Potion. (See in Potion Crafting for more information)

CRAFTING

Everything needs to be built at some point from raw materials. Given enough time an adventurer can make most things with the right tools. Depending on the item, complexity, quality aimed for and tools available the DC that must be beaten in order to successfully create the item will differ as well as the time to craft. More valuable and complex items have a higher DC and more craft time needed in general. Even if the DC fails the materials are used or destroyed beyond further use in the attempt. For simplicity, Crafting is separated into categories, Armor Crafting, Weapon Crafting, Tailoring, Cooking, and Potion Crafting.

Armor Crafting

Light Hide Armor

Intellect DC: 13(Fine), 15(Good), 17(Well-Built), 19(True-Smithed), 20(Masterwork)

Tools Needed: Needle, Thread

Materials: Pint of oils, enough Hide/Leather to cover the body,

Time to Craft: 4 hours

Skill Requirement: Craftsmen (Tailor, Blacksmithing), or Blacksmithing Vocation.

Light Cloth Armor

Intellect DC: 13(Fine), 15(Good), 17(Well-Built), 19(True-Smithed), 20(Masterwork)

Tools Needed: Needle, Thread

Materials: enough thick Cotton/Wool to cover the body,

Time to Craft: 4 hours

Skill Requirement: Craftsmen (Tailor)

Medium Cloth Armor

Intellect DC: 13(Fine), 15(Good), 17(Well-Built), 19(True-Smithed), 20(Masterwork)

Tools Needed: Needle, Thread

Materials: Pint of oils, enough Cotton/Wool to cover the body,

Time to Craft: 8 hours

Skill Requirement: Craftsmen (Tailor), or Blacksmithing Vocation.

Medium Metal Armor

Intellect DC: 13(Fine), 15(Good), 17(Well-Built), 19(True-Smithed), 20(Masterwork)

Tools Needed: Anvil, Hammer, Fire.

Materials: Pint of oils, Leather Strips, Four Iron/Steel Ingots.

Time to Craft: 8 hours

Skill Requirement: Craftsmen (Blacksmithing), or Blacksmithing Vocation.

Heavy Metal Armor

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire.

Materials: Pint of oils, Leather Strips, Eight
Iron/Steel Ingots.

Time to Craft: 12 hours

Skill Requirement: Craftsmen (Blacksmithing),
or Blacksmithing Vocation.

Wood Shield

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Knife

Materials: Pint of oils, four large sturdy piece
of wood, Leather Strips

Time to Craft: 12 hours

Skill Requirement: Craftsmen (Woodworker)

Metal Shield

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire

Materials: Pint of oils, Four Iron/Steel Ingots

Time to Craft: 12 hours

Skill Requirement: Craftsmen (Blacksmithing),
or Blacksmithing Vocation.

Weapon Crafting

Single Handed Wood Weapons

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire or
Carving Knife

Materials: Pint of oils, one Iron/Steel Ingot,
and a sturdy piece of wood

Time to Craft: 12 hours

Skill Requirement: Craftsmen
(Blacksmithing), or Blacksmithing Vocation

Two Handed Wood Weapons

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire or
Carving Knife

Materials: Pint of oils, two Iron/Steel Ingots,
and a sturdy piece of wood

Time to Craft: 12 hours

Skill Requirement: Craftsmen
(Blacksmithing), or Blacksmithing Vocation

Small Single Handed Metal Weapons

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire

Materials: Pint of oils, one Iron/Steel Ingots

Time to Craft: 12 hours

Skill Requirement: Craftsmen
(Blacksmithing), or Blacksmithing Vocation

Large Single Handed Metal Weapons

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire

Materials: Pint of oils, two Iron/Steel Ingots,
leather

Time to Craft: 12 hours

Skill Requirement: Craftsmen
(Blacksmithing), or Blacksmithing Vocation

Large Two Handed Metal Weapons

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Anvil, Hammer, Fire

Materials: Pint of oils, four Iron/Steel
Ingots, leather

Time to Craft: 12 hours

Skill Requirement: Craftsmen
(Blacksmithing), or Blacksmithing Vocation

Fire Arrows

Creates 10 fire arrows.

Intellect DC: 15

Tools Needed: Carving Knife, Fletching Jig,
Binding Tools

Materials: 10 arrow shafts, feathers, binding
thread, cloth wrapping, oils, and 10
arrowheads

Time to Craft: 5 hours

Skill Requirement: Craftsmen(Fletching)

Effect:

Before firing, the arrow must be lit using a
fire source. On a successful hit, it deals its
normal damage plus 1d4 Fire damage.

Tailoring

Robes

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Needle, Thread

Materials: Enough Wool/Cotton to cover the
body from head to the floor

Time to Craft: 8 hours

Skill Requirement: Craftsmen (Tailoring)

Dress

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Needle, Thread

Materials: Enough Wool/Cotton to cover the
body to the floor

Time to Craft: 12 hours

Skill Requirement: Craftsmen (Tailoring)

Shirt/Tunic

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Needle, Thread

Materials: Enough Wool/Cotton to cover the
body

Time to Craft: 5 hours

Skill Requirement: Craftsmen (Tailoring)

Pants

Intellect DC: 13(Fine), 15(Good),
17(Well-Built), 19(True-Smithed),
20(Masterwork)

Tools Needed: Needle, Thread

Materials: Enough Wool/Cotton to cover Legs
to the floor

Time to Craft: 5 hours

Skill Requirement: Craftsmen (Tailoring)

Cooking

Bowl of Soup/Stew X1

Intellect DC: 10

Tools Needed: Fire, Metal Pot, Stirring Tool
(Spoon, Spatula, Stick, Etc)

Materials: Handful of meat, Pinch of salt,
Handful Potatoes/ Vegetable, bowl

Time to Craft: 20 mins

Skill Requirement: None

Cooked Meats X1

Intellect DC: 10

Tools Needed: Fire, Metal Pan, Knife

Materials: Handful of meat, Handful of
seasonings of choice

Time to Craft: 5 mins

Skill Requirement: None

Rations X2

Intellect DC: 13

Tools Needed: Fire, Metal Pan, Stirring tool
(Spoon, Spatula, Stick, Etc), Knife

Materials: Half a pound of meat, Pinch of
salt, Potatoes/ Vegetable/ Rice

Time to Craft: 15 mins

Skill Requirement: None

Smoked Meats X2

Intellect DC: 5

Tools Needed: Fire, Wooden Smoking Box,
Sharp Sticks

Materials: Half a pound of meat,
Charcoal/Wood logs

Time to Craft: 8 hours

Skill Requirement: None

Sweet Pastry X2

Intellect DC: 15

Tools Needed: Fire, Metal Pan, Stirring tool
(Spoon, Spatula, Stick, Etc), Knife

Materials: 1 Ounce of sugar, Half a pound of
Dough, Ounce of Yeast, Handful of
Berries

Time to Craft: 30 mins

Skill Requirement: None

Foraging/ Hunting

To successfully acquire game or vegetables during downtime, the player who is foraging or hunting must make a Nature check. Compare the result to the DC of the available game to determine what is found, if anything.

In some areas, megafauna or large game may be unlikely or impossible to encounter. In such cases, if the player meets or exceeds the DC for the listed game, they instead find double the number of smaller game.

Megafauna is a special case. Beating its DC allows the player to locate it, but due to its size, it must be felled in combat. Smaller game may be taken solely through the successful DC check for brevity.

MegaFauna Game

Nature DC: 20

Tools Needed: Knife

Materials: MegaFauna Game Carcass

Materials Gained: Meat (40 + 1D10 Ibs),
MegaFauna Hide.

Time to Craft: 1 hour.

Skill Requirement: None

Large Game

Nature DC: 15

Tools Needed: Knife

Materials: Large Game Carcass

Materials Gained: Meat (20 + 1D10 Ibs),
Large Hide.

Time to Craft: 30 mins

Skill Requirement: None

Medium Game

Nature DC: 10

Tools Needed: Knife

Materials: Medium Game Carcass

Materials Gained: Meat (10 + 1D6 Ibs),
Medium Hide.

Time to Craft: 30 mins

Skill Requirement: None

Small Game

Nature DC: 5

Tools Needed: Knife

Materials: Small Game Carcass

Materials Gained: Meat (5 + 1D4 Ibs),
Small Hide.

Time to Craft: 30 mins

Skill Requirement: None

Vegetables

Nature DC: 10

Tools Needed: Knife

Materials: Small Game Carcass

Materials Gained: Vegetables (5 + 1D4 Ibs),
Skill Requirement: None

SCROLLS

Once a wizard defines and refines the symbols and actions needed to cast a new spell, they write it within a scroll. This is done because new, untested spells have a tendency to melt the caster due to the unstable mana consumption of the new spell.

To prevent this, the spell is bound with all the mana it needs within vellum scrolls, so that the scroll may be destroyed and not the caster.

Eventually, a spell may become a refined spell that can be cast without danger if it is found useful, but this process of refinement can take centuries. Often, wizards do not go through the trouble and instead sell copies of the scroll.

Using Scrolls

Scrolls are single-use, rare, and often dangerous spells bound within vellum for stability. Each contains an incantation of unusual nature — spells too unstable, forbidden, or experimental to appear in traditional spellbooks.

Because of this, scrolls are expensive and scarce, typically sold only by well-connected merchants or found among ancient ruins and arcane archives.

To activate a scroll, the reader must possess at least a basic grasp of mana-working. A creature unable to cast even a *no-cost* spell cannot channel the energy required, for them, the scroll remains nothing more than an ordinary piece of vellum.

Arcane sheathing

Casting Time: 1 Action

Range: Self

Effect Type: Defense

Cost: 45Gp

Unfurling the vellum, a faint blue light seeps from the page and flows down your arms. By the time you finish the recitation, the light envelops your body, forming the illusion of transparent armor faint, fluid, and shimmering like glass. For 20 minutes, or until depleted, you are surrounded by a layer of arcane protection that shields you from harmful spells. The barrier absorbs up to 40 damage from spells before it collapses in a flash of blue motes.

Bombardment

Casting Time: 1 Action

Range: 150 ft

Damage: 2D10 Fire Damage

Cost: 25Gp

Reading from the scroll begins a rumble in the air. As the scroll glows and burns to ash five lances of flame erupt from the burning scroll out to five targets of your choosing or a single target. These targets must pass a Dexterity Save against your Spell Save DC or suffer 2D10 Fire Damage per lance that strikes them. Any flammable material within the struck area turns to ash.

Breath of Life

Casting Time: Reaction

Range: Self

Effect Type: Restoration

Cost: 30Gp

If you are reduced to the bleed-out state while carrying this scroll, the magic bound within it releases on its own. The vellum burns away in a flash of pale light as a surge of mana courses through your body, granting a fleeting reprieve from death.

You are Stabilized from the bleed out state and return to 1Hp.

Capstone of A Weary Wizard

Casting Time: 1 Action

Range: Touch

Damage: 10D10 Spirit Damage

Cost: 100Gp

Unfurling the vellum, you press your palm to the etched circle at its center. The runes thrum, resonating with your pulse as the scroll begins to unravel itself in waves of light.

Slamming your palm — and the collapsing scroll — against your foe releases the spell's entire mana reserve in a single catastrophic discharge.

The target must make a Constitution Save against your Spell Save DC. On a failure, they suffer 10D10 Spirit Damage as the contained energy tears through their soul.

You suffer 3D6 Spirit Damage from the feedback as the last of the scroll's charge burns through your body.

Deluge

Casting Time: 10 mins

Range: 20 ft radius, centered on point

Effect Type: Environmental Manipulation

Cost: 3Gp

Reciting the sigils fills the air with low thunder. Within moments, dark clouds form overhead, releasing a heavy rain that soaks the area for 10 minutes.

The downpour can extinguish fires and fill shallow basins or wells.

Draft

Casting Time: 2 Turns (20 secs)

Range: 15 ft

Effect Type: Control

Cost: 70Gp

You recite the sigils inscribed upon the vellum while maintaining eye contact with a creature possessing an intellect of 8 or higher. The air hums as your words seep into their mind, pressing down like an unseen hand.

The target must make an Intellect Save against your Spell Save DC. On a failure, their thoughts twist and reform until they believe themselves your loyal soldier, obeying your commands without question for 2 hours.

When the effect ends, the victim becomes fully aware of the manipulation — their memories remain intact, as does their hatred

Dissipate

Casting Time: 2 Turns (20 secs)

Range: Touch

Effect Type: Environment manipulation

Cost: 45Gp

Placing the vellum against a solid free standing object no larger than five feet across, you recite the symbols inscribed upon it. A faint hum builds before a sudden shockwave ripples through the surface. The object shimmers, loses form, and vanishes from reality as the scroll fades with it.

The affected material remains gone for 1 hour, after which it reappears in its original condition and position with a soft pop and faint shimmer.

Echo of Sight

Casting Time: 1 Action

Range: 200 ft (point you can see)

Effect Type: Reconnaissance

Cost: 30Gp

You press your hand to the vellum, and your vision flickers outward. A small orb of light forms at a point you can see, its perception tethered to your mind.

For 1 minute, you see and hear through the orb as if standing in its place. The orb is intangible and stationary but can pass through openings large enough for air to flow. When the effect ends, the orb fades with a soft chime, and the scroll's ink drains away.

Flump

Casting Time: 1 Action

Range: 60 ft, Target you can see

Effect Type: Control

Cost: 20Gp

Upon reading the sigils aloud while locking eyes with a target, a surge of will erupts from the scroll. The force attempts to invade the target's mind as the vellum burns to ash.

The target must succeed an Intellect Save against your Spell Save DC or lose control of their body. On failure, they collapse prone and cannot stand under their own power for 3 rounds or until aided. They may still act and crawl, but cannot rise to their feet. At the end of each of their turns, the target may repeat the save, ending the effect on success.

Hall of Pain

Casting Time: 1 Action

Range: 30 ft (20ft radius centered on a point)

Damage: 2D8 Spirit Damage

Cost: 50Gp

As you read the sigils aloud, a resonant hum fills the air and the world around you twists into a nightmare of writhing walls and echoing screams. Within this spectral chamber, pain becomes thought and thought becomes agony as the scroll bursts into flies and fades.

All creatures of your choice within a 20-foot radius must make an Intellect Save against your Spell Save DC. On a failure, they are wracked with psychic torment, suffering 2D8 Spirit Damage and becoming Dazed until the end of their next turn.

Any creature that starts its turn within the Hall or enters it for the first time on its turn must repeat the save or suffer the same effect. The illusion persists for 3 rounds, fading with a ripple of silence when complete.

Luminant Veil

Casting Time: 1 Action
Range: Touch
Effect Type: Restoration
Cost: 10Gp

Tracing the runes along the vellum releases a faint golden glow that gathers at your fingertips. Placing your hand on a creature, the light seeps into their body, burning away impurities.

The target is cured of Poisoned, Blinded, or Dazed conditions and regains 2D8 Health.

Manifestation of Inner Beauty

Casting Time: 5 mins
Range: Self
Effect Type: Illusion
Cost: 40Gp

Unrolling the vellum reveals a faintly mirrored surface reflecting your own image. As you gaze into it, the reflection begins to shift — refining, brightening, and perfecting itself over several minutes. When the scroll fades completely, your body becomes shrouded in a subtle illusion, showing you as radiant and flawless in the eyes of others.

For 6 hours, you appear strikingly attractive and comforting to be near. You have Advantage on all Charm checks and gain +5 to Persuasion attempts while the effect persists.

Magnetize

Casting Time: 1 Action
Range: 40 ft (Target creature or object)
Damage:
Cost: 30Gp

You unfurl the vellum and begin tracing the sigils aloud, following each arcane line as the scroll hums with a deep metallic resonance. When the final rune is completed, the target becomes violently magnetized, drawing all loose metallic objects and weapons within 10 feet toward it.

The target must make a Dexterity Save against your Spell Save DC. On a failure, they are struck by the flying debris and suffer 1D4 Bludgeoning Damage per object pulled into their orbit. On a success, they take half as much damage as the objects glance off or fall short.

Reposition

Casting Time: 1 min
Range: 500 ft
Effect Type: Teleportation
Cost: 80Gp

Unrolling the vellum, you focus upon a point you can see and begin to speak the words inscribed upon it. For a full minute you chant, your voice echoing unnaturally as the air warps around you.

As the final syllable leaves your lips, your perspective lurches—reality folds, and you find yourself standing precisely at the spot you had fixed your gaze upon. No wall, seal, or ward can prevent this transition; you pass through the world as though it were smoke. When the effect completes, the scroll fades from your grasp as though it never existed.

Roots of Stone

Casting Time: 1 Action
Range: 60 ft (10 ft radius)
Effect Type: Restraint
Cost: 35Gp

Reading the sigils causes cracks to bloom across the ground, from which earthen tendrils rise and twist around nearby legs. thick, green roots form a writhing mass as you finish the chant. When the final word leaves your lips, the scroll crumbles to dirt.

All creatures in range must make a Strength Save or become Restrained until the end of their next turn.

Sand Sleep

Casting Time: 1 Action
Range: 30 ft (15 ft radius)
Effect Type: Control
Cost: 25Gp

As you trace the raised etchings upon the vellum, the surface begins to crack and crumble into a fine dust. With the final word, the powder scatters outward like mist, spreading through the air before settling as a pale fog. The dust carries weariness upon it, dragging exhaustion into the lungs of those nearby.

Creatures of your choice within the area must make an Intellect Save or fall Asleep for 2 rounds. They awaken if struck or shaken.

Sever Reality

Casting Time: 1 Action
Range: 50 ft line (10 ft wide)
Damage: 6D8 Spirit Damage
Cost: 90Gp

As you read the bound words and recite the sigils the air hums, then tears. A rift of shimmering void cuts across the ground, slicing through matter and magic alike.

All creatures in the line must make a Constitution Save or take 6D8 Spirit Damage. Magical barriers in the path are instantly dispelled.

Shardfall

Casting Time: 1 Action
Range: 120 ft (20 ft radius centered on a point)
Damage: 2D10 Piercing Damage
Cost: 35Gp

As the scroll unravels, the air fills with glittering shards of conjured glass that rain downward. All creatures in the area must make a Dexterity Save or take 2D10 Piercing Damage. Surfaces remain coated in glass, causing 1D4 damage to any who move through them for 1 round.

Solidify

Casting Time: 3 turns (30secs)
Range: Touch
Effect Type: Environment manipulation
Cost: 35Gp

Placing the vellum against a body of water, you speak the symbols aloud as they flare with blue light. The energy seeps outward up to 30 feet in a cube, causing the surface to shimmer and still.

Within seconds, the water hardens into a translucent crystal mass, smooth and cool to the touch. It can support up to 500 lbs of weight for 10 minutes before cracking and crumbling back into dust. When the spell ends, the crystal collapses into harmless mist, leaving the water untouched.

Silence Coil

Casting Time: 1 Action
Range: 60 ft (15 ft radius)
Effect Type: Suppression
Cost: 45Gp

Reading the sigils upon the vellum causes a black coil of ink to spiral upward like writhing tentacles, enveloping the chosen area. Within moments, color drains from the air, and all sound becomes a muted hum. The flow of mana itself feels distant and unreachable.

For 2 rounds, the area is sealed in magical quiet.

Any spell cast within the area automatically fails, Spells already active continue unaffected but cannot be renewed until the coil dissipates. When the effect ends, the ink evaporates, and the world rushes back with a hollow gasp of sound.

Stone Shatter

Casting Time: 1 Action
Range: 60 ft
Damage: 4D10 Bludgeoning Damage
Cost: 40Gp

Reading from the vellum causes the ground to tremble as your words reverberate through the stone and walls. You mark a stone or structure within range, and a pulse of concussive force ruptures outward.

The target object or creature must make a Constitution Save or take 4D10 Bludgeoning Damage. Structures automatically fail the save.

Swamp fire

Casting Time: 1 Action

Range: 30 ft Cone originating at caster

Damage: 4D6 Fire Damage.

Cost: 40Gp.

You unbound the leather scroll and begin to recite the text, a Rhythmic chant that buzzes like the cicadas of the south swamps. As the chant reaches a crescendo the scroll explodes into flame and a green bout of fire expands in a 30ft cone Billowing outward, any caught within the blast must succeed a Dexterity Saving Throw against your Spell Save DC or take 4D6 Fire Damage. This fire is unaffected by water and will burn foes submerged

Swift Tempest

Casting Time: 1 Action

Range: 100 ft

Effect Type: Teleportation

Cost: 60Gp

Opening the vellum, a static hum builds around you, prickling your skin as the sigils flare with electric light. Each word intensifies the charge until, at the final syllable, your body collapses into a flash of lightning.

You surge forward in a straight line toward a point you can see, reforming instantly upon reaching it. Any creature caught along your path must make a Dexterity Save against your Spell Save DC or suffer 4D8 Blast Damage.

On a successful save, they take half damage

Tornado

Casting Time: 1 Action

Range: 80 ft at a point you can see

Damage: 5D8 Bludgeoning Damage

Cost: 65Gp

Reading from the vellum, a low roar builds in your ears as air whips violently around you. Each word echoes through the growing gale, stretching and bending with the wind.

At the final word, a pillar of spinning air erupts at a point you choose, twisting into a cyclone that pulls everything nearby into its spiral.

Any creature in an adjacent space to the tornado must make a Strength Save against your Spell Save DC or be pulled inward and hurled 15 feet to the opposite side, suffering 5D8 Bludgeoning Damage upon landing.

The tornado lasts only a moment before collapsing into a rush of stillness and falling debris

Witherblight

Casting Time: 1 Action

Range: 40 ft (10 ft radius)

Damage: 3D10 Necrotic Damage

Cost: 50Gp

The vellum's edges blacken as you recite its words. The ground darkens, and vegetation twists inward on itself, wilting to ash.

All creatures in the area must make a Constitution Save against your Spell Save DC or take 3D10 Necrotic Damage and have their Speed halved until the end of their next turn. The area remains tainted and lifeless for 1 hour before the soil naturally recovers.

POTION CRAFTING

Having the ability to craft your own Potions can be a fantastic boon on your journey. Giving you the ability to heal during a fight, move faster, fall farther, as well as many other useful and sometimes life saving effects. Potions are certainly worth the time to craft and a more cost effective option than buying them at high prices from a town's local Alchemist. They can even be a means of acquiring coin as many Potions can be sold to various buyers. Keep in mind if you plan to sell your Potions though that people, especially someone who plans to resell your Potion, will try to barter the price lower so you may not necessarily get what the Potion is worth. And keeping a known stock of valuable goods for sale may bring about bandits and thieves...

The Materials used to craft your Potions are listed in the Magical Materials section. (See Magical Materials)

Potions List

Common

Bee Summon Potion

Value: 25Sp

Intellect DC: 8

Tools Needed: Campfire, Pot or Bowl

Materials: 2 Pints of Water, 1 oz Bee Honey, 8 oz Lavender

Time to Craft: 30 minutes

Effect Lasts: 4 hours

Skill Requirement: Potion Maker

When drunk or poured on a surface, it attracts bees from within a 1 mile radius to it for 4 hours.

Bottled Affection

Value: 8Gp

Intellect DC: 10

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Bogwater, 3 Hairfish Spines, 8 oz Poppy Seeds, 1 Lapis Lazuli Gemstone

Time to Craft: 2 hours

Effect Lasts: 1 hour

Skill Requirement: Potion Maker

When drunk, it makes the person who drank it enamored with the first creature they see following drinking it for 1 hour.

Cure Lycanthropy

Value: 10Gp

Intellect DC: 12

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint Water, 13 Silver Coins, 8 oz Wolf's Bane, a drop of Lycan Saliva

Time to Craft: 4 hours

Effect Lasts: Instant

Skill Requirement: Potion Maker

A Potion used to cure people turned into Werewolves by a Lycan. Does not cure a Lycanthrope, only those who were normal people before becoming Werewolves.

Darkness' Sight

Value: 20Sp

Intellect DC: 10

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, 1 oz Salt, 1 Onyx Gemstone

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it allows the person who drank it to see in the dark as if it were daylight for 30 minutes.

Tiny Health Potion

Value: 1Gp

Intellect DC: 10

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, 1 oz Sage, 3 Redcap Mushrooms, 1 oz Mana Moss

Time to Craft: 30 minutes

Effect Lasts: Instant

Skill Requirement: Potion Maker

Regain Health equal to 5 + the Intellect Modifier of the crafter. You cannot surpass your max Health. This Potion can be stacked with other Tiny Health Potions but not with any other type of Potion. (If bought in a shop assume a +5 as the creator's Modifier)

Feather Foot Tonic

Value: 10Gp

Intellect DC: 10

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Water, 3 Roc Feathers, 1 oz Mana Moss

Time to Craft: 1 hour

Effect Lasts: 1 minute

Skill Requirement: Potion Maker

When drunk, it allows a person to fall from a great height without taking Damage as long as they hit the ground within 1 minute of drinking the Potion.

Smoke Summon

Value: 30Sp

Intellect DC: 10

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, 1 lb (16 oz)

Black Powder, 1 oz Ash, 1 oz Melted Wax

Time to Craft: 2 hours

Effect Lasts: 10 minutes

Skill Requirement: Potion Maker

Pouring on the ground will produce a thick veil of smoke for 10 minutes.

Tiny Mana Potion

Value: 1Gp

Intellect DC: 10

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, a Palm sized

Turquoise Gemstone, 3 Glowcap

Mushrooms

Time to Craft: 30 minutes

Effect Lasts: Instant

Skill Requirement: Potion Maker

When drunk, recover Mana equal to 10. You cannot surpass your max Mana amount.

Does not stack with other Mana Potions but may stack with other types of Potions.

Water Walking Potion

Value: 20Sp

Intellect DC: 10

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Bog Water, 5 Bird Feathers, 1 oz Ash, 16 oz of Animal Fat

Time to Craft: 1 hour

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

Drinking this potion grants the ability to walk across water as if it were solid ground for 30 minutes.

Uncommon

Agility Elixir

Value: 15Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Water, 3 large Feathers,
2 oz of Poppy Seed, 2 oz of Salt

Time to Craft: 1 hour

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk you gain 5 additional
Movement Speed for 30 minutes. Will not
stack with
other Potions of Agility.

Agility Potion

Value: 10Gp

Intellect DC: 13

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, 1 large feather, 1
oz of Poppy Seed, 1oz Salt

Time to Craft: 30 minutes

Effect Lasts: 15 minutes

Skill Requirement: Potion Maker

When drunk you gain 5 additional
Movement Speed for 15 minutes. Will not
stack with
other Potions of Agility.

Better Strength Potion

Value: 15Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 3 oz Hops, 2 Palm sized Onyx
Gemstones, 1 oz Salt, 2 Pints of Water

Time to Craft: 1 hour

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk your Strength Stat increases to
24 for 30 minutes. Will not stack with other
Potions of Strength.

Blast Resistance Potion

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 8 oz Rosemary,
1 Opal Gemstone

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it gives resistance to Blast
Damage.

Brief Respite Tonic

Value: 10Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 2 oz Mana
Moss, 1 Citrine Gemstone, Blood (Potion
Brewer's)

Time to Craft: 1 hour

Effect Lasts: Instant

Skill Requirement: Potion Maker

When drunk, it gives the benefit of a break.

Can only be used once per day.

Bottled Dragon's Breath

Value: 15Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint Water, 1 lb (16 oz) Black
Powder, 1 oz Salamander Bile, 1 Ruby
Gemstone

Time to Craft: 1 hour

Effect Lasts: Instant

Skill Requirement: Potion Maker

When Drunk, allows a 1 time AoE attack of
breathing fire at an opponent in a 15 ft
cone. Any creature in the cone takes 3D6
Fire Damage on a failed Constitution Save
(DC 13), or half on a success.

Death's Nectar Elixir

Value: 15Gp

Intellect DC: 13

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, 8 oz Nightshade,
8 oz Wolf's Bane

Time to Craft: 1 Hour

Effect Lasts: Instant

Skill Requirement: Potion Maker

It is a dangerous ingested poison. When
consumed it deals 15 Poison Damage to
the one who drank it

Elixir of Nightmares

Value: 80Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Bog Water, 1 Lesser Demon's Eye, 6 Bird's Eyes, 1 oz Bone Dust

Time to Craft: 3 hours

Effect Lasts: Until Cured or naturally wears off

Skill Requirement: Potion Maker

Drinking this elixir causes the one who drank it to lose sleep until it is cured or wears

off. Use Exhaustion Moodle as though the affected person is not sleeping until they eventually fall unconscious at Exhaustion Moodle Level 5, at which point this elixir wears off. It can be cured as though it were a Curse.

Fire Resistance Potion

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 1 oz Ash, 1 lb (16 oz) Sulfur

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it gives resistance to Fire Damage.

Fortify Elixir

Value: 15Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Water, 2 Bull Horns, 2 Ox Eyes, 2 oz Nightshade, 2 oz Salt

Time to Craft: 1 hour

Effect Lasts: 1 hour

Skill Requirement: Potion Maker

When drunk, gain Temporary Hit Points equal to 10 + your Constitution Modifier for 1

hour. Will not stack with other Potions of Fortify.

Fortify Potion

Value: 10Gp

Intellect DC: 13

Tools Needed: Campfire, Pot or Bowl

Materials: 1 Pint of Water, 1 Bull Horn, 1

Ox Eye, 1 oz Nightshade, 1 oz Salt

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, gain Temporary Hit Points equal to 5 + your Constitution Modifier for 30

minutes. Will not stack with other Potions of Fortify.

Frost Resistance Potion

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 8 oz Lemon Grass, 1 Amethyst Gemstone

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it gives resistance to Frost Damage.

Greater Health Elixir

Value: 10 Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 6 oz Sage, 12 Redcap Mushrooms, 6 oz Mana Moss

Time to Craft: 2 hours

Effect Lasts: Instant

Skill Requirement: Potion Maker

Regain Health equal to 20 + the Intellect Modifier of the crafter. You cannot surpass your max Health. This Potion cannot be stacked with other Health Potions. (If bought in a shop assume a +5 as the creator's Modifier)

Greater Mana Elixir

Value: 4Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Water, 2 Palm sized Turquoise Gemstones, 12 Glowcap

Mushrooms

Time to Craft: 2 hours

Effect Lasts: Instant

Skill Requirement: Potion Maker

When drunk, recover Mana equal to 30. You cannot surpass your max Mana amount.

Does not stack with other Mana Potions but may stack with other types of Potions.

Invisibility Potion

Value: 2Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 1 oz Ectoplasm, 1 Lapis Gemstone, 1 oz Mana Moss.

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, the drinker becomes completely transparent. Allowing them to not be noticed via sight and adding a +10 to stealth checks to avoid notice from sound. The effect fails once the drinker makes an attack and cannot block sound.

Impressive Strength Elixir

Value: 20Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 4 oz of Hops, 2 Palm sized Onyx Gemstones, 1 oz Salt, 3 Pints of Water

Time to Craft: 1 hour

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk your Strength Stat increases to 27 for 30 minutes. Will not stack with other Potions of Strength.

Lesser Health Tonic

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Water, 3 oz Sage, 6

Redcap Mushrooms, 3 oz Mana Moss

Time to Craft: 1 hour

Effect Lasts: Instant

Skill Requirement: Potion Maker

Regain Health equal to 10 + the Intellect

Modifier of the crafter. You cannot surpass your max Health. This Potion cannot be stacked with other Health Potions. (If bought in a shop assume a +5 as the creator's Modifier)

Lightfoot Potion

Value: 20Sp

Intellect DC: 13

Tools Needed: Campfire, Pot or Bowl, Stirring Utensil

Materials: 1 Pint of Water, 5 Bird Feathers, 8 oz Lavender, 8 oz Poppy Seed

Time to Craft: 1 hour

Effect Lasts: 2 hours

Skill Requirement: Potion Maker

When drunk, it allows the person to walk across the top of deep snow and ice without reduced movement from the difficult terrain.

Liquid Flame Elixir

Value: 50Sp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Bog Water, 1 Starflower, 1 Fireflower

Time to Craft: 1 hour

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When poured on a surface, Liquid Flame causes any creature that touches that surface to take 1D6 Fire Damage. When poured over a Weapon, it adds 1D6 Fire Damage to the weapon. Cannot stack with other Potions.

Lesser Mana Tonic

Value: 2Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Water, a Palm sized

Turquoise Gemstone, 6 Glowcap Mushrooms

Time to Craft: 1 hour

Effect Lasts: Instant

Skill Requirement: Potion Maker

When drunk, recover Mana equal to 15. You cannot surpass your max Mana amount.

Does not stack with other Mana Potions but may stack with other types of Potion

Lycan's Breath

Value: 100Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Bog Water, 1 oz Lycan Saliva, 1 oz Mana Moss

Time to Craft: 12 hours

Effect Lasts: Until Cured

Skill Requirement: Potion Maker

Acts as a bite from a Lycanthrope. Cannot be cured by killing a Lycan, can only be cured by Cure Lycanthropy Potion.

Mighty Strength Elixir

Value: 25Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 5 oz of Hops, 3 Palm Sized Onyx Gemstones, 1 oz Salt, 3 Pints of Water

Time to Craft: 1 hour

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk your Strength Stat increases to 30 for 30 minutes. Will not stack with other Potions of Strength.

Necrotic Resistance Potion

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 1 Ox Eye, 1 oz

Bone Dust, 1 Quartz Gemstone

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it gives resistance to Necrotic Damage.

Ocean's Friend

Value: 30 Sp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 3 Pints of Water, 8 oz Mint, 1 oz

Salt, an Aquamarine Gemstone

Time to Craft: 1 hour

Effect Lasts: 1 hour

Skill Requirement: Potion Maker

When drunk, it grants the ability to move seamlessly through water unhindered. After drinking this potion, it allows you to walk through water as if it weren't there for 1 hour.

This means walking along the bottom of oceans and riverbeds, this potion does Not allow you to breathe underwater.

Spirit Resistance Potion

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 1 oz Sage, 1 oz

Salt, 1 Diamond Gemstone

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it gives resistance to Spirit Damage.

Poison Resistance Potion

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 1 oz Oregano, 1

oz Bone Dust, 1 Agate Gemstone

Time to Craft: 30 minutes

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

When drunk, it gives resistance to Poison Damage.

Shapeshifter's Tonic

Value: 5Gp

Intellect DC: 13

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Bog Water, 1 oz

Boggart's Blood, a piece of the creature you want to change into, 3 Starflowers

Time to Craft: 2 hours

Effect Lasts: 30 minutes

Skill Requirement: Potion Maker

Allows the person who drank it to shape change into the form of another creature for 30 minutes. This can only be used to turn into Small sized or below creatures.

Strength Potion

Value: 10Gp

Intellect DC: 13

Tools Needed: Campfire, Pot or Bowl

Materials: 1 oz Hops, 1 Palm sized Onyx

Gemstone, 1 oz Salt, Pint of Water

Time to Craft: 30 minutes

Effect Lasts: 15 minutes

Skill Requirement: Potion Maker

When drunk your Strength Stat becomes 20 for 15 minutes. Will not stack with other Potions of Strength.

Turn to Stone

Value: 50Gp

Intellect DC: 15

Tools Needed: Alchemist Tools, Fire

Materials: 2 Pints of Water, 1 oz Bone Dust, Basilisk Crown, 1 oz Jade Gemstone

Time to Craft: 6 hours

Effect Lasts: Until Cured

Skill Requirement: Potion Maker

After being consumed this Potion will slowly turn the one who drank it to stone over the

course of several days unless cured, While turning to stone, the target gains -5

Movement Speed per day, and once fully petrified they are considered an object at 0

Movement and unaware of surroundings.

Can be cured by any use of Divine magic on the

affected person.

Water Breathing Potion

Value: 25Sp

Intellect DC: 14

Tools Needed: Alchemist Tools, Fire

Materials: 3 Pints of Water, 1 oz of Whale Oil, 1 oz Salt, 1 oz of Catnip, 1 oz Blood (animal)

Time to Craft: 30 minutes

Effect Lasts: 10 minutes

Skill Requirement: Potion Maker

When drunk, it allows for the person who drank it to breathe underwater for 10 minutes. Has the side effect of attracting Catfish to you if you go swimming in freshwater.

Rare

Cursed Madness Potion

Value: 150Gp

Intellect DC: 17

Tools Needed: Alchemist Tools, Fire

Materials: 1 Pint of Bog Water, 1 Greater Demon's Eye, 1 oz Bone Dust, 1 Onyx Gemstone

Time to Craft: 3 hours

Effect Lasts: Until Cured

Skill Requirement: Potion Maker

A Potion made from a Demon's eye. When consumed the Spirit of the Demon keeps the one who drank it awake when they attempt to rest until they lose their mind through lack of sleep. Can be cured as if it were a curse or removed before consumed by Purify Substance. Use Exhaustion Moodle until the person affected reaches Exhaustion Moodle Level 4 in which they begin to hallucinate, from there they stay at Exhaustion Moodle Level 4 even when they sleep. Insanity Moodle then takes effect from that point onward on top of the Exhaustion Moodle Level 4.

CUSTOM POTION CRAFTING

There may come a time when you want to brew up your own homemade Potions and Elixirs for a specific effect that the Potions listed in the Potion Crafting section don't provide. In which case it is up to the GM if they wish to allow it. If allowed, Custom Potion recipes are to be made by the GM using the Materials in the Magical Materials section and the Custom Recipe Information Chart below. If you have something in mind GM, then by all means use that! However, if you just want to come up with a quick Potion Recipe then you may use the Quick Potion Crafting Guide below as a good set of general guidelines for your Custom Potion. Keep in mind when using Custom Potion Crafting that it is generally a good idea to not allow Potion effects to stack in order to keep the game balanced.

Custom Recipe Information Chart

Name of Potion:
Value:
Intellect DC:
Tools Needed:
Materials:
Time to Craft:
Effect Lasts:
Skill Requirement:
Effect:

Quick Potion Crafting Guide

Potions with Minor Effects

Water + 2 Mundane Materials + 1
Common or Uncommon Material
Value Range: Under 1Gp
Requirement: Does not stack with
other Potions.

Potions with Medium Effects

Water + 2 Common or uncommon
Material + 1 Rare Material
Value Range: Above 1Gp, below
10Gp
Requirement: Does not stack with
other Potions.

Potions with Major Effects

Water + 1 Uncommon Material + 1
Rare Material + 1 Mythic Material
Value Range: Above 10Gp
Requirement: Does not stack with
other Potions.

Tools Needed Guide

Minor → Campfire, Pot or Bowl.

Medium → Campfire or Alchemist
Tools.

Major → Alchemist Tools required.

Duration Guide

Minor Effects: 10 minutes or
instant, Value under 1Gp

Medium Effects: up to 30
minutes, Value 1–10Gp

Major Effects: up to 1 hour or
“until cured,” Value 10Gp+

Magical Materials

Certain items dropped by creatures or obtained from the environment can be used in the crafting of various potions that a player can drink to gain specific benefits for themselves and their party. Some materials may be easy to get and an adventurer can simply buy them from, or sell them to, an alchemist. Others can be quite difficult or dangerous to obtain, in which case an adventurer may need to go on a quest in search of that specific material. There are five different types of materials, Mundane Materials, Common Magical Materials, Uncommon Magical Materials, Rare Materials, and Mythic Materials. Of these five types, a typical town alchemist or herbalist will only keep a supply of Mundane Materials, Common Materials, and Uncommon Materials for sale, which any adventurer can buy. Rare and Mythic Materials would not be carried by a typical alchemist either due to their rarity or the danger associated with getting those items. If an adventurer wishes to obtain one of the rarer types of material, it is up to the GM to introduce players to an NPC from which they may obtain these Materials or it may be up to the adventurer to go find these items themselves. One of the Tools necessary for making certain Potions is the Alchemist Tools. Any Potions that can be made over a campfire can also be made using the Alchemist Tools set but Potions that require the Alchemist Tools to be crafted cannot be made over a campfire.

Listed below are the various materials of different types and their market value. This list can also be used as a materials reference to brew your own potions at the discretion of the GM. (See Custom Potion Brewing).

Mundane Materials

"Basic Goods"

Alchemist Tools

A solid wood bench with mounted glass flasks, tubes and funnels for the crafting of potions and poisons. Potions that can be crafted over a campfire can also be made using the Alchemist Tools.

20Gp

Alchemist's Blood

Blood from the person brewing the potion.

Alcohol

1 oz of Alcohol.

1Cp

Animal Fat

Fat from any animal.

50Cp per 1 lb

Ash

Fine ash from a burned tree or campfire.

1Cp per 1 lb

Basil

1 lb (16 oz) of Basil herb.

5Cp

Bayleaf

1 lb (16 oz) of Bayleaf herb.

8Cp

Bird's Eye

The eye of a dead bird.

1Cp

Bird Feather

10 feathers

1Cp

Blood (animal)

A 1 oz jar of preserved animal blood.

1Sp

Bone Dust

Bones from a deceased creature ground into a fine dust using a mortar and pestle to a weight of 1 oz.

5Cp

Borage

1 lb (16 oz) of Borage herb.

10Cp

Bull Horn

The horn from a Bull or Ox.

10Cp

Burdock Root

1 lb (16 oz) Burdock Root.

10Cp

Catnip

A green leafy plant known to attract cats.

5Cp per 1 lb

Caraway Seed

1 lb bag of Caraway Seed

8Cp

Charcoal

Charcoal from a wood fire.

1Cp

Cilantro

1lb (16 oz) of Cilantro herb.

8Cp

Cinnamon

1 lb (16 oz) of ground cinnamon.
15Cp

Cloves

1 lb (16 oz) bag of cloves.
12Cp

Cooking Pot/Bowl

An iron pot or bowl several hands width across and stirring utensils, can be used to cook over a fire.
40 Sp

Dandelion Flower Head

1lb (16 oz) Dandelion Flower Heads.
3Cp

Dandelion Leaves

1 lb (16 oz) Dandelion Leaves.
1Cp

Garlic

6 Cloves of Garlic
8Cp

Ginger Root

1 lb (16 oz) Ginger Root spice.
15Cp

Honey

A small jar of bee honey (1 oz)
5Sp

Hops

5 lb bag of Hops.
5Sp

Ink

An ounce vial of black ink from a sea creature, used for writing.
30Sp

Lavender

1 lb (16 oz) bag of Lavender.
15Cp

Lemon Grass

1 lb (16 oz) bag of Lemon Grass.
15Cp

Measuring Cups (Set)

Tin or wood measuring cups used to measure out amounts of a material.

Alchemist

Tools comes with the equipment to measure materials but when brewing potions without Alchemist Tools, having a set of Measuring Cups will lower the DC needed by 1.
1Sp

Mint

1 lb (16 oz) of Mint herb.
5Cp

Nightshade

A poisonous flowering plant that causes severe sickness when consumed.
10Sp per 1 lb

Oregano

1 lb (16 oz) of Oregano herb.
8Cp

Ox Eye

The eye of an Ox.
15Cp

Parsley

1 lb (16 oz) of Parsley herb.
5Cp

Poppy Seeds

The dried seeds of the Poppy plant.
10Cp per 8 oz

Rosemary

1lb (16 oz) of Rosemary herb.
10Cp

Sage

1 lb (16 oz) of Sage herb.
15Cp

Salt

Salt is a mineral that can be distilled from seawater and used to preserve food or in various potions. A block of salt weighs 1 oz.
10Cp when inland 3Cp when along the coast

Thyme

1 lb (16 oz) of Thyme herb.
10Cp

Water

Clean uncontaminated water, usually needed to some degree for various potions, although different potions will call for different amounts.

Wax

A block of Wax weighing 1lb (16 oz).
2Sp

Whale Oil

Oil from whale fat weighing 1 oz
1Sp

Wolf's Bane

A poisonous plant that must be handled with care. Deadly to many creatures, Lycanthrope and werewolf are thought to have a severe weakness to this plant.
20Sp

Common Materials

"Common Goods"

Agate

A very common white, brown, and tan smooth faced gemstone.
5Sp per ounce

Amber

A very common deep orange smooth faced gemstone.
3Sp per ounce

Amethyst

A very common purple faceted gemstone.
5Sp per ounce

Aquamarine

A common teal gemstone with many facets.
10Sp per ounce

Black Powder

A volatile explosive powder. Sold in barrels (100 pounds), half barrels (50 pounds), or a 2 pound pouch or container.
25Cp per pound.

Bog Water

1 Gallon jug of smelly water from a Bog.
10Cp

Citrine

A very common bright yellow faceted gemstone.
1Sp per ounce

Diamond

A common clear very faceted, incredibly hard gemstone.
25Sp per ounce

Fish Oil

Oil made from any type of fish.
1Sp

Hairfish Spines

Spines from a Hairfish
1Sp

Jasper

A very common rust red, speckled streaked gemstone.

25Cp per ounce

Lapis Lazuli

A very common dark blue, speckled gemstone with a smooth surface.

2Sp per ounce

Onyx

A very common white, black or brown smooth faced gemstone.

5Sp per ounce

Opal

A very common rainbow colored Gemstone with a smooth face and a shimmering appearance.

5Sp per ounce

Peridot

A very common light green faceted gemstone.

4Sp per ounce

Quartz

A common white foggy crystal gemstone with many facets.

32Sp per ounce

Redcap Mushrooms

A red topped mushroom that grows in forested areas, a bundle of which is equivalent to

1 oz.

10Cp

Spinel

A common pink gemstone with many facets.

25Sp per ounce

Sulfur

A pale yellow crystalline material that smells faintly of rotten eggs.

5Sp

Turquoise

A very common light blue smooth gemstone.

5Sp per ounce

Uncommon Materials

*"Uncommon Goods"***Emerald**

A uncommon green gemstone with many facets

55 Sp per ounce

Ectoplasm

The transparent residue of a destroyed ghost

50Cp per ounce.

Angler Teeth

Teeth from an Anglerfish

1Sp

Mana Moss

An uncommon cave moss with a spark of mana stored inside it, a bundle of which is 1

oz in weight.

15Sp

Sapphire

A uncommon blue gemstone with many facets

80Sp per ounce

Starflower

A glowing star shaped flower that grows at the entrances to caves and in canyon overhangs.

5Sp per Flower

Rare Materials

"Rare Goods"

Fireflower

An orange glowing flower with a spark of Mana inside it and warm to the touch, these rare flowers grow only on the tops of mountains.

8Sp

Glowcap Mushrooms

A lightly glowing mushroom that grows only deep in caves, a bundle of which is equivalent to 1 oz.

10Sp per ounce

Harpy Feather

The feather of a Harpy.

5Sp

Jade

A very rare vibrant green with swirling patterns and a smooth surface gemstone.

500Gp per ounce.

Lime

Lime is a mineral found in sedimentary rock that can be ground into a powder for the use of potions.

30Sp

Maw Oil

A 1 oz flask of oil removed from a dead Bog Maw.

3Sp per oz

Ruby

A rare red gemstone with many facets.

2Gp 31Sp 25Cp per ounce

Mythic Materials

"Legendary Goods"

Basilisk Crown

The crest from the head of a Basilisk.

10Gp

Boggart's Blood

Blood from a Boggart.

50Sp per 1 oz

Greater Demon's Eye

The eye of a Greater Demon. Be cautious carrying this with you if the Demon you took

it from still lives, it can watch your actions through the severed eye and pinpoint your location.

30Gp

Lesser Demon's Eye

The eye of a Lesser Demon. Be cautious carrying this as it will attract other Demons to

you.

15Gp

Lycan Saliva

The saliva from a Lycanthrope. Carries the Lycan's Curse within it.

10Gp

Roc Feather

A feather from a giant bird.

1Gp per feather

Salamander Bile

A flammable bile from the mouth of a Fire Salamander.

1Gp per oz

SHIPS AND CANNONS

As you journey through the world you may find yourself aboard a Sailing Ship. Perhaps for travel, perhaps for trade, or perhaps for war. You may even find yourself in need of a Ship of your own and find that one type of vessel may be better suited for the task at hand than another. This section will give you an idea of the abilities of the Ships you might find yourself on and of the Ships you might find yourself facing, as well as their approximate size and value.

The Speed of these Ships is relative to the weather conditions and at the discretion of the GM but smaller Ships should generally be faster than larger ones.

Man O' War

The largest type of Ship of the Line, designed solely for military use and not as a merchant vessel. With three masts, multiple decks, and many cannon bays, it is a warship to be feared.

- **Value:** 950Gp
- **Length:** 200 ft - 250 ft
- **Health:** 500 Health before sinking
- **Cannons:** Up to 120 (18 lbs. Cannons)
- **Armor:** +8

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (60, 18 lbs. Cannons)

18 lbs. Cannon

6D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Ship of the Line

A large class of military Sailing Ship, with three masts, multiple decks, and many cannon bays.

- **Value:** 900Gp
- **Length:** 150 ft – 200 ft
- **Health:** 475 Health before sinking
- **Cannons:** Up to 80 Cannons (18 lbs. Cannons)
- **Armor:** +8

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (40, 18 lbs. Cannons)

18 lbs. Cannon

6D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Galleon

A large robust class of Sailing Ship used for both military and trade. These ships have three to four masts, four decks, and many cannon bays.

- **Value:** 850Gp
- **Length:** 150 ft – 200 ft
- **Health:** 475 Health before sinking
- **Cannons:** Up to 50 Cannons (18 lbs. Cannons)
- **Armor:** +8

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (25, 18 lbs. Cannons)

18 lbs. Cannon

6D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Frigate

A large slender class of Sailing Ship used for both military and trade, faster than a Galleon or Man O' War. It has three masts, three decks, and many cannon bays.

- **Value:** 800Gp
- **Length:** 100 ft – 150 ft
- **Health:** 465 Health before sinking
- **Cannons:** Up to 40 Cannons (12 lbs. Cannons)
- **Armor:** +10

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (20, 12 lbs. Cannons)

12 lbs. Cannon

5D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Barque

A mid-sized slender class of Sailing Ship with four masts, three decks, and many cannon bays.

- **Value:** 750Gp
- **Length:** 80 ft – 100 ft
- **Health:** 415 Health before sinking
- **Cannons:** Up to 20 Cannons (12 lbs. Cannons)
- **Armor:** +12

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (10, 12 lbs. Cannons)

Maneuverable: An opposing ship's gunners must roll above 12 to hit.

12 lbs. Cannon

5D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Galley

A mid-sized class of Sailing Ship with a long and slender hull, three masts, two decks, and multiple cannon bays. The Galley is more maneuverable than most other ships and can be propelled by oars when it can't rely on favorable winds. Military Galleys may also have a Ram Tip for running into other vessels of similar sizes.

- **Value:** 700Gp
- **Length:** 120 ft – 150 ft
- **Health:** 415 Health before sinking
- **Cannons:** Up to 10 Cannons (8 lbs. Cannons)
- **Armor:** +8

Abilities:

- **Broadside:** All Cannons on one side of the ship fire upon an opponent simultaneously. (5, 8 lbs. Cannons)
- **Ramming Speed:** The Galley can Ram an enemy ship with a sharpened metal tip to do damage. (5D12 Bludgeoning Damage)

8 lbs. Cannon

3D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Carrack

A mid-sized tall and stocky class of Sailing Ship with two masts, three decks, and multiple cannon bays.

- **Value:** 650Gp
- **Length:** 100 ft – 150 ft
- **Health:** 365 Health before sinking
- **Cannons:** Up to 12 Cannons (9 lbs. Cannons)
- **Armor:** +10

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (6, 9 lbs. Cannons)

9 lbs. Cannon

4D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Caravel

A small and fast class of Sailing Ship with three masts, three decks, and multiple cannon bays.

- **Value:** 600Gp
- **Length:** 80 ft – 100 ft
- **Health:** 350 Health before sinking
- **Cannons:** Up to 18 Cannons (9 lbs. Cannons)
- **Armor:** +12

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (9, 9 lbs. Cannons)

Maneuverable: An opposing ship's gunners must roll above 12 to hit.

9 lbs. Cannon

4D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Brigantine

A small, narrow, and fast class of Sailing Ship with two masts, two decks, and few cannon bays. Some Brigantines have oars for navigating shallow coastal waters.

- **Value:** 550Gp
- **Length:** 80 ft – 100 ft
- **Health:** 400 Health before sinking
- **Cannons:** Up to 20 Cannons (9 lbs. Cannons)
- **Armor:** +12

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (10, 9 lbs. Cannons)

Maneuverable: An opposing ship's gunners must roll above 12 to hit.

9 lbs. Cannon

4D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Ketch

A small, arrow-shaped class of Sailing Ship with two masts, one deck, and a varying number of cannon bays.

- **Value:** 500Gp
- **Length:** 60 ft – 80 ft
- **Health:** 200 Health before sinking
- **Cannons:** Up to 10 Cannons (6 lbs. Cannons)
- **Armor:** +12

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (5, 6 lbs. Cannons)

Maneuverable: An opposing ship's gunners must roll above 12 to hit.

6 lbs. Cannon

2D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

Sloop

A small class of Sailing Ship with a single mast, two decks, and a varying number of cannon bays.

- **Value:** 500Gp
- **Length:** 40 ft – 60 ft
- **Health:** 100 Health before sinking
- **Cannons:** Up to 16 Cannons (6 lbs. Cannons)
- **Armor:** +12

Abilities:

Broadside: All Cannons on one side of the ship fire upon an opponent simultaneously. (8, 6 lbs. Cannons)

Maneuverable: An opposing ship's gunners must roll above 12 to hit.

6 lbs. Cannon

2D10 Piercing Damage

Two Handed, Military Weapon, Siege Weapon, Reload

Dexterity Based

Range (120 ft)

CARTS, WAGONS, AND CARAVANS

There may be a time in your journey in which your adventurers are sent to guard a merchant caravan, have goods of their own to carry, or obtain an animal drawn Wagon to use as a temporary home. In which case there are plenty of types of Wagons or Carts they could obtain. This section covers the gameplay rules for Carts and Wagons as well as provides a general guideline of how much weight can be transported in each.

For the GM, in the event of your players transporting large amounts of items you may wish to use the Wagon Carrying guidelines provided. It is, however, by no means necessary to do so! The Carrying Capacity is just a general guideline in case a scenario arises where you might want to keep track and is entirely optional for your table. If the amount of what they are transporting seems reasonable to you then you probably won't need to keep track of the Wagon or Cart's weight capacity.

Hand Carts

Average cost: 10Gp.

A single person can pull a Hand Cart with goods weighing up to 500 lbs. This scales up with the number of people pulling the Cart. 1 person can pull 500 lbs, 2 people can pull 1000 lbs, etc. However, the average Hand Cart cannot hold more than 1000 lbs. While pulling a Hand Cart the person's Movement Speed will be halved and they cannot use a Sprint Action.

A Donkey may also pull a Hand Cart, carrying the same weight as a person and the same conversion for having multiple Donkeys. The Donkey's Speed will also be halved while pulling the Cart. Unlike if a person were pulling a Cart, the Donkey can still take a Sprint Action.

Horse Drawn Wagons

Average cost: 1 Horse cart 25Gp, 2 Horse cart 35Gp, 4 Horse cart 45Gp, 8 Horse cart 50Gp,

The weight of goods on a Wagon or Cart that can be pulled by a single Horse is 1000 lbs with halved Movement Speed. If a Horse is pulling an empty Wagon they are still at halved Movement Speed. A Horse can pull more than 1000 lbs but their Movement will be reduced by 5 for every 100 lbs exceeding 1000 lbs.

If an overencumbered Horse would reach 0 Movement Speed then the Horse can no longer pull the Wagon. If a Wagon becomes stuck in mud or otherwise rough terrain, it takes 20 of the Horses Movement to get unstuck. If the Horse does not have this much of its Movement available due to over encumbrance then it cannot pull the Wagon to get it unstuck until either the adventurers or NPCs either help push the Wagon or unload goods from it to make it possible for the Horse to move again

Different sized Wagons can have more than one Horse pulling them and will have a different carrying capacity than a Wagon pulled by a single Horse.

See the Wagon Type Vs. Number of Horses Vs. Wagon Weight chart below

WAGON TYPE	NUMBER OF HORSES	WEIGHT (UNTIL ENCUMBERED)
SMALL/ MODEST LOAD	1	1,000 IBS
AVERAGE LOAD	2	2,000 IBS
MID-SIZED LOAD	4	4,000 IBS
LARGE LOAD	6	6,000 IBS
VERY LARGE LOAD	8	8,000 IBS

HORSE ENCUMBRANCE	MOVMENT	EFFECT
1 HORSE (NO WAGON)	60 FT	
1 HORSE (EMPTY WAGON)	30 FT	
1 HORSE (1,000IBS)	30 FT	
1 HORSE (1,100IBS)	25 FT	
1 HORSE (1,200IBS)	20 FT	
1 HORSE (1,300IBS)	15 FT	IF STUCK HORSE CANNOT PULL.
1 HORSE (1,400IBS)	10 FT	IF STUCK HORSE CANNOT PULL.
1 HORSE (1,500IBS)	5 FT	IF STUCK HORSE CANNOT PULL.
1 HORSE (1,600IBS)	0 FT	HORSE CANNOT MOVE

Although all of these types of Wagons may be found throughout the world it is important to note that smaller Wagons and Carts would be more common than larger ones. For example, the Very Large Load 8 Horse Wagon would not be a standard trade Wagon and would likely be used more for pulling Siege Weapons or Armored Military Wagons. If armor is built onto a Wagon, calculate the approximate weight of the armor onto the load size

Ox Drawn Wagons

Average cost: 50Gp.

The weight of goods that can be pulled by a single Ox with a Wagon or Cart is 2000 lbs with halved Movement Speed. A single Ox can pull more than 2000 lbs but their Movement will be reduced by 5 for every 100 lbs exceeding 2000 lbs. If an overencumbered Ox's Movement would reach 0 Movement then the Ox can no longer pull that Wagon. An Ox pulling a Wagon or Cart, even an empty one, is always at halved Movement Speed.

For stuck Wagons drawn by Ox use the same rules for stuck Wagons drawn by Horses.

Different sized Wagons can have more than one Ox pulling them and will have a different carrying capacity than a Wagon pulled by a single Ox. See the Wagon Type Vs. Number of Oxen Vs. Wagon Weight chart below.

WAGON TYPE	NUMBER OF OXEN	WEIGHT (UNTIL ENCUMBERED)
SMALL/ MODEST LOAD	1	2,000 IBS
AVERAGE LOAD	2	4,000 IBS
MID-SIZED LOAD	4	8,000 IBS
LARGE LOAD	6	12,000 IBS
VERY LARGE LOAD	8	16,000 IBS

It is important to note that while all of these Wagon Types can be found throughout the world smaller Wagons will be more common than larger ones. The Large Load and Very Large Load Wagons with 6-8 Oxen would not be common and would mostly be used for hauling very heavy things like metal, stone, Siege Weapons, and Armored Military Wagons.

Chariots

Average cost: 20Gp.

The weight of goods on a Chariot that can be pulled by a single Horse is 300 lbs with halved Movement Speed. If a Horse is pulling an empty Chariot they are capable of moving at full Movement Speed. A Horse can pull more than 300 lbs but their Movement will be reduced by 5 for every 100 lbs exceeding 300 lbs.

Trade Caravans

A large group of traveling traders with multiple Wagons and Carts would be a trading caravan. Each Wagon in the group would have its own carrying capacity and speed based on the animal or person pulling it. The caravan as a whole cannot move faster than its slowest Wagons unless they intend to leave those Wagons behind. If a trail is narrow and one Wagon gets stuck, the other Wagons behind it are also considered stuck until a path is cleared.

List of Common Goods Transported by Caravan

Animal Feed
Bread
Butter
Cheese
Clay
Cotton
Date Fruits
Flax
Fur
Grain

Grapes
Hay
Hemp
Hide/Leather
Iron
Linin
Meat Jerky
Oil
Olives
Pottery

Salt
Salted Fish
Silk
Spices
Tools
Vegetables
Velvet
Wine
Wood
Wool

MONSTERS & CREATURES

The following is a bestiary containing stat blocks for monsters and entities that inhabit the world of Gahiri. Each stat block contains all the information needed to run these creatures during an encounter, including health, mana, movement speed, and abilities. .

Recommended Level 1-3



Abilities

Teeth: A Strength based attack using the Strength Modifier as a Bonus to the 1D8 Piercing Damage.

Alluring Light: The Anglerfish produces a light that is alluring and compelling to those who see it. Anyone who sees this light must make a Wisdom Save DC 8 or be compelled to follow this light into dark waters. While a creature is following this light they cannot attack or take any Action other than following the Alluring Light. This effect wears off if the creature takes Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Languages: can understand Bestial

Type of Creature: Animal

AUROUCH		TO HIT (+4)		DEFENSE (+4)		1D10	EXP 25
STR 20 +5	DEX 10 +1	CON 20 +5	WIS 5 -3	INT 4 -3	CHA 3 -4	HP 20	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Horns: A Strength based attack using the Strength Modifier as a Bonus to the 1D10 Piercing for Damage.

Kick: The Aurouch may kick a creature within its Contested Space, the creature must succeed a Contested Strength Save or be knocked Prone.

Speed: 30 ft of Movement Speed

Size: Great sized creatures

Languages: can understand Merchant, Beastial

Type of Creature: Animal

BANDIT		TO HIT (+1)		DEFENSE (+4)		1D6	EXP 20
STR 13 +2	DEX 8 +1	CON 8 +1	WIS 8 +1	INT 10 +1	CHA 4 -3	HP 8	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Fine Shortsword: Strength based attack using the Strength Modifier as a Bonus to the 1D6 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Merchant

Type of Creature: Humanoid

CAT		TO HIT (+1)		DEFENSE (++)		1D4	EXP 5
STR 5	DEX 14	CON 8	WIS 5	INT 7	CHA 10	HP 5	MANA 0
-3	+3	+1	-3	-2	+1		
							RECOMMENDED LEVEL 1 - 3

Abilities

Swift: Can clamber up vertical surfaces easily within its Movement Range

Claw: A Dexterity based attack using the Dexterity Modifier as a Damage Bonus to the 1D4 Piercing for Damage

Speed: 30 ft of Movement Speed

Size: Small sized creatures

Languages: can speak Beastial

Type of Creature: Animal

CHICKEN		TO HIT (+2)		DEFENSE (++)		1D4	EXP 5
STR 1	DEX 1	CON 1	WIS 1	INT 1	CHA 1	HP 1	 0 MANA
-5	-5	-5	-5	-5	-5		
							RECOMMENDED LEVEL 1 - 3

Abilities

Peck: A Strength based attack using the Strength Modifier as a Bonus to the 1D4 Piercing for Damage.

Speed: 30 ft of Movement Speed

Size: Small sized creatures

Languages: can speak Beastial

Type of Creature: Animal

CITIZEN		TO HIT (+0)		DEFENSE (+0)		4	EXP 5
STR 10 +1	DEX 10 +1	CON 8 +1	WIS 8 +1	INT 8 +1	CHA 8 +1	HP 6	MANA 0
RECOMMENDED LEVEL 1 - 3							

Abilities

Hands: A Strength based attack using the Strength Modifier as a Bonus to the 4 Bludgeoning Damage.
+1 To Hit Bonus

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Merchant

Type of Creature: Humanoid

CORPSE RAVEN		TO HIT (+2)		DEFENSE (+3)		1D4	EXP 20
STR 5	DEX 13	CON 8	WIS 5	INT 18	CHA 7	HP 10	0 MANA
-3	+2	+1	-3	+4	-2		
							RECOMMENDED LEVEL 1 - 3

Abilities

Swarm: For every Corpse Raven in Initiative, the Damage of the Beak attack goes up by 1D4 as well as all Ravens share a Turn in Initiative and collectively have one attack. 2 Ravens equals 2D4, 3 Ravens equals 3D4, etc

Beak: A Dexterity based attack using the Dexterity Modifier as a Damage Bonus to the 1D4 Piercing for Damage

Speed: 30 ft of Fly Speed

Size: Small sized creature

Languages: can speak Beastial

Type of Creature: Animal

DONKEY		TO HIT (+2)		DEFENSE (+2)		1D6	EXP 5
STR 15 +3	DEX 1 -5	CON 13 +2	WIS 8 +1	INT 7 -2	CHA 1 -5	HP 8	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 Piercing for Damage.

Kick: Donkey may kick a creature within its Contested Space, the creature must succeed a Contested Strength Save or be knocked Prone. This also deals 3 Hit Points of Bludgeoning Damage on a successful hit.

Speed: 40 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Merchant, Bestial

Type of creature: Animal



Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Winter's Grasp: Using 10 Mana the Draguar sends a blast of ice forward in a 30 ft line, any caught in the path must make a Constitution Save DC 11 or suffer 1D6 Frost Damage and be inflicted with the Slowed Condition for 2 Rounds

Mana Drain: Once within 5 ft the Draguar reaches out and grabs a magic user, they must succeed a Wisdom Save DC 11 or have 15 Mana transferred to the Draguar.

Rusted Shortsword: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Bludgeoning, Fire

Languages: can understand Merchant and speak broken words

Type of Creature: Undead

FOX		TO HIT (+1)		DEFENSE (+5)		1D6	EXP 10
STR 5	DEX 15	CON 8	WIS 8	INT 6	CHA 2	HP 6	MANA 0
-3	+3	+1	+1	-2	-4		
							RECOMMENDED LEVEL 1 - 3

Abilities

Teeth: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 for Damage.

Mischievous Evasion: When being attacked the fox may add its Dexterity Bonus as a Defense Bonus onto a flat +2 for a total of +5.

Speed: 45 ft of Movement Speed

Size: Small sized creatures

Languages: can understand Beastial

Type of Creature: Animal

GOBLIN RANGER		TO HIT (-1)		DEFENSE (+1)		1D6	EXP 20
STR 10 +1	DEX 13 +2	CON 8 +1	WIS 4 -3	INT 4 -3	CHA 4 -3	HP 13	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Goblin Pack: If another goblin is within this goblin's Contested Space it gets one extra attack.

Goblin Bow (Dull): a Dexterity based attack using the Dexterity Modifier as a Bonus to the 1D6 Piercing for Damage.

Speed: 25 ft of Movement Speed

Size: Small sized creatures

Languages: can speak Goblin and understand Merchant

Type of Creature: Goblinoid

GOBLIN SCOUT		TO HIT (-1)		DEFENSE (+2)		1D8	EXP 20
STR 10 +1	DEX 13 +2	CON 8 +1	WIS 4 -3	INT 4 -3	CHA 4 -3	HP 16	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Smash: Three times per combat the goblin may use its full body weight to hit an opponent adding +3 to Damage.

Goblin Pack: If another goblin is within this goblin's Contested Space it gets one extra attack.

Goblin Cudgel (Dull): a Strength based attack using the Strength Modifier as a Bonus to the 1D8 Bludgeoning for Damage.

Speed: 25 ft of Movement Speed

Size: Small sized creatures

Languages: can speak Goblin and understand Merchant

Type of Creature: Goblinoid

HOBLIN		TO HIT (+1)		DEFENSE (+2)		1D6		EXP 15	
STR 10	DEX 8	CON 5	WIS 2	INT 2	CHA 2	HP 8			
+1	+1	-5	-4	-4	-4	0 MANA			
						RECOMMENDED LEVEL 1 - 3			

Abilities

Full charge: Twice per combat the if the Hoblin has 10 ft of run up space it may use its Action to charge a creature and ram them. Forcing them to succeed a opposed Strength Check or be launched backwards 10 ft and land Prone.

Fine Shortsword: a Strength based attack using the Strength Modifier as a Bonus to the 1D6 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Goblin

Type of Creature: Goblinoid

HORSE		TO HIT (+2)		DEFENSE (+2)		1D6	EXP 5
STR 13 +3	DEX 15 +3	CON 10 +1	WIS 12 +2	INT 8 +1	CHA 5 -3	HP 10	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 Piercing for Damage.

Kick: Horse may kick a creature within its Contested Space, the creature must succeed a Contested Strength Save or be knocked Prone.

Speed: 60 ft of Movement Speed

Size: Great sized creatures

Languages: can understand Merchant

Type of Creature: Animal

IGUANA		TO HIT (+2)		DEFENSE (+4)		1D4	EXP 10
STR 12 +2	DEX 10 +1	CON 6 -2	WIS 5 -3	INT 3 -4	CHA 5 -3	HP 10	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D4 Piercing for Damage.

Speed: 35 ft of Movement Speed

Size: Small sized creatures

Languages: can understand Merchant

Type of Creature: Animal

LESSER UNDEAD		TO HIT (+2)		DEFENSE (-2)		1D4	EXP 10
STR 5	DEX 5	CON 13	WIS 2	INT 1	CHA 1	HP 5	
-3	-3	+2	-4	-5	-5	MANA 0	
							RECOMMENDED LEVEL 1-3

Abilities

Form of Undead: Depending on the creature part used will inform the unique ability the lesser undead inherits.

Rat : *Skitter*: The Rat may use the Sprint Action as a Quick Action on its Turn.

Cat: *Swift*: Can clamber up vertical surfaces easily within its Movement Range

Owl: *Silent Flying*: When attempting Stealth while flying the owl has Advantage

Chicken/Rooster: *Headless*: Creature cannot become Dazed or Blinded.

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Foul Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D4 +2 Piercing for Damage. If bitten by a Lesser Undead you must succeed a Constitution Save DC 13 or take an additional 1D4 Poison Damage for 2 Rounds at the start of the Lesser Undead's Turn.

Speed: 20 ft of Movement Speed

Size: Small sized creatures

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Bludgeoning, Fire

Languages: can understand Merchant

Type of Creature: Undead

OWL		TO HIT (+2)		DEFENSE (+2)		1D4	EXP 5
STR 8	DEX 8	CON 6	WIS 10	INT 7	CHA 5	HP 5	0 MANA
+1	+1	-2	+1	-2	-3		
							RECOMMENDED LEVEL 1 - 3

Abilities

Silent Flying: When attempting Stealth while flying the owl has Advantage

Beak: A Dexterity based attack using the Dexterity Modifier as a Damage Bonus to the 1D4 Piercing for Damage

Speed: 30 ft of fly Speed

Size: Small sized creature

Languages: can speak Beastial

Type of Creature: Animal

OX		TO HIT (+2)		DEFENSE (+2)		1D8	EXP 10
STR 20	DEX 5	CON 13	WIS 5	INT 4	CHA 3	HP 13	
+5	-3	-2	-3	-3	-4	0 MANA	
RECOMMENDED LEVEL						1 - 3	

Abilities

Horns: A Strength based attack using the Strength Modifier as a Bonus to the 1D8 Piercing for Damage.

Kick: The Ox may kick a creature within its Contested Space, the creature must succeed a Contested Strength Save or be knocked Prone.

Speed: 30 ft of Movement Speed

Size: Great sized creatures

Languages: can understand Merchant, Bestial

Type of Creature: Animal

PIG		TO HIT (+2)		DEFENSE (+2)		1D6	EXP 5
STR 12	DEX 1	CON 15	WIS 5	INT 12	CHA 1	HP 8	0 MANA
+2	-5	+3	-3	+2	-5		
RECOMMENDED LEVEL							1 - 3

Abilities

Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 Piercing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Bestial and understand Merchant

Type of creature: Animal



Abilities

Skitter: The Rat may use the Sprint Action as a Quick Action on its Turn.

Teeth: A Dexterity based attack using the Dexterity Modifier as a Damage Bonus to the 1D4 Piercing for Damage.

Speed: 30 ft Movement Speed

Size: Small sized creature

Languages: can speak Beastial

Type of Creature: Animal

ROOSTER		TO HIT (+2)		DEFENSE (+2)		1D6	EXP 5
STR 5	DEX 3	CON 1	WIS 1	INT 1	CHA 1	HP 4	
-3	-4	-5	-5	-5	-5	MANA 0	
							RECOMMENDED LEVEL 1 - 3

Abilities

Claw: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Small sized creatures

Languages: can understand Merchant, Bestial

Type of Creature: Animal

SHEEP		TO HIT (+2)		DEFENSE (+4)		1D4	EXP 5
STR 5	DEX 5	CON 5	WIS 1	INT 1	CHA 2	HP 5	
-3	-3	-3	-5	-5	-2	0 MANA	
RECOMMENDED LEVEL							1 - 3

Abilities

Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D4 Piercing for Damage.

Kick: Sheep may kick a creature within its Contested Space, the creature must succeed a Contested Strength Save or be knocked Prone.

Speed: 25 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Merchant, Beastial

Type of Creature: Animal

SKELETON		TO HIT (-2)		DEFENSE (+3)		1D8	EXP 60
STR 13 +4	DEX 5 -3	CON 20 +5	WIS 10 +1	INT 2 -4	CHA 1 -5	HP 20	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: if this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Rusted Longsword: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D8 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit, Fire

Vulnerabilities: Creature takes double Damage from: Divine, Bludgeoning

Languages: can understand Merchant and speak broken words.

Type of Creature: Undead



Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Fine Longbow: A Dexterity based attack using the Strength Modifier as a Damage Bonus to the 1D8 Piercing for Damage, has a Range of 120 ft

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit, Fire

Vulnerabilities: Creature takes double Damage from: Divine, Bludgeoning

Languages: can understand Merchant and speak broken words.

Type of Creature: Undead

SMALL GOLEM CONSTRUCT		TO HIT (+1)		DEFENSE (+8)		1D4	EXP 50
STR 15	DEX 4	CON 20	WIS 1	INT 1	CHA 1	HP 20	
+3	-3	+5	-5	-5	-5	0 MANA	
						RECOMMENDED LEVEL 1 - 3	

Abilities

Carapace: Depending on the material used in construction the Golem has Resistance, Vulnerability, or Immunity to certain Damage Types.

Wood: Vulnerable to Fire Damage.

Stone: Resistant to Piercing Damage.

Iron: Immune to Fire Damage.

Steel: Immune to Fire and Piercing Damage.

Fine Pummeling Fists: A Strength based attack using the strong claws of the Construct to smash its prey, dealing 1D10 + Strength Modifier Bludgeoning Damage.

Speed: 30 ft Movement Speed

Size: Small sized creature

Languages: Can understand the language of the creature that made it.

Type of Creature: Construct

VOID VIVASECTOR		TO HIT (+2)		DEFENSE (+4)		1D4	EXP 50
STR 8 +1	DEX 12 +2	CON 20 +5	WIS 1 -5	INT 8 +1	CHA 1 -5	HP 20	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Mimic Form: Once per day the creature can mimic any other creature it sees of equal Size Category or larger. It will take on a macabre appearance resembling the original creature and gain the first ability of that creature.

Void Corruption: The creature's otherworldly flesh decays and corrodes any creation made object. If the Void Beast is struck with a Melee Weapon that is not made of silver, that weapon loses a Quality Level. If the Weapon's Level reaches Broken the weapon dissolves into nothing.

Claw: A Strength based attack using the strong claws of the Void Beast to slash its prey dealing 3D12 + Strength Modifier Slicing Damage.

Invisibility: The creature can take an action to fade into a faint shimmer, allowing it to make an Active Stealth Check adding a +5 to the Roll on top of regular bonuses. The effect lasts until the creature next attacks.

Speed: 40 Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Frost Damage, Spirit Damage

Vulnerabilities: Creature takes double Damage from: Fire Damage, Divine Damage

Languages: Can Speak Void

Type of Creature: Abomination

WOLF		TO HIT (+2)		DEFENSE (+2)		1D6	EXP 20
STR 13 +2	DEX 13 +2	CON 8 +1	WIS 10 +1	INT 7 -2	CHA 2 -4	HP 10	MANA 0
						RECOMMENDED LEVEL 1 - 3	

Abilities

Rending Teeth: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 for Damage.

Speed: 35 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Bestial

Type of Creature: Animal

YOUNG FIRE SALAMANDER		TO HIT (+1)		DEFENSE (+2)		1D4	EXP 10
STR 8	DEX 5	CON 8	WIS 5	INT 3	CHA 5	HP 15	 0 MANA
+1	-3	+1	-3	-4	-3		
						RECOMMENDED LEVEL 1 - 3	

Abilities

Amphibious: Creature can breathe underwater and on land.

Bite: A strength based attack using the strong jaws of the Salamander to crush its prey, dealing 1D4 + Strength Modifier Bludgeoning Damage.

Fire Cough: The Salamander coughs up burning phlegm in a 15 ft cone. Any creature caught in the area must make a DC 13 Dexterity Save or take 1D6 Fire Damage, half on a successful Save.

Speed: 30 ft Land Movement Speed and Swim Speed

Size: Small sized creature

Resistances: Creature takes half Damage from: Slicing Damage.

Immunity: Creature takes no Damage from: Fire Damage

Languages: can understand Beastial

Type of Creature: Animal

ZOMBIE		TO HIT (+2)		DEFENSE (-2)		1D6	25
STR 10	DEX 5	CON 20	WIS 2	INT 1	CHA 1	HP 8	0 MANA
+1	-3	+5	-4	-5	-5		
						RECOMMENDED LEVEL 1 - 3	

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Foul Bite: A Strength based attack using the Strength Modifier as a Bonus to the 1D6 Piercing for Damage. If bitten by a zombie you must succeed a Constitution Save DC 13 or take an additional 1D4 Poison Damage for 2 Rounds at the start of the Zombie's Turn.

Speed: 15 ft of Movement Speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Bludgeoning, Fire

Languages: can understand Merchant

Type of Creature: Undead

Recommended Level 4-6

BROWN BEAR		TO HIT (+3)		DEFENSE (+7)		1D8	EXP 60
STR 18 +4	DEX 10 +1	CON 12 +2	WIS 8 +1	INT 10 +1	CHA 2 -4	HP 25	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Maw: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D8 Piercing for Damage.

Paw Swipe: A Strength based attack using the Bear's arms to strike an opponent. Should the attack beat the defenders roll they will take 1D10 + 4 Slicing Damage and must beat a DC 10 Strength Check or be knocked Prone.

Speed: 45 ft of Movement Speed

Size: Great sized creature

Languages: can understand Beastial

Type of Creature: Animal



Abilities

Blight: The Cultist fires a ball of toxic glowing fumes at a target within 30 ft of it. Should the attack hit it deals 1D4 + Intellect Modifier Poison Damage.

Wisp Whip: Costing 30 Mana, the Cultist lashes out at a target within 30 ft with spirit tendrils. If the attack hits the target takes 2D6 + Intellect Modifier Spirit Damage and is pulled 10 ft closer to the Cultist in a straight line, becoming ethereal and passing through solid objects to end up in an unoccupied space.

Void Touched Barrier: The Cultist being corrupted by void magic can spend 10 Mana as an Action to form a black opaque shield in front of them that acts as Half Cover from Damage. The shield will naturally follow them and face whichever direction they are facing. The shield is a 1 min Concentration ability.

Good Dagger: A Dexterity based attack using the Dexterity Modifier as a Bonus to the 1D4 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Languages: can speak Merchant

Type of Creature: Humanoid

CULTIST ACOLYTE		TO HIT (+2)		DEFENSE (+4)		1D4	EXP 80
STR 10 +1	DEX 10 +1	CON 8 +1	WIS 8 +1	INT 17 +4	CHA 8 +1	HP 27	75 MANA
						RECOMMENDED LEVEL 4 - 6	

Abilities

Hex bolt: The Cultist Acolyte throws a ball of pulsing energy out to an area within 60 ft and it will explode on impact in a 10 ft cube of space. Any creature caught in the blast must make A Dexterity Save DC 14 or take 1D6 Spirit Damage, half of the Damage on a success.

Frailty: Costing 20 Mana, the Cultist Acolyte lashes out at a target within 120 ft with a pulse of condensed Mana with the intent of bringing a hex down upon their head. That creature must make a Constitution Saving Throw DC 14 or become vulnerable to Spirit Damage while the spell is active. If the creature is resistant to Spirit Damage then the two cancel out and Damage becomes normalized for the duration of the effect.

Void Curse: For the cost of 15 Mana as a Reaction when hit with a physical attack that deals Damage, the Cultist Acolyte may force the attacking creature to make a Constitution Saving Throw DC 14 or suffer 2D6 Psychic Damage, half on a successful Save.

Good Dagger: A Dexterity based attack dealing 1D4 + Dexterity Modifier Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Merchant

Type of Creature: Humanoid

CULTIST PRIEST		TO HIT (+2)		DEFENSE (+4)		1D4	EXP 100
STR 10 +1	DEX 10 +1	CON 8 +1	WIS 8 +1	INT 20 +5	CHA 8 +1	HP 39 150 MANA	
						RECOMMENDED LEVEL 4 - 6	

Abilities

Hex bolt: The Cultist Priest throws a ball of pulsing energy out to an area within 60 ft and it will explode on impact in a 10 ft cube of space. Any creature caught in the blast must make A Dexterity Save DC 14 or take 1D6 Spirit Damage, half of the Damage on a success.

Spirit Beam: Costing 35 Mana the Cultist Priest holds out a hand in front of them and releases a brilliant shining beam that strikes in a straight line out to 30 ft before fading away. Any caught in the blast must make a Dexterity Save DC 15 or take 3D6 Spirit Damage, half on a success.

Void siphon: For the cost of 20 Mana, the Cultist Priest may grab a nearby creature and make them make a Constitution Save against a DC 15, on a fail they will take 1D8 + Intellect Modifier of Psychic Damage. The resultant Damage is returned to the Cultist Priest as Health up to its max.

Good Dagger: A Dexterity based attack dealing 1D4 + Dexterity Modifier Slicing Damage.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Merchant

Type of Creature: Humanoid

GHAIST		TO HIT (+4)		DEFENSE (+3)		1D6	EXP 90
STR 18	DEX 8	CON 20	WIS 5	INT 3	CHA 5	HP 35	0 MANA
+4	+1	+5	-3	-4	-3		
							RECOMMENDED LEVEL 4 - 6

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Multi Attack: The Ghast may use its Action to attack 2 times per Turn.

Bone Claws: A Strength based attack using the strong claws of the Ghast to slash its prey dealing 1D6 + Strength Modifier Slicing Damage.

Speed: 40 ft of Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire

Languages: can understand Merchant

Type of Creature: Undead

GHOUL		TO HIT (+4)		DEFENSE (-1)		1D8	EXP 90
STR 15 +3	DEX 5 -3	CON 20 +5	WIS 5 -3	INT 5 -3	CHA 5 -3	HP 25	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Shredding Claws: A Strength based attack using the strong claws of the Ghoul to slash its prey dealing 1D8 + Strength Modifier Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire

Languages: can understand Merchant

Type of Creature: Undead

GIANT STAR BAT		TO HIT (+2)		DEFENSE (+3)		1D8		EXP 60	
STR 5 +3	DEX 20 +5	CON 8 +1	WIS 3 -4	INT 3 -4	CHA 5 -4	HP 30		MANA 0	
								RECOMMENDED LEVEL 4 - 6	

Abilities

Toothy Maw: A Strength based attack using the Strength Modifier as a Bonus to the 1D8 Piercing for Damage.

Face Grab: Giant Star Bat launches at a creature's face once within 5 ft and that creature must make a DC 13 Dexterity Save or become grappled.

Face Strangle: While grappled with a creature the Bat begins to suffocate them, each Turn the Bat is not removed is a Turn without air. To remove the Bat is a DC 10 Strength Check that goes up by 1 for each Turn the grapple continues to a max of DC 16.

Speed: 30 ft of flying Movement Speed

Size: Small sized creatures

Languages: can understand Beastial

Type of Creature: Animal

GUARD		TO HIT (+2)		DEFENSE (+8)		1D8	EXP 35
STR 15 +3	DEX 10 +1	CON 7 -2	WIS 7 -2	INT 8 +1	CHA 8 +1	HP 12	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Fine LongSword: A Strength based attack using the Strength Modifier as a Bonus to the 1D8 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Languages: can speak Merchant

Type of Creature: Humanoid

HAIRFISH		TO HIT (+3)		DEFENSE (+3)		1D6	EXP 50
STR 10 +1	DEX 10 +1	CON 12 +2	WIS 5 -3	INT 7 -2	CHA 1 -5	HP 50	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Bite: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D6 for Piercing Damage. If this attack hits it also causes the Bleeding Condition for 2 Rounds.

Spine Swipe: The Hairfish uses the spines along its back to cut at its prey using a +2 to Hit. Any creatures hit by these spines must make a DC 10 Constitution Save or suffer 1D8 Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Beastial

Type of Creature: Animal

HYENA		TO HIT (+4)		DEFENSE (+3)		1D12	EXP 60
STR 12 +2	DEX 10 +1	CON 10 +1	WIS 5 -3	INT 6 -2	CHA 8 +1	HP 20	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Rending Teeth: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D12 Piercing for Damage.

Speed: 45 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Bestial

Type of Creature: Animal

LION		TO HIT (+4)		DEFENSE (+3)		1D10	EXP 60
STR 12 +2	DEX 10 +1	CON 10 +1	WIS 5 -3	INT 6 -2	CHA 8 +1	HP 30	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Rending teeth: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D10 Piercing for Damage.

Speed: 45 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Bestial

Type of Creature: Animal

MATURE FIRE SALAMANDER		TO HIT (+3)		DEFENSE (+4)		1D8	EXP 65
STR 13 +1	DEX 8 -3	CON 10 +1	WIS 5 -3	INT 3 -4	CHA 5 -3	HP 35	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Amphibious: Creature can breathe underwater and on land.

Bite: A Strength based attack using the strong jaws of the Salamander to crush its prey dealing 1D8 + Strength Modifier Bludgeoning Damage.

Fire Cough: Salamander coughs up burning phlegm in a 20 ft cone. Any creature caught in the area must make a DC 13 Dexterity Save or take 2D6 Fire Damage, half on a successful Save.

Speed: 30 ft Land Movement Speed and Swim Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Slicing Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can understand Bestial

Type of Creature: Animal

MERCENARY		TO HIT (+4)		DEFENSE (+7)		1D10	EXP 60
STR 18	DEX 8	CON 10	WIS 8	INT 8	CHA 10	HP 25	MANA 0
+4	+1	+1	+1	+1	+1		
							RECOMMENDED LEVEL 4 - 6

Abilities

Defensive posture: Twice per combat the Mercenary may add +2 to their Armor Bonus as a Quick Action at the start of their Turn that lasts until their next Turn.

Riposte: Once per combat if the opponent swings at the Mercenary and the Mercenary's Defense Roll beats them you may use the Mercenary's Reaction to deal 1D4 Bludgeoning Damage immediately in response.

Path of the Blades: +1 to all Melee To-Hit Rolls.

Good Longsword: A Strength based attack using the Strength Modifier as a Bonus to the 1D10 Slicing for Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Languages: can speak Merchant

Type of Creature: Humanoid

MIDDLING GOLEM CONSTRUCT		TO HIT (+3)		DEFENSE (+8)		1D8	EXP 55
STR 16	DEX 6	CON 20	WIS 1	INT 1	CHA 1	HP 30	0 MANA
+3	-2	+5	-5	-5	-5		
						RECOMMENDED LEVEL 4 - 6	

Abilities

Carapace: Depending on the material used in construction the Golem has Resistance, Vulnerability or Immunity to certain Damage Types.

Wood: Vulnerable to Fire Damage.

Stone: Resistant to Piercing Damage.

Iron: Immune to Fire Damage.

Steel: Immune to Fire, Piercing Damage.

Well-Built Pummeling Fists: A Strength based attack using the strong claws of the Construct to smash its prey dealing 1D8 + Strength Modifier Bludgeoning Damage.

Speed: 30 ft Movement Speed

Size: Middling sized creature

Languages: Can understand the language of the creature that made it.

Type of Creature: Construct

MOLT		TO HIT (+4)		DEFENSE (+10)		1D10	EXP 150
STR 5	DEX 16	CON 10	WIS 5	INT 5	CHA 1	HP 30	MANA 0
-3	+3	+1	-3	-3	-5		
							RECOMMENDED LEVEL 4 - 6

Abilities

Molt: While standing still the creature morphs its body to match the exact visual appearance of an object no bigger than 5 ft in any direction. This appearance can only be seen through by touching the creature and feeling the squishy nature of its body.

Camouflage: Creature can use its Quick Action to change its appearance to match the color of its surrounding. To see the creature in this state the observer must succeed a DC 13 Perception Check. Once seen the Observer can keep track of the Creature unless it physically leaves line of sight.

Gaping Maw: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D10 for Piercing Damage.

Speed: 35 ft of Movement Speed

Size: Small sized creature

Languages: cannot speak or understand any language.

Type of Creature: Abomination

NECROMANCER		TO HIT (+2)		DEFENSE (+4)		1D6	EXP 80
STR 8 +1	DEX 7 -2	CON 10 +1	WIS 12 +2	INT 16 +3	CHA 8 +1	HP 30	100 MANA
						RECOMMENDED LEVEL 4 - 6	

Abilities

Phoenix Bolt: The Necromancer uses their Mana to coat their hand with burning green fire. With a flick of the arm it is sent hurling into a ball towards a Target as an attack. This bolt of green Mana fire can pass through water without being extinguished to strike a target. On a successful hit that target will take 1D4 Fire Damage.

Hallow: Costing 15 Mana the Necromancer calls to the land around the target and pulls away the energy from the earth leaving the ground weeping a foul Miasma of Mana that makes the soul tired. Any caught in the radius must make a Constitution Save DC 13 or suffer 2D6 Necrotic Damage, half on a success.

Raise Dead: Gathering the bones or parts of a creature they wish to reanimate from the dead, they Push Mana into the bones and pull the remnants of life back into the rotted flesh. Upon finishing the spell the body will rise as a Skeleton or Zombie depending on if a pile of bones or corpse were used as the materials. It can be given an order as a Quick Action, It will follow the orders to the letter but cannot think for itself and should you not give it an order it will stand motionless. Only reacting if attacked to attack in return. It acts on its own Initiative and uses its own creature stat block. Once 8 hours have passed the Raised Dead remains animated but gains its own awareness no longer being under control it will become hostile to any living creature around it.

Good Dagger: A Dexterity based attack dealing 1D4 + Dexterity Modifier Slicing Damage.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Merchant

Type of Creature: Humanoid



Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Mana Drain: Once within 5 ft the Risen Mage reaches out and grabs a magic user, they must succeed a Wisdom Save DC 11 or have 15 Mana transferred to the Risen Mage.

Willow Spark: Summoning small wisps of magic the size of each finger and sending them forth into a target who is within 120 ft. These sparks of spirits will seek out the target through solid objects and attempt to cause harm. Should they hit deal 1D4 Spirit Damage.

Spirit Beam: A beam of spirit energy that costs 30 Mana and lances out in a line to 30 ft, any caught in the blast must make a Dexterity Save, DC 13 or take 3D6 Spirit Damage, half on a success.

Bone Claws: A Strength based attack using the strong claws of the mage to slash its prey dealing 1D6 + Strength Modifier Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Resistances: Creature takes half damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire

Languages: can speak Merchant

Type of Creature: Undead

SMILODON		TO HIT (+5)		DEFENSE (+4)		1D8	EXP 60
STR 15 +3	DEX 10 +1	CON 10 +1	WIS 7 -2	INT 6 -2	CHA 5 -3	HP 45	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Piercing Fangs: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D8 for Piercing Damage. Once damage is dealt the target must make a Constitution Save, DC 13 or be afflicted with the Bleeding Condition for 3 Rounds.

Speed: 50 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Bestial

Type of Creature: Animal

VERMOK LIZARD		TO HIT (+4)		DEFENSE (+6)		1D8		EXP 60	
STR 16 +3	DEX 10 +1	CON 12 +2	WIS 5 -3	INT 3 -4	CHA 5 -3	HP 30		0 MANA	
								RECOMMENDED LEVEL 4 - 6	

Abilities

Amphibious: Creature can breathe underwater and on land.

Venomous Bite: A Strength based attack using the strong jaws of the Vermok Lizard to rip its prey dealing 1D8 + Strength Modifier Bludgeoning Damage + 1D6 Poison Damage.

Speed: 30 ft Land Movement Speed and Swim Speed

Size: Middling sized creature

Languages: can understand Beastial

Type of Creature: Animal

VOID CRAWLER		TO HIT (+5)		DEFENSE (+3)		1D8	EXP 80
STR 17 +4	DEX 6 -2	CON 14 +3	WIS 5 -3	INT 4 -3	CHA 1 -5	HP 30	MANA 0
						RECOMMENDED LEVEL 4 - 6	

Abilities

Mimic form: Once per day the Creature can mimic any other creature it sees of equal Size Category or larger. It will take on a macabre appearance resembling the original creature and gain the first ability of that creature.

Claw: A Strength based attack using the strong claws of the Void Beast to slash its prey, dealing 1D8 + Strength Modifier Slicing Damage.

Void Corruption: The creature's otherworldly flesh decays and corrodes any creation made object. If the Void Beast is struck with a Melee Weapon that is not made of silver, that Weapon loses a Quality Level. If the Weapon's Level reaches Broken, the weapon dissolves into nothing.

Spirit Sight: can see spirits as though they were physical

Speed: 40 ft Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Frost Damage, Spirit Damage

Vulnerabilities: Creature takes double Damage from: Fire Damage, Divine Damage

Languages: can understand Merchant, can Speak Void

Type of Creature: Abomination



Abilities

Shapeshift: The Kitsune can disguise themselves as another Humanoid Species they can see using 11 Mana to do so. In order for another creature to see through the disguise they must beat DC 11 with an Insight Check. If the Check is failed then the Kitsune appears and sounds exactly like the Humanoid they are portraying until they fall asleep or change back at will. Shapeshift cannot be used while in a Humanoid form, only in the original Fox-like form.

Claw: A Dexterity based attack using the strong claws of the Kitsune to slash its prey dealing 1D6 + Dexterity Modifier Slicing Damage.

Invisibility: Costing 15 mana the light bends around them to appear as a vague outline barely noticeable While under the effects of the spell the creature cannot be spotted over a distance of 20 ft away and has Advantage on Stealth Checks made against a creature at a distance under 20 ft. If noticed while under the effects of the spell the creature is seen as a vague outline with no recognizable traits and can attempt to re-enter Stealth once they have made distance from the one who has noticed them or broken direct line of sight.

Speed: Movement Speed

Size: Small sized creature

Immunity: Creature takes no Damage from: Spirit Damage

Languages: can understand Bestial and speak merchant

Type of Creature: Fae

Recommended Level 7-9

ALLIGATOR		TO HIT (+6)		DEFENSE (+5)		1D10	EXP 60
STR 15 +3	DEX 5 -3	CON 10 +1	WIS 5 -3	INT 6 -2	CHA 5 -3	HP 60	MANA 0
RECOMMENDED LEVEL 7-9							

Abilities

Crushing Teeth: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D10 for Piercing Damage.

Death Roll: When the Alligator makes a Melee Attack that does Damage, the creature hit must make an opposed Strength Check or become grappled. While grappled the Alligator may use its Action to Death Roll. During the Death Roll the grappled creature must make a DC 13 Constitution Save or suffer 2D8 Bludgeoning Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Beastial

Type of Creature: Animal



Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Bone Claws: A Strength based attack using the strong claws of the Banshee to slash its prey dealing 1D8 + Strength Modifier Slicing Damage.

Screech: Costing 15 Mana, the Banshee shouts a deafening wail that sends a blast of pressure out in a 30 ft cone. Any creature caught in the area must make a DC 10 Constitution Save or on a failed Save take 2D6 Blast Damage and be inflicted with the Dazed Complication for 2 Rounds. On a successful Save take half Damage and do not suffer a Condition.

Talons: A Strength based attack using the strong claws of the Banshee to slash its prey dealing 1D8 + Strength Modifier Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Necrotic, Poison, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire

Languages: can understand Merchant

Type of Creature: Undead

BOG MAW		TO HIT (+4)		DEFENSE (+3)		1D4	EXP 150
STR 21 +6	DEX 15 +3	CON 18 +4	WIS 1 -5	INT 1 -5	CHA 1 -5	HP 100	0 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Natural Camouflage: The Bogmaw has advantage to all Stealth Rolls when in mud or shallow water.

Maw Grapple: The Bogmaw may attack a target in a Strength based attack using the Strength Modifier as a Bonus to the 1D4 Piercing Damage. Should the attacked creature take Damage then they will become grappled by the Bogmaw. While the target is grappled in mud or water then the target is subject to drowning, using standard drowning rules.

Speed: 15 ft of movement speed

Size: Small sized creatures

Languages: can understand Beastial

Type of creature: Animal



Abilities

Stump Club: A Strength based attack using the large Club of the Troll to crush its prey dealing 1D10 + Strength Modifier Bludgeoning Damage.

Blend with Surroundings: The Bog Troll is naturally camouflaged within nature. Any Stealth Check the Troll makes it does at Advantage.

Regeneration: Sporting an unnaturally robust body the Bog Troll will regenerate 1D6 + its Constitution Modifier in Health each Turn unless it has been struck with Fire Damage within the last Round.

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage, Necrotic Damage, Poison Damage, Spirit Damage

Vulnerabilities: Creature takes double Damage from: Fire Damage

Languages: can understand Bestial, some may speak broken amounts of Merchant

Type of Creature: Fae



Abilities

Stoney Gaze: Stoney Gaze: Once per Turn the Cockatrice can use its Action to target a creature within 40 ft and full line of sight of it. This creature must make a Constitution Saving Roll DC 10, or on a failed Save be petrified by the Cockatrice's gaze and begin to Turn to stone. Turning to stone completely takes 3 Rounds with each Round giving a Complication until the person turns to stone on Round 3. On Round 1 the affected person gets the Slowed Condition. On Round 2 they have the effects of the Slowed Condition and the Dazed Condition. On Round 3 the affected person turns to stone. While petrified the person cannot move or speak and appears as a statue. A person can be cured of petrification by any healing spell or healing potion. If cured of petrification the previous mentioned Conditions are immediately cured. If the Cockatrice is killed before the person affected turns to stone completely then the person will not be petrified.

Peck: A Strength based attack using the sharp beak of the Cockatrice to peck its prey dealing 1D6 + Strength Modifier Piercing Damage.

Flying: The Cockatrice has a Fly Speed of 30 ft.

Multi Attack: The Cockatrice may make two separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Great sized creature

Languages: can speak Bestial

Type of Creature: Animal

CULTIST WARRIOR		TO HIT (+2)		DEFENSE (+5)		1D6	EXP 100
STR 15 +3	DEX 10 +1	CON 12 +2	WIS 8 +1	INT 8 +1	CHA 8 +1	HP 49	80 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Rot: The Cultist Warrior reaches out and touches a creature with dark magic, If the Cultist Warrior hits with a Spell Attack, this spell deals 1D6 Necrotic Damage.

Rune: Costing 35 Mana, the Cultist Priest places a hand on a creature or object and causes a rune to be magically inscribed on it. If this Attack passes the Defender's Defense Roll this rune will stay inscribed on the Target for 3 Rounds before it will fade away. Before it fades away the Cultist Warrior may use a Quick Action to activate the rune. Once activated the rune deals 2D6 damage of either Fire, Poison, Spirit, Cold, or Necrotic Type and the spell ends.

Void Armor: For the cost of 10 Mana, the Cultist Warrior may surround themselves with a dark black mist that adds +4 to their Armor for 2 Rounds. Does not stack.

Good Cutlass: A Strength based attack dealing 1D6 + Strength Modifier Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Languages: can speak Merchant

Type of Creature: Humanoid

GREAT FIRE SALAMANDER		TO HIT (+6)		DEFENSE (+8)		1D10		EXP 100	
STR 25 +7	DEX 15 +3	CON 19 +4	WIS 5 -3	INT 3 -4	CHA 5 -3	HP 70 0 MANA			
						RECOMMENDED LEVEL 7-9			

Abilities

Amphibious: Creature can breathe underwater and on land.

Bite: A Strength based attack using the strong jaws of the Salamander to crush its prey dealing 1D10 + Strength Modifier Bludgeoning Damage.

Fire Cough: The Salamander coughs up burning phlegm in a 30 ft cone. Any creature caught in the area must make a DC 13 Dexterity Save or take 3D8 Fire Damage, half on a successful Save.

Speed: 30 ft Land Movement Speed and Swim Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Slicing Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can understand Beastial

Type of Creature: Animal

GREAT GOLEM CONSTRUCT		TO HIT (+4)		DEFENSE (+10)		1D10	EXP 65
STR 25	DEX 6	CON 20	WIS 1	INT 1	CHA 1	HP 45	0 MANA
+7	-2	+5	-5	-5	-5		
							RECOMMENDED LEVEL 7-9

Abilities

True-Smithed Pummeling Fists: A Strength based attack using the strong claws of the Construct to smash its prey dealing 1D10 + Strength Modifier Bludgeoning Damage.

Carapace: Depending on the material used in construction the Golem has Resistance, Vulnerability or Immunity to certain Damage Types.

Wood: Vulnerable to Fire Damage.

Stone: Resistant to Piercing Damage.

Iron: Immune to Fire Damage.

Steel: Immune to Fire, Piercing Damage.

Speed: 30 ft Movement Speed

Size: Great sized creature

Languages: Can understand the language of the creature that made it.

Type of Creature: Construct

HIGHWAYMAN		TO HIT (+4)		DEFENSE (+7)		1D6	EXP 100
STR 15 +3	DEX 17 +4	CON 8 +1	WIS 8 +1	INT 10 +1	CHA 8 +1	HP 50	MANA 0
						RECOMMENDED LEVEL 7-9	

Abilities

Dirty Fighting: Once per Combat if the Highwayman makes a Targeted Attack on an enemy's Torso and inflicts a Compilation, they deal 1D4 extra Damage of the same Type of the weapon used.

Glancing Blow: As a Reaction, when the Highwayman is hit with an attack they can see coming, They may halve the Damage to a minimum of 1.

Gentle Reposition: Once a day the Highwayman may use their Reaction to add their Dexterity Modifier to their Armor Bonus during a Defense Roll.

True-Smithed Rapier: A Dexterity based attack dealing 1D6 + Dexterity Modifier Piercing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Languages: can speak Merchant

Type of Creature: Humanoid

KITSUNE		TO HIT (+4)		DEFENSE (+5)		2D6	EXP 90
STR 8 +1	DEX 17 +4	CON 7 -2	WIS 15 +3	INT 14 +3	CHA 8 +1	HP 50	60 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Shapeshift: The Kitsune can disguise themselves as another Humanoid Species they can see using 11 Mana to do so. In order for another creature to see through the disguise they must beat DC 13 with an Insight Check. If the Check is failed then the Kitsune appears and sounds exactly like the Humanoid they are portraying until they fall asleep or change back at will. Shapeshift cannot be used while in a Humanoid form only in the original Fox-like form.

Claw: A Dexterity based attack using the strong claws of the Kitsune to slash its prey dealing 2D6 + Dexterity Modifier Slicing Damage.

Pounce: The Kitsune uses an Action to launch its full weight at an opponent. Forcing the target to make a DC 14 Dexterity Save or be knocked Prone and suffer 2D8 Bludgeoning Damage.

Spectral Visage: Using 15 Mana the Kitsune creates an illusion of itself multiplying, the number of clones is equal to 1D8. While the illusions are in effect any attack that would have hit the Kitsune has a chance to hit the clone instead. If the clone is hit it immediately disappears. Once all clones are hit the effect ends. To see through the illusion and hit the real Kitsune you must make a DC 13 Insight Check, on a success you will be able to strike the real target.

Spirit Sight: can see spirits as though they were physical

Speed: 60 ft

Size: Middling sized creature

Immunity: Creature takes no damage from: Spirit Damage

Languages: can understand Bestial and speak merchant

Type of Creature: Fae

LICH		TO HIT (+4)		DEFENSE (+4)		1D12	EXP 150
STR 11 +1	DEX 7 -2	CON 20 +5	WIS 12 +2	INT 16 +3	CHA 6 -2	HP 90	200 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Mana Drain: Once within 10 ft the Lich reaches out with wispy tendrils and grabs a magic user, the target must succeed a Wisdom Save DC 13 or have 15 Mana transferred to the Lich.

Unholy Spark: Summoning small wisps of magic the size of each finger and sending them forth into a target who is within 120 ft. These sparks of spirits will seek out the target through solid objects and attempt to cause harm. Should they hit deal 1D6 Spirit Damage.

Haunt Beam: A crackling beam of foul energy that costs 30 Mana and lances out in a line to 40 ft. Any caught in the blast must make a Dexterity Save DC 13 or take 3D8 Poison Damage and become Dazed for 2 Rounds, half Damage on a success without incurring the Dazed Condition.

True-Smithed Greatsword: A Strength based attack dealing 1D12 + Strength Modifier Slicing Damage.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire

Immunity: Creature takes no Damage from: Necrotic

Languages: can speak Merchant

Type of Creature: Undead

MAMMOTH		TO HIT (+5)		DEFENSE (+5)		1D8	EXP 70
STR 20 +5	DEX 10 +1	CON 10 +1	WIS 8 +1	INT 6 -2	CHA 5 -3	HP 55	0 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Piercing Tusks: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D8 for Piercing Damage. Creatures hit by this attack must make a DC 15 Strength Save or be knocked Prone.

Speed: 40 ft of Movement Speed

Size: Great sized creatures

Languages: can understand Bestial

Type of Creature: Animal



Abilities

Horn Stab: Twice per combat, leading with its head, the Minotaur shoves its horns at a target. If the attack hits the target, takes 2D6 Piercing Damage and receives the Bleed Condition for 3 Rounds.

Well-Built Great Axe: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D12 for Slicing Damage.

Stomp: The Minotaur slams its powerful hooves into the ground causing the ground to shake, any creature within the Minotaur's Contested Space must make a Dexterity Save DC 14 or take 2D10 Blast Damage.

Speed: 35 ft Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage

Languages: can speak Bestial and Merchant

Type of Creature: Animal

MOUNTAIN HYDRA		TO HIT (+3)		DEFENSE (+5)		1D8	EXP 100
STR 25 +7	DEX 15 +3	CON 20 +5	WIS 5 -3	INT 10 +1	CHA 5 -3	HP 75	MANA 0
						RECOMMENDED LEVEL 7-9	

Abilities

Head Regrowth: When the Hydra takes over 20 non Fire Damage total it will lose a head, once a head is lost to non Fire Damage two new heads will suddenly sprout from the neck as well as regaining 10 Health.

Multi Attack: For each head the Mountain Hydra has it gains an Extra Attack up to a max of 4 attacks.

Tail Strike: The Hydra slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Hydra. Any creature caught in the area of effect must make a DC 13 Dexterity Save or on a failed Save take 1D6 Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Powerful Jaws: A Strength based attack using the strong jaws of the Mountain Hydra to rip its prey dealing 1D8 + Strength Modifier Piercing Damage.

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage, Frost Damage

Languages: can understand Beastial

Type of Creature: Animal

PHOENIX		TO HIT (+4)		DEFENSE (+2)		1D10	EXP 100
STR 5 -3	DEX 15 +3	CON 10 +1	WIS 12 +2	INT 8 +1	CHA 6 -2	HP 100 50 MANA	
							RECOMMENDED LEVEL 7-9

Abilities

Fiery Form: Once the Phoenix has reached half Health it will grow one Size Category as it fully engulfs itself into flame and becomes a spectral form of fire. While in this form the Phoenix gains an extra Damage Dice on all attacks and all attacks deal an extra +5 Fire Damage.

Talons: A Strength based attack using the strong talons of the Phoenix to crush its prey dealing 1D10 + Strength Modifier Bludgeoning Damage.

Flare Up: Using 10 Mana, the Phoenix flaps its wings igniting them and the air sending out a 30 ft cone. Any creature caught in the area must make a DC 13 Dexterity Save or take 3D8 Fire Damage, half on a successful Save.

Searing Bolt: The Phoenix shoots a ball of burning essence at a target within 60 ft of it, on a successful hit the target takes 1D12 Fire Damage.

Speed: 45 ft Fly Speed, 30 ft Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Slicing Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can understand Beastial

Type of Creature: Animal

SOLDIER		TO HIT (+3)		DEFENSE (+8)		1D10	EXP 95
STR 17 +4	DEX 14 +3	CON 8 +1	WIS 7 -2	INT 8 +1	CHA 8 +1	HP 40	MANA 0
						RECOMMENDED LEVEL 7-9	

Abilities

Tactical Fighting: Once per Combat the Soldier may use the Trip Action as a Quick Action.

Improved Riposte: Twice per combat if an opponent swings at the Soldier and their Defense Roll beats the Attack Roll, the Soldier may use their Reaction if they still have one to slam their weapon handle into the attacker in response, dealing 2D4 Bludgeoning Damage.

Well Built Longsword: A Strength based attack dealing 1D10 + Strength Modifier Slicing Damage.

Speed: 30 ft of Movement Speed

Size: Middling sized creature

Languages: can speak Merchant

Type of Creature: Humanoid

TERROR BIRD		TO HIT (+3)		DEFENSE (+4)		1D10	EXP 60
STR 15 +3	DEX 16 +3	CON 10 +1	WIS 7 -2	INT 6 -2	CHA 5 -3	HP 40	0 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Rending beak: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D10 for Damage.

Kick: A Dexterity based attack using the Dexterity Modifier as a Damage Bonus to the 1D8 for Damage and must beat a DC 10 Strength Check or be knocked Prone.

Speed: 60 ft of Movement Speed

Size: Middling sized creatures

Languages: can understand Bestial

Type of Creature: Animal

WEREWOLF		TO HIT (+4)		DEFENSE (+8)		1D10	EXP 100
STR 20 +5	DEX 10 +1	CON 15 +3	WIS 5 -3	INT 5 -3	CHA 5 -3	HP 95	MANA 0
						RECOMMENDED LEVEL 7-9	

Abilities

Claws: A Strength based attack dealing 1D10 + Strength Modifier Piercing Damage.

Multi Attack: The Werewolf may make two separate Attack Actions.

Frenzy: Three times per combat when the Werewolf is damaged it may add 1D12 to its next Attack.

Werewolves have a special aversion to Silver, when Damaged by a weapon coated in silver their Resistances are negated when calculating Damage.

Speed: 35 ft of Movement Speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage

Languages: can understand Bestial

Type of Creature: Abomination



Abilities

Incorporeality: As a Spirit, the Wraith is an unseen entity to those without Spirit Sight until it attacks. Being incorporeal also allows the Wraith the ability to move through cover, and other solid objects such as walls and floors within its Movement as though they didn't exist.

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: if this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Hover: The Wraith does not follow gravity and will continue to float over gaps and spaces. It must follow elevation changes to gain more height as it cannot fly but it cannot be forced to take a fall.

Spectral Claws: A Strength based attack using the strong claws of the Wraith to slash its prey dealing 1D8 + Strength Modifier Slicing Damage.

Spirit Sight: can see Spirits as though they were physical

Speed: 35 ft of Movement Speed

Size: Middling sized creature

Vulnerabilities: Creature takes double Damage from: Divine, Spirit

Immunity: Creature takes no Damage from: Non Magical Damage Types

Languages: can understand Merchant

Type of Creature: Undead, Spirit

YOUNG VAMPIRE		TO HIT (+4)		DEFENSE (+4)		1D6	EXP 100
STR 17 +4	DEX 15 +3	CON 13 +3	WIS 7 -2	INT 12 +2	CHA 10 +1	HP 90	30 MANA
						RECOMMENDED LEVEL 7-9	

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Blood Draw: Once within 5 ft the Vampire launches themselves out and grabs a living creature, using 15 Mana the Vampire begins to feed. The attacked creature must succeed a Constitution Save DC 14 or have 1D10 Health transferred to the Vampire. Health transferred cannot go above the Vampire's max Health.

Mist Form: Using 20 Mana, the Vampire shifts their form into a mist apparition resembling themselves. This form lasts a minute and while it is active the Vampire gains a 40 ft Fly Speed and can fit through small cracks as though they were open doors. Physical attacks against the Vampire while in this form have Disadvantage, the form can be reverted at will or can be forcibly reverted if the Vampire is Damaged by silver.

Claws: A Strength based attack dealing 1D6 + Strength Modifier Slicing Damage.

Regeneration: Unless damaged by silver the Vampire will regain health equal to 1D4 +3 at the start of its turn.

Speed: 60 ft Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire, have a special aversion to daylight of any form, should they be caught in it they move at half speed and take 1D6 Divine damage every minute they remain in the daylight.

Immunity: Creature takes no Damage from: Necrotic

Languages: can speak Merchant

Type of Creature: Greater Undead

Recommended Level 10-11

BASILISK		TO HIT (+6)		DEFENSE (+10)		1D6	EXP 1,000
STR 23	DEX 5	CON 13	WIS 5	INT 8	CHA 1	HP 150	
+6	-3	+2	-3	+1	-5	0 MANA	
							RECOMMENDED LEVEL 10-11

Abilities

Stoney Gaze: Once per Turn the Basilisk can use its Action to target a creature within 40 ft and full line of sight of it. This creature must make a Constitution Saving Roll DC 10, or on a failed Save be petrified by the Basilisk's gaze and begin to Turn to stone. Turning to stone completely takes 3 Rounds with each Round giving a Complication until the person turns to stone on Round 3. On Round 1 the affected person gets the Slowed Condition. On Round 2 they have the effects of the Slowed Condition and the Dazed Condition. On Round 3 the affected person turns to stone. While petrified the person cannot move or speak and appears as a statue. A person can be cured of petrification by any healing spell or healing potion. If cured of petrification the previous mentioned Conditions are immediately cured. If the Basilisk is killed before the person affected turns to stone completely then the person will not be petrified.

Bite: A Strength based attack using the strong jaws of the Basilisk to crush its prey dealing 1D6 + Strength Modifier Piercing Damage.

Amphibious: The Basilisk has a Swim Speed of 30 ft.

Multi Attack: The Basilisk may make two separate Attack Actions.

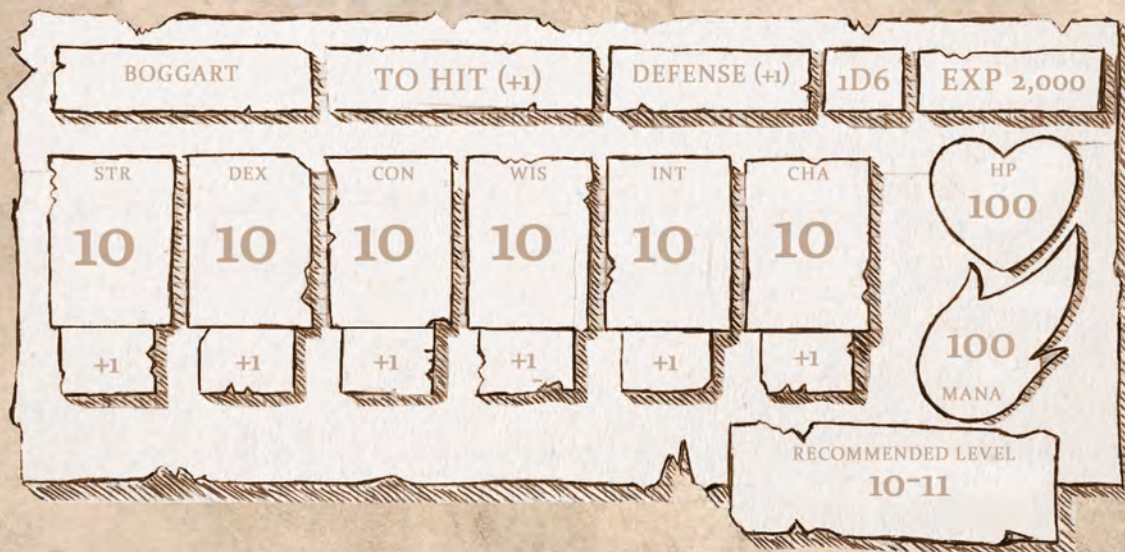
Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage

Languages: can speak Beastial

Type of Creature: Animal



Abilities

Shapeshifter: The Boggart is capable of changing form into the shape of another creature. To do this it will target an individual it can see and transform into whatever the target most fears. The target must make a Wisdom Save DC 10 or gain the Frighted Condition for 3 Rounds. If the Boggart targets a different person then it immediately must use its next Action to transform again. While it is transformed into another creature it uses that creature's Abilities but its stats do not change and the Damage it does is halved on all attacks. If the creature it would turn into would have the Multi Attack Ability, the Boggart does not gain this trait.

Incorporeal: The Boggart's true form is incorporeal and can only be seen by someone with Spirit Sight.

Spirit Sight: This creature can see spirits as though they were physical

Speed: 25 ft of movement speed

Size: Small sized creatures

Vulnerabilities: The Boggart cannot do Damage to other creatures while in its true form, it must target an individual and shapeshift into another creature in order to attack.

Languages: it cannot speak any languages

Type of Creature: Spirit



Abilities

Primate Strength: The Ape throws both of its fists like a club at its opponent, if the attack hits the Target takes $3D8 + \text{Strength Modifier}$ Bludgeoning Damage. The Ape needs 2 Rounds to recharge before it can do this again.

Fists: A Strength based attack dealing $2D8 + \text{Strength Modifier}$ Bludgeoning Damage.

Chest Thump: Once per combat the Ape may rear up and beat its chest. This will cause the Ape to get more aggressive in the fight, for 4 Rounds after this is done all attacks made by the Great Lowland Ape deal an extra $1D10$ Damage and the Ape becomes Immune to the Dazed Condition.

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Slicing Damage

Languages: can speak Bestial

Type of Creature: Animal

HARPY		TO HIT (+4)		DEFENSE (+6)		1D8	EXP 200
STR 15 +3	DEX 15 +3	CON 15 +3	WIS 10 +1	INT 14 +3	CHA 8 +1	HP 130	MANA 0
						RECOMMENDED LEVEL 10-11	

Abilities

Claws: A Strength based attack dealing 1D8 + Strength Modifier Slicing Damage.

Multi Attack: The Harpy may make two separate Attack Actions.

Lance: 1D10 Piercing Damage with a +4 to Hit. The Harpy may use a Quick Action to couch their lance. While couched if they hit an opponent after having moved at least 25 ft during that turn, add 1D6 additional piercing damage to the attack.

Speed: 40 ft of movement speed

Size: Middling sized creature

Languages: can understand Bestial and speak Merchant

Type of Creature: Humanoid

NEMEAN LION		TO HIT (+4)		DEFENSE (+8)		1D12	EXP 350
STR 15 +3	DEX 10 +1	CON 30 +9	WIS 8 +1	INT 8 +1	CHA 3 -4	HP 100	MANA 0
						RECOMMENDED LEVEL 10-11	

Abilities

Claw: A Strength based attack using the Strength Modifier as a Damage Bonus to the 1D12 Piercing for Damage.

Multi Attack: The Nemean Lion may make two separate Attack Actions.

Speed: 50 ft of Movement Speed

Size: Great sized creatures

Resistances: Creature takes half Damage from: Bludgeoning Damage

Immunity: Creature takes no Damage from: Piercing Damage, Slicing Damage

Languages: can understand Beastial

Type of Creature: Animal



Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Blood Draw: Once within 5 ft the Vampire launches themselves out and grabs a living creature, using 15 Mana the Vampire begins to feed. The attacked creature must succeed a Constitution Save DC 14 or have 1D10 Health transferred to the Vampire. Health transferred cannot go above the Vampire's max Health.

Regeneration: Unless damaged by silver the Vampire will regain health equal to 1D6 +3 at the start of its turn. It may use 15 mana to regain an additional +5 health

Shattering Claw: Twice per combat the Vampire throws all of their strength into a slash, if the attack hits the target takes 1D12 + Strength Modifier Piercing Damage and becomes Bruised for 3 Rounds.

Claws: A Strength based attack dealing 1D8 + Strength Modifier Slicing Damage.

Vampires have a special aversion to daylight of any form, should they be caught in it they move at half speed and take 1D6 Divine damage every minute they remain in the daylight.

Speed: 60 ft Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire

Immunity: Creature takes no Damage from: Necrotic

Languages: can speak Merchant

Type of Creature: Undead

Recommended Level 12-13

ADOLESCENT DRAGON		TO HIT (+8)		DEFENSE (+11)		1D6	EXP 3,000
STR 23 +7	DEX 8 +1	CON 19 +4	WIS 7 -2	INT 16 +3	CHA 10 +1	HP 200	MANA 0
RECOMMENDED LEVEL 12-13							

Abilities

Fire Breath: The Dragon opens its mouth and blasts a wave of fire in a 10 ft cone. Any creature caught in the blast must make a DC 13 Dexterity Save or suffer 3D10 + Intellect Modifier Fire Damage. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D6 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the area of effect must make a DC 10 Dexterity Save or on a failed Save take 1D6 Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: Dragon can use its wings to launch into the air 30 ft upward and fly at a speed of 30 ft per Turn.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can speak Bestial and can Speak Merchant

Type of Creature: Animal

ELDER VAMPIRE		TO HIT (+8)		DEFENSE (+8)		2D8	EXP 500
STR 30 +9	DEX 8 +1	CON 19 +4	WIS 7 -2	INT 12 +3	CHA 10 +1	HP 250	200 MANA
						RECOMMENDED LEVEL 12-13	

Abilities

Undead Constitution: When this creature is hit by Poison, instead of suffering the Damage dealt it is healed by the Damage instead.

Undead Soul: If this creature is within the effects of a healing spell it will suffer Damage equal to the healing dealt.

Blood Draw: Once within 5 ft the Vampire launches themselves out and grabs a living creature, using 15 Mana the Vampire begins to feed. The attacked creature must succeed a Constitution Save DC 14 or have 1D10 Health transferred to the Vampire. Health transferred cannot go above the Vampire's max Health.

Regeneration: Unless damaged by silver the Vampire will regain health equal to 1D8 +3 at the start of its turn. It may use 15 mana to regain an additional +10 health

Shattering Claw: Twice per combat the Vampire throws all of their strength into a slash, if the attack hits the target takes 1D12 + Strength Modifier Piercing Damage and becomes Bruised for 3 Rounds.

Claws: A Strength based attack dealing 2D8 + Strength Modifier Slicing Damage.

Speed: 60 ft Movement Speed

Size: Middling sized creature

Resistances: Creature takes half Damage from: Piercing, Slicing, Spirit

Vulnerabilities: Creature takes double Damage from: Divine, Fire, Vampires have a special aversion to daylight of any form, should they be caught in it they move at half speed and take 1D6 Divine damage every minute they remain in the daylight.

Immunity: Creature takes no Damage from: Necrotic

Languages: can speak Merchant

Type of Creature: Greater Undead

LESSER DEMON		TO HIT (+6)		DEFENSE (+5)		1D10	EXP 5,000
STR 13 +2	DEX 13 +2	CON 20 +5	WIS 7 -2	INT 7 -2	CHA 10 +1	HP 200	100 MANA
						RECOMMENDED LEVEL 12-13	

Abilities

Overwhelming Numbers: If another Fiend Type creature is within this Demon's Contested Space it gets one extra attack.

Wrathful Swing: A Strength based attack using the Strength Modifier as a Bonus to the 1D10 Slicing for Damage.

Hex Bolt: Using 10 Mana, the Lesser Demon throws a swirling, pulsing spiritual mass of Mana condensed into a ball into an area where it loses cohesion and releases its energy with a thunderous pop. Any caught in the 10 ft radius from the point of impact must make a Dexterity Save DC 10, dealing 3D6 Spirit Damage on a failed Save and half Damage on a success.

Speed: 30 ft of Movement Speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Fire Damage, Bludgeoning Damage

Vulnerabilities: Creature takes double Damage from: Divine Damage

Languages: can speak Merchant and speak Void

Type of creature: Fiend

LYCAN		TO HIT (+6)		DEFENSE (+12)		1D10	EXP 1,000
STR 24 +7	DEX 14 +3	CON 20 +5	WIS 5 -3	INT 10 +1	CHA 7 -2	HP 150	MANA 0
						RECOMMENDED LEVEL 12-13	

Abilities

Claws: A Strength based attack dealing 1D10 + Strength Modifier Piercing Damage.

Multi Attack: The Lycan may make two separate Attack Actions.

Reborn: When reduced to 0 Health the Lycan will appear to die, in reality if the weapon used to strike the final blow is not coated in silver then subtract the amount of Damage dealt to the Lycans Health when it was struck. The resulting number is the amount of minutes until the Lycan will wake up fully healed.

Cursed Bite: 1D4 Piercing Damage. Upon being bitten by a Lycan the victim has a chance to incur Lycanthropy. They must roll a Constitution Save higher than 12 or be cursed. Once afflicted, the person will forcibly turn into a Werewolf on the full moon completely under the control of the Lycan that turned them. It is impossible to know if Lycanthropy was caught from the bite or not until the full moon. Permanently killing the Lycan or drinking a Cure Lycanthropy Potion will free the cursed individual. While in the form of a Werewolf they use the Werewolf stat block.

Lycan have a special aversion to Silver, when Damaged by a weapon coated in silver their Resistances are negated when calculating Damage.

Speed: 40 ft of movement speed

Size: Middling sized creatures

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage

Languages: can understand Beastial

Type of Creature: Abomination

YOUNG DRAGON		TO HIT (+8)		DEFENSE (+9)		1D6	EXP 1,000
STR 23 +7	DEX 8 +1	CON 19 +4	WIS 7 -2	INT 16 +3	CHA 10 +1	HP 180	MANA 0
						RECOMMENDED LEVEL 12-13	

Abilities

Hot Breath: The Dragon opens its mouth and blasts scalding air at a target 5 ft away. That creature must make a DC 13 Dexterity Save or suffer 3D8 Fire Damage. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D6 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 10 ft cone originating at the Dragon Any creature caught in the area of effect must make a DC 10 Dexterity Save or on a failed Save take 1D6 Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can speak Beastial and can Speak Merchant

Type of Creature: Animal

Recommended Level 14-15



Abilities

Fire Breath: The Dragon opens its mouth and blasts a wave of fire in a 20 ft cone. Any creature caught in the blast must make a DC 14 Dexterity Save or suffer 2D10 + Intellect Modifier Fire Damage. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D10 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the area of effect must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: The Dragon can use its wings to launch upward 30 ft and fly 30 ft per Turn.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can speak Bestial and can Speak Merchant

Type of Creature: Animal



Abilities

Miasma: The air within 5 ft of a Greater Demon becomes infused with a foul miasma. Anyone within range must beat a Constitution Save DC 12 or take 4 Poison Damage per Round while standing within this miasma.

Claw: A Strength based attack using strong claws of the Greater Demon to slash its prey dealing 1D10 + Strength Modifier Slicing Damage.

Shadowed Flames: Using 25 Mana, the creature shoots a mass of blue Mana Fire at a target, dealing 2D12 Spirit Damage.

Multi Attack: This creature has 3 attack Actions per Turn.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Fire Damage, Bludgeoning Damage

Vulnerabilities: Creature takes double Damage from: Divine Damage

Languages: can speak Merchant and can speak Void

Type of Creature: Fiend

JADE DRAGON		TO HIT (+8)		DEFENSE (+11)		1D12	EXP 10,000
STR 30 +8	DEX 15 +1	CON 22 +6	WIS 10 -2	INT 20 +4	CHA 10 +1	HP 300	200 MANA
						RECOMMENDED LEVEL 14-15	

Abilities

Poison Breath: The Dragon opens its mouth and blasts a wave of Poison in a 20 ft cone. Any creature caught in the blast must make a DC 14 Dexterity Save or suffer 3D12 + Intellect Modifier Poison Damage. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D12 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the area of effect must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: The Dragon can use its wings to launch upward 30 ft and fly 30 ft per Turn.

Spirit Beam: For the cost of 35 Mana, the Dragon fires a beam of pure spirit energy in a 30 ft line. Any creature caught in the blast must make a DC 15 Dexterity Save or take 3D6 Spirit Damage, half on a success.

Shape Shift: For the cost of 40 Mana, the Dragon can morph its form down to become a middling size creature if it has a piece of that creature available. It can retain this form for an hour before it will shift back into its true form.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage, Fire Damage

Immunity: Creature takes no Damage from: Poison Damage

Languages: can speak Bestial and can Speak Merchant

Type of Creature: Animal



Abilities

Aquatic: Creature can breathe and see underwater but must hold its breath when above the surface.

Piercing Beak: A Strength based attack using the beak of the Kraken to bite down on a target.

Tentacle Grasp: A Strength based attack with a +3 To-Hit where the Kraken lashes out with a Tentacle, if a creature is struck it will take $3D8 + \text{Strength Modifier}$ Bludgeoning Damage and the creature must make a DC 15 Strength Save or become grappled. While grappled, the Kraken may move the creature between its Tentacles and, as an Action, squeeze them for another $3D8 + \text{Strength Modifier}$ Bludgeoning Damage.

Multi Attack: The Kraken may make three separate Attack Actions.

Speed: 30 ft Swim Speed, cannot travel over land

Size: Vast sized creature

Languages: can understand Bestial

Type of Creature: Animal



Abilities

Shapeshift: The Kitsune can disguise themselves as another Humanoid species they can see using 11 Mana to do so. In order for another creature to see through the disguise they must beat DC 14 with an Insight Check. If the Check is failed then the Kitsune appears and sounds exactly like the Humanoid they are portraying until they fall asleep or change back at will. Shapeshift cannot be used while in a Humanoid form, only in the original Fox-like form.

Claw: A Dexterity based attack using the strong claws of the Kitsune to slash its prey dealing 3D6 + Dexterity Modifier Slicing Damage.

Pounce: The Kitsune uses an Action to launch its full weight at an opponent. Forcing the target to make a DC 14 Dexterity Save or be knocked Prone and suffer 3D8 Bludgeoning Damage.

Spectral Visage: Using 15 Mana, the Kitsune creates an illusion of itself multiplying, the number of clones is equal to 1D8. While the illusions are in effect any attack that would have hit the Kitsune has a chance to hit the clone instead, if the clone is hit it immediately disappears. Once all clones are hit the effect ends. To see through the illusion and hit the real Kitsune you must make a DC 14 Insight Check, on a success you will be able to strike the real target.

Moon beam: Costing 35 Mana, the Nine Tailed Kitsune opens its mouth and releases a brilliant shining beam that strikes in a straight line out to 40 ft before fading away. Any caught in the blast must make a DC 14 Dexterity Save or take 3D12 Spirit Damage, half on a success.

Clairvoyance: Using 20 Mana, the Nine Tailed Kitsune looks briefly into the future to anticipate the next attack, granting itself Advantage against the next attack made towards it.

Spirit Sight: can see spirits as though they were physical

Speed: 60 ft

Size: Great sized creature

Immunity: Creature takes no Damage from: Spirit Damage

Languages: can understand Bestial and speak Merchant and Fae

Type of Creature: Fae



Abilities

Lightning Breath: The Dragon opens its mouth and blasts a wave of lightning in a 35 ft line. Any creature caught in the blast must make a DC 14 Dexterity Save or suffer 3D12 + Intellect Modifier Lightning Damage. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D12 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the AoE must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: The Dragon can use its wings to launch upward 30 ft and fly 30 ft per Turn.

Revoke: For a cost of 15 Mana, the Dragon speaks a ancient tongue, causing a Target within 30 ft to make a DC 15 Intellect Save or suffer 2D6 Psychic Damage as the Dragon's voice echoes in their mind.

Circle of Divinity: For a cost of 25 Mana the Dragon pours Mana into the ground resulting in a circle of purple fire 30 ft in radius centered on the Dragon. Any creature passing through the circle of fire must make a Constitution Save DC 15 or take 2D6 Divine Damage. The circle will remain for 1 minute or until the Dragon's Concentration is broken.

Multi Attack: The Dragon may make three separate Attack Actions.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage, Fire Damage, Spirit Damage

Immunity: Creature takes no Damage from: Lightning Damage

Languages: can speak Bestial and can Speak Merchant

Type of Creature: Animal

PLATINUM DRAGON		TO HIT (+8)		DEFENSE (+11)		1D12	EXP 10,500
STR 28 +8	DEX 8 +1	CON 22 +6	WIS 7 -2	INT 18 +4	CHA 10 +1	HP 280	MANA 0
						RECOMMENDED LEVEL 14-15	

Abilities

Fire Breath: The Dragon opens its mouth and blasts a wave of fire in a 20 ft cone. Any creature caught in the blast must make a DC 14 Dexterity Save or suffer 4D10 + Intellect Modifier Fire Damage. This ability needs 2 Rounds to recharge.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D12 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the AoE must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: The Dragon can use its wings to launch upward 40 ft and fly 30 ft per Turn.

Multi Attack: The Dragon may make three separate Attack Actions.

Spirit Sight: can see spirits as though they were physical

Speed: 40 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage, Piercing Damage, Slicing Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can speak Bestial and can Speak Merchant

Type of Creature: Animal



Abilities

Talons: A Strength based attack using the strong talons of the Roc to claw at prey, dealing 2D12 + Strength Modifier Piercing Damage. This attack can be used to hit 2 seperate targets if those targets are within 15 ft of each other.

Bite: A Strength based attack made with the Roc's sharpe beak, dealing 2D10 Slicing Damage.

Thick Feathers: Any non magic based attacks made against the Roc deal half Damage.

Flying: The Roc can fly at 40 ft Movement Speed.

Speed: 40 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: non magic based attacks

Languages: can speak Beastial

Type of Creature: Animal



Abilities

Fire Breath: The Dragon opens its mouth and blasts a wave of fire in a 25 ft cone. Any creature caught in the blast must make a DC 16 Dexterity Save or suffer 3D12 + Intellect Modifier Fire Damage. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D12 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the area of effect must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: The Dragon can use its wings to launch upward 30 ft and fly 30 ft per Turn.

Searing Orb: For the cost of 60 Mana, the Dragon fires a ball of fire out to a spot within 150 ft of it. On impact the orb will explode in a 20 ft diameter sphere. Any creature caught in the blast must make a DC 16 Dexterity Save or take 5D6 Fire Damage, half as Damage on a success.

Scorch: For the cost of 15 Mana, the Dragon fires a stream of scalding air out in a straight line to a distance of 40 ft. Any caught in the blast must make a DC 16 Dexterity Save or take 2D6 Fire Damage, half Damage on a success.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can speak Bestial and can Speak Merchant

Type of Creature: Animal

STEEL DRAGON		TO HIT (+8)		DEFENSE (+11)		1D10	EXP 10,000
STR 28 +8	DEX 15 +3	CON 22 +6	WIS 7 -2	INT 18 +4	CHA 10 +1	HP 290	MANA 0
						RECOMMENDED LEVEL 14-15	

Abilities

Slag Breath: The Dragon opens its mouth and blasts a wave of Molten Slag in a 15 ft cone. Any creature caught in the blast must make a DC 14 Dexterity Save or suffer 3D10 + Intellect Modifier Fire Damage. The area hit in the blast becomes hazardous until the Dragon's next Turn. Any who cross into the affected area must make a DC 10 Constitution Save or take 1D6 Fire Damage, half on a success. After use this ability needs 3 Rounds to recharge before it can be used again.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D10 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in this AoE must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save take half Damage and remain standing.

Flying: The Dragon can use its wings to launch upward 30 ft and Flies 30 ft per Turn.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 25 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Bludgeoning Damage

Immunity: Creature takes no Damage from: Fire Damage, Piercing Damage

Languages: can speak Beastial, and can Speak Merchant

Type of Creature: Animal



Abilities

Ice Breath: The Dragon opens its mouth and blasts a wave of ice in a 25 ft cone. Any creature caught in the blast must make a DC 16 Dexterity Save or suffer 3D12 + Intellect Frost Damage. After use this ability needs 3 Rounds to recharge.

Bite: A Strength based attack using the strong jaws of the Dragon to crush its prey dealing 1D12 + Strength Modifier Piercing Damage.

Tail: The Dragon slams its tail down causing a shock wave of force to erupt out in a 15 ft cone originating at the Dragon. Any creature caught in the AoE must make a DC 15 Dexterity Save or on a failed Save take 1D8 + Strength Modifier Blast Damage and be knocked Prone. On a successful Save, take half damage and remain standing.

Flying: The Dragon can use its wings to launch upward 30 ft and fly 30 ft per Turn.

Frost Heave: For the cost of 15 Mana the Dragon forms a ball of magically charged ice that it shoots 40 ft. On impact it sends out icy shards from that point in a 10 ft cube. Any creatures caught in the area must make a DC 16 Dexterity Saving Throw or take 2D6 Frost Damage, half on a failed save.

Spirit Beam: Focusing Mana into its mouth until a condensed ball of pure spirit energy forms, releasing in a brilliant shining beam that strikes in a straight line 30 ft before fading away. Any caught in the blast must make a Dexterity save DC 18 or take 3D6 Spirit Damage, half on a success.

Multi Attack: The Dragon may make three separate Attack Actions.

Speed: 30 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Piercing Damage

Immunity: Creature takes no Damage from: Frost Damage, Bludgeoning Damage

Languages: can speak Beastial and can Speak Merchant

Type of Creature: Animal

THUNDER HAWK		TO HIT (+7)		DEFENSE (+10)		2D10	EXP 8,000
STR 22 +6	DEX 15 +3	CON 16 +3	WIS 10 +1	INT 12 +2	CHA 8 +1	HP 250	MANA 0
						RECOMMENDED LEVEL 14-15	

Abilities

Generate Thunder: Three times per combat the Thunder Hawk may flap its powerful wings and create a tremendous shockwave. The blast expands out in a 30 ft Cone, any creature caught in the area must make a Constitution Saving Throw DC 16 or take 4D8 Blast Damage, half on a success.

Talons: A Strength based attack using the strong talons of the Thunder Hawk to slice its prey dealing 2D10 + Strength Modifier Slicing Damage.

Dive Bomb: If the Thunder Hawk is more than 20 ft above the ground it may use its action to plummet and smash into the area below it causing a 20 ft Diameter Sphere of a blast wave to erupt outwards. Any caught in the area must make a DC 16 Constitution Save or be knocked Prone and take 3D12 Blast Damage.

Multi Attack: The Thunder Hawk may make two separate Attack Actions.

Speed: 30 ft Fly Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Fire Damage

Languages: can understand Bestial, can understand Merchant

Type of Creature: Animal

VOID HULK		TO HIT (+6)		DEFENSE (+5)		1D10	EXP 12,000
STR 26	DEX 5	CON 22	WIS 1	INT 5	CHA 1	HP 400	
+7	-3	+6	-5	-3	-5	0 MANA	
							RECOMMENDED LEVEL 14-15

Abilities

Mimic Form: Once per day the creature can mimic any other creature it sees of equal Size Category or larger. It will take on a macabre appearance resembling the original creature and gain the first ability of that creature.

Claw: A Strength based attack using the strong claws of the Void Beast to slash its prey dealing 1D10 + Strength Modifier Slicing Damage.

Void Corruption: The creature's otherworldly flesh decays and corrods any creation made object. If the Void Beast is struck with a Melee Weapon that is not made of silver, that weapon loses a Quality Level. If the Weapon's Level reaches Broken, the weapon dissolves into nothing.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft Movement Speed

Size: Great sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Frost Damage, Spirit Damage

Vulnerabilities: Creature takes double Damage from: Fire Damage, Divine Damage

Languages: can understand Merchant, can speak Void

Type of Creature: Abomination

VOID TITAN		TO HIT (+10)		DEFENSE (+10)		3D12	EXP 20,000
STR 30 +9	DEX 15 +3	CON 22 +6	WIS 12 +2	INT 8 +1	CHA 5 -3	HP 700	MANA 0
						RECOMMENDED LEVEL 14-15	

Abilities

Mimic Form: Once per day the creature can mimic any other creature it sees of equal Size Category or larger. It will take on a macabre appearance resembling the original creature and gain the first ability of that creature.

Claw: A Strength based attack using the strong claws of the Void Beast to slash its prey dealing 3D12 + Strength Modifier Slicing Damage.

Void Corruption: The creature's otherworldly flesh decays and corrodes any creation made object. If the Void Beast is struck with a Melee Weapon that is not made of silver, that weapon loses a Quality Level. If the Weapon's Level reaches Broken the weapon dissolves into nothing.

Sweep: A Strength based attack that can only be used after a 3 Turn charge, using the strong claws of the Void Beast to sweep the ground in a 15 ft cone in front of it, anyone caught in the area of effect must make a DC 13 Dexterity Save or take 3D12 + Strength Modifier Slicing Damage, half on a Successful Save.

Spirit Sight: can see spirits as though they were physical

Speed: 30 ft Movement Speed

Size: Vast sized creature

Resistances: Creature takes half Damage from: Piercing Damage, Slicing Damage, Bludgeoning Damage

Immunity: Creature takes no Damage from: Frost Damage, Spirit Damage

Vulnerabilities: Creature takes double Damage from: Fire Damage, Divine Damage

Languages: can understand Merchant, can speak Void

Type of Creature: Abomination

WORLD OF GAHIRI

Lore Primer

Adventurers of Gahiri

In the world of Gahiri, those who seek danger for loot, fame, knowledge, or the simple thrill of discovery fall into one of two groups: Fools or Adventurers. You would be hard pressed to find a commoner who has not seen or hired an Adventurer at least once. They tackle the tasks others cannot or will not, and they have earned a reputation for being worth the coin. On Gahiri, Adventurers are professional problem solvers. You hire a mercenary to bash heads, a baker to make bread, and a tailor to sew silk, but when a problem resists every ordinary solution, you pray an Adventurer happens to pass through town.

Despite their familiarity, Adventurers are far from uniform. Some are more morally questionable than a den of thieves, others cannot fight better than an old crone, and a few have the minds of river stones. Yet each carries some skill or talent that proves useful in the right moment. Simply put; Hero or villain, fool or genius, a town will hire any Adventurer who can get the job done. This wide range is also why so few live long. Many Adventurers end their journey only months after it begins, felled by bad luck, poor choices, or the simple reality that their work is dangerous for a reason.

Adventurers exist because danger and death are more common than the storms of summer and must be met with swift solutions before they grow out of control. Armies and mercenaries cannot be everywhere, so where they cannot go or cannot respond in time, the Adventurer comes into their own. For this reason, most common folk view Adventurers with a mix of weary respect and cautious hope, though they offer far less respect to the young and ambitious than to the veterans who have seen more than most.

For every old, weathered Adventurer, there are hundreds whose stories ended early. The few long-lived veterans are rare, often seen only once in a lifetime. They are grizzled, sharp, and terrifyingly competent. When one of them takes a job, the problem is resolved before the sun sets. They are living legends, reminders that although Adventurers often face tragic ends, the ones who survive are worth their weight in silver.

Gahiri, the Broken Realm

Gahiri is a green-blue world held at the center of creation, encircled by two rings. Mythra, the cold silver veil above, and Inferna, the blazing prison of the demons.

Seven moons orbit beyond, marking the outer limits of mortal knowledge. Beyond them lies only the Firmament, pressed thin by uncountable Void creatures, ever clawing against existence.

The stars are not distant suns, but fallen Scholars, warriors who ascended after death to fight the Void at the edge of creation. Every flicker of starlight is a battle.

Long ago, a world-spanning empire mastered arcane forces and shaped continents with towering spires whose bridges reached the moons. In a single, forgotten calamity, it vanished. For a million years, every species fell into a new stone age, rebuilding without memory of what was lost.

Now, in the Third Age, Gahiri is a world of young nations, scattered peoples, and dangerous frontiers, struggling to rise from the ruins of a golden age they no longer remember.

Civilizations of Dracador

Dracador is a land of long memories and short tempers. Nations rise where they can, hold what they have, and fight over everything else. Most of the world is still wilderness, so every settlement, kingdom, or tribe lives with danger pressing in from all sides.

Humans

Once united under the Dreimund Empire, humans now rule over a handful of rival kingdoms across the Gonolith Peninsula.

Thera is the oldest of them, but age has not helped it. The kingdom has turned inward, wary and worn down.

Reval controls the Germand Strait and most northern sea trade, thanks to its unmatched fleet.

Berka grows food for half the peninsula and guards its independence with the same intensity as it guards its farmlands.

Heras is a steel-producing power with a history of brutal wars and stubborn survival. Galane lives off the lakes and seas. They build ships, raid when needed, and sell their skills everywhere in between.

Elves

Elves carry the scars of the Descendancy. They remember their losses, and they guard their borders like they expect the world to burn again.

Valhare is a theocracy that forbids dark magic and maintains order through strict discipline.

Ravenmeyer became the largest elven realm when it took in refugees from the north, forming a blended culture of old and new traditions.

Hollowthorne hides in the mountains, a remnant of a kingdom that fell twice and has little trust left for outsiders.

Velmere is the cradle of elvenkind. It is ancient, stable, and content to let the rest of the world change without it.

Dwarves

Dwarven nations run deep under the Dracador Mountains, with each kingdom carved into stone and iron.

Corbindune, built by the Silver-Irontagger, is a fortress city whose gates have never been breached.

Beldar keeps settlements along the deep roads and runs caravans with such precision that a late arrival causes panic across the region.

Ironhold was founded by dwarves who left Corbindune over design disputes. It has since become one of the most fortified cities ever built.

Orcs of the Golden Horn

Far to the west, the orcs formed an empire from raiding bands that decided to stop leaving after a victory. If they can take land and hold it, it becomes theirs. This simple rule has allowed them to capture coastlines, islands, and more than a few far-flung settlements. Today, they expand inland for better land and new opportunities for conquest.

Hillmin

The Hillmin live across the wide Dracador steppes. They are homesteaders first and warriors second, but when threatened they act together with surprising speed.

Bull Creek was the first Combined Village, a pact between dozens of settlements to share defense.

Hamerhall supplies metal and livestock and is known for its Auroch-mounted lancers.

Hog's Hill is the region's trade hub and entertainment center, famous for arena fights and a wide mix of folk.

Ga-Taar

The southern swamps belong to the Ga-Taar. They are large, strong, and fiercely attached to their territories.

Tooth Cutter is the most aggressive of the clans, and their castes divide warriors by role and purpose.

Barabret worship Death and the Lord of the Hunt. They are feared by sailors for good reason.

Gatheroot trades with outsiders but remains capable of crushing threats when needed. Serpentine travels with the seasons, working as guards and mercenaries when the chance arises.

Oni

Across the northern seas, the Oni live on the Nittok Islands. They are known for strength, strict traditions, and skilled shipbuilding.

Mekar sends out raiding parties that prefer hard targets over soft ones.

Vash builds ships used across the world and deals heavily in trade.

Kalla hunts with discipline and tradition and is known for ceremonial boar hunts.

Gerra once united all Oni clans before the Sacred Landfall campaign ended in disaster.

Undersullen

Deep below the mountains, the Undersullen have built kingdoms lit by molten stone and gold.

Anavar is the richest of them. Its queen rules beside ten guild families who control mining and trade.

Bellator focuses on refined craftsmanship and produces high-quality goods, but harsh class divides cause constant tension.

Magic, the Gods & the Void

Magic on Gahiri is simple in concept and dangerous in practice. It works because the connection of soul and flesh

produces mana so long as the creature lives. When someone casts a spell, they draw from this power to manipulate the world around them.

Undead have no living flesh and for most their soul is far from the realm of creation, so they cannot make mana on their own.

Any undead spellcaster must steal it from others, be it siphoning directly from the flesh or through the drinking of blood.

There are three ways mortals work magic.

Earthly Magic uses symbols, memory, and structured ritual to shape mana in a stable way.

Occult Magic comes from personal rites and raw will, relying on instinct more than precision.

Divine Magic is the attempt to recreate the miracles of the gods using mortal insight and discipline. It is not true divinity, but it follows the same patterns the gods use.

The Void

Outside creation is the Void, a shifting place where nothing stays solid for long. It is not evil, but it does not accept order, form, or life. When the Void pushes against the Firmament, cracks form, and things slip through.

Void Beasts take their shape from the first thing they see. Young ones look like nightmares given flesh. Ancient ones twist reality around themselves and act with terrible intelligence. None of them work together. The Void itself rejects hierarchy, so its creatures follow only their own impulses.

The Gods

Before the Five, there was one original God who shaped the world then vanished without explanation. Nothing remains of them beyond their work.

The Gods who remain each tend to a part of creation, keeping all things in order and ensuring the world continues to function as a system.

The Sun God

**LIFE AND THE FORCE THAT BURNS
THE VOID AWAY.**

Tenets

*Protect the living and the frail.
Shepherd the weary into Longevity.
Cleanse the tainted and destructive.*

The Earth God

GROWTH, SHELTER, AND STABILITY.

Tenets

*Guide others toward becoming their best selves.
Tend the garden of the world and add structure
where it is lacking.
Feed all who need to be fed.*

The Sea God

LEARNING, CHANGE, AND TRAVEL.

Tenets

*Always aid a traveler with rest and shelter.
Shepherd the ignorant into knowledge, but
suffer no fools.
Make way for change before you leave this
realm.*

The Sky God

DREAMS, THOUGHT, AND POTENTIAL.

Tenets

*Unbind any who are caged from their full
potential.
Provide aid so others may fulfill their calling.
Speak freely and without caution.*

The Death God

**BALANCE, ENDINGS, AND THE ONE
WHO GUIDES SOULS AT THE END.**

Tenets

*Respect all life, especially at its end.
Heal the sick and tend the wounded so they may
not meet their time early.
Be kind to the traveler, beggar, and urchin.*

Death and the Afterlife

Death is calm, patient, and curious. When a soul dies, Death does not judge immediately. They sit, listen, and let the soul tell the story of its life. When the tale is done, Death weighs the good against the harm.

If someone added more good to the world than they took away, they are sent to rest in one of the gods' afterlives. These places reflect the god who rules them. The Plains of Warmth belong to the Sun. The Fields of Plenty belong to the Earth. The Tide Beyond belongs to the Sea. The Endless Blue belongs to the Sky. The Garden of Watchers belongs to Death.

If someone caused more harm than good, they go to the Hall of Torment. It is not torture for its own sake. It is labor equal to the pain they caused in life. They work until the scales balance again. Only then may they choose to rest or begin life anew.

Credits

Writer

David Smith

Editors

Aislinn Fleckles

Illustration

Aislinn Fleckles

Software and Programs

Adobe Illustrator

Adobe Photoshop

Adobe Acrobat Pro

Calligrapher

Sketchbook App

Krita

Blender