



Effect	Description	Cost
Counter Spell	You attempt to interrupt a creature in the process of casting a spell. When used, dispel any spell effects from any spell Tier lower than your own.	2
	You may also try to interrupt a magical trap. The DC for a simple trap is 8, medium 10, hard 12, and Impossible 15. Roll 2d6 and add appropriate modifiers to meet or beat the DC	
Counter Strike	If the opponent misses, you may attempt to perform a Counter Strike. If you hit the opponent's AC then you apply damage as normal.	2
Disarm	Roll opposed Body check. If you win, you successfully disarm the opponent's weapon.	1
Feint	Roll an opposing Sanity Roll. If you beat the opponents Sanity Roll then they have left themselves open to a particularly devastating strike. Double any damage done.	3
Shove	You shove an opponent to off balance them; they suffer a -2 to AC.	2
Knockout	Hit an opponent with a knockout blow. If you hit the opponent with your next strike, they fall unconscious. Tier 5 monsters and opponents with helmets must make a Save of 8 or fall unconscious.	4
Trip	Trip the opponent. They are considered prone, and they are disadvantaged until they get back up.	1
Respite	Roll 1d6 and add your Body score to gain the point value in Health.	5

Name		Race	Path
AC	Spell Resistance	Sanity	Saves

		HP					Mana					Stamina		
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5

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Alchemy	1	2	3	4	5	Total	Acrobat	1	2	3	4	5	Total	Animal Sense	1	2	3	4	5	Total
Arcana	1	2	3	4	5	Total	Athletics	1	2	3	4	5	Total	Bluff	1	2	3	4	5	Total
Heal	1	2	3	4	5	Total	Brawl	1	2	3	4	5	Total	Intimidate	1	2	3	4	5	Total
Knowledge	1	2	3	4	5	Total	Dodge	1	2	3	4	5	Total	Perfom	1	2	3	4	5	Total
							Stealth	1	2	3	4	5	Total	Perception	1	2	3	4	5	Total
Leadership	1	2	3	4	5	Total	Tumble	1	2	3	4	5	Total	Sense Motive	1	2	3	4	5	Total
Religion	1	2	3	4	5	Total		1	2	3	4	5	Total	Sell/Persude	1	2	3	4	5	Total
Science	1	2	3	4	5	Total		1	2	3	4	5	Total	Search	1	2	3	4	5	Total
Seek	1	2	3	4	5	Total		1	2	3	4	5	Total		1	2	3	4	5	Total
Survival	1	2	3	4	5	Total		1	2	3	4	5	Total		1	2	3	4	5	Total
	1	2	3	4	5	Total		1	2	3	4	5	Total		1	2	3	4	5	Total
		Path hieve							Pa Figh					s		ath /Pray	yers			
Ambush	1	2	3	4	5	Total	Endurance	1	2	3	4	5	Total	Arcane Magic	1	2	3	4	5	Total
Assassinate	1	2	3	4	5	Total	Parry	1	2	3	4	5	Total	Blood Magic	1	2	3	4	5	Total
Counterfiet	1	2	3	4	5	Total	Melee	1	2	3	4	5	Total	Elemental Magic	1	2	3	4	5	Total
Disable Trap	1	2	3	4	5	Total	Ranged	1	2	3	4	5	Total	Gore Magic	1	2	3	4	5	Total
Pick Lock	1	2	3	4	5	Total		1	2	3	4	5	Total	Necromancy Magic	1	2	3	4	5	Total
Sleight of Hand	1	2	3	4	5	Total		1	2	3	4	5	Total	Ritual Magic	1	2	3	4	5	Total
	1	2	3	4	5	Total		1	2	3	4	5	Total	Soul Magic	1	2	3	4	5	Total

Backpack

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Storypoints	Stunt Points	AC = 5 + Armor + Shield + Dodge
Gritty Fantasy: 8 pts High Fantasy: 10 pts Heroic Fantasy: 12 pts	Receive 1 Stunt Point everytime you roll doubles. You start with	Health = 5 + Body
	3	Mana = 5 + Arcana + Religion
3 StoryPoints = 1 Stuntpoint	Stunt Points every game session.	Sanity = Mental + Interaction
		Saves = Mental + Body
		Spell Resistance = 5+ Arcana + Religion
		Stamina = 10 + Endurance

	NOTES	FEATS / ABILITIES
Gold		

Spells and Miracles

Attribute Explanations

Mental

Alchemy.

Alchemy is the art of combining rare and mystical ingredients to create potions, elixirs, and poisons. Practitioners of alchemy know the properties of various materials, from herbs to minerals, and can craft powerful brews with a range of effects, from healing and invisibility to explosive potions and corrosive toxins. Skilled alchemists can also transmute substances and create alchemical items like firebombs, smoke pellets, and healing salves.

Arcana.

Arcana represents a character's knowledge and understanding of magical lore, mystical forces, and the arcane arts. Those proficient in Arcana can identify magical creatures, interpret ancient runes, and recognize spells. They may understand how to counter spells, create minor magical effects, and decipher complex magical rituals. Arcana is also used to harness raw magical energy, tap into ley lines, or detect magical auras.

Heal.

The Heal skill encompasses knowledge of medicinal practices, anatomy, and basic first aid. Characters with Heal can tend to wounds, stabilize injured allies, and treat common ailments. Heal also covers herbal medicine and rudimentary surgical techniques. Skilled healers can quickly patch up injuries, counteract poisons, and slow the effects of disease, offering vital aid in the midst of battle or on long journeys.

Knowledge.

Knowledge is a broad skill representing general education, historical insight, and awareness of significant events and cultures. Characters with Knowledge can recall facts about different regions, legendary figures, famous battles, ancient artifacts, and forgotten languages. Knowledge can include expertise in a specific area like history, nobility, warfare, or ancient myths, allowing characters to make informed decisions based on what they know about the world.

Knowledge Area Specializations

- History Knowledge of past events, ancient empires, famous battles, legendary heroes, and long-forgotten cultures. Useful for piecing together lost lore and uncovering ancient secrets.
- Nature Insights into plants, animals, weather patterns, and ecosystems.
 Useful for identifying edible plants, understanding animal behavior, and predicting natural phenomena.
- Monstrology Study of magical creatures, monsters, and supernatural beings. Includes knowledge of a creature's strengths, weaknesses, and behaviors, as well as how to track or avoid them.
- Geography Understanding of physical landscapes, terrain, and notable landmarks across regions. Includes knowledge of routes, map reading, and awareness of natural and constructed wonders.
- Alchemy Study of potions, elixirs, and transmutation. This includes

- knowing the properties of ingredients, understanding recipes, and crafting medicinal or explosive concoctions.
- Engineering Knowledge of mechanical devices, siege weapons, traps, and structural design. Often includes the ability to understand, construct, or dismantle mechanical contraptions.
- 7. **Nobility and Politics** Understanding of the social structures, ruling families, alliances, and rivalries within kingdoms. Useful for navigating court politics, identifying coats of arms, and understanding noble etiquette.
- Languages and Linguistics Familiarity with ancient and modern languages, dialects, and codes. Essential for translating runes, deciphering old documents, or communicating with different cultures.
- 9. **Planar Studies** Knowledge of other realms, such as the Celestial Plane, Abyss, or Elemental Planes. Includes understanding the beings that inhabit them and the rules that govern these planes.
- Herbology Study of plants and herbs, particularly those with medicinal, magical, or poisonous properties. Useful for identifying flora in the wild or creating remedies and toxins.
- 11. **Economics and Trade** Understanding of trade routes, currency values, rare goods, and market trends. Useful for negotiating prices, bartering, or engaging in trade and commerce.
- 12. **Demonology and Dark Arts** Study of forbidden magics, curses, and demonic entities. Includes knowledge

- of dark rituals, summoning practices, and the signs of demonic influence.
- 13. **Underdark Lore** Specialized knowledge of subterranean regions, including underground creatures, fungal species, and mineral resources. Essential for navigating and surviving in deep caverns and hidden underground realms.
- 14. **Astrology and Divination** Knowledge of star constellations, omens, and the art of fortune-telling. This may include interpreting celestial events or reading signs and portents.
- 15. **Soulcraft and Spirit Lore** Study of souls, spirits, and the afterlife. Includes knowledge of how to communicate with the dead, understand ghostly manifestations, and the rituals associated with death.
- 16. Toxicology Understanding of poisons, venoms, and antidotes. Essential for assassins, healers, or anyone dealing with dangerous substances in plants, creatures, or alchemical mixtures.
- 17. **Metallurgy** Knowledge of metals, alloys, and the crafting of magical or rare weapons and armor. This includes understanding which materials are best for various purposes, especially when dealing with enchanted or alchemical metals.
- 18. **Psionics** Study of mental powers and psychic abilities. Includes understanding telepathy, mind-control methods, and the influence of psychic phenomena.
- 19. **Seafaring and Nautical Lore** Knowledge of the seas, navigation, ship types, and maritime cultures.

Useful for characters who travel by sea, navigate waters, or encounter oceanic creatures.

20. Runes and Glyphs - Knowledge of ancient runic languages and symbols used in magical writings. This includes the ability to decode or activate these symbols for spells, enchantments, or summoning.

Leadership.

Leadership is the skill of inspiring, directing, and organizing others. Leaders are able to rally allies, command respect, and motivate troops or followers in times of crisis. In a fantasy setting, Leadership may also involve using charisma to sway the loyalty of others or instilling courage in fearful allies. Effective leaders can make tactical decisions on the battlefield, negotiate alliances, and command their followers with authority.

Religion.

The Religion skill covers a character's knowledge of divine powers, deities, holy rites, and religious symbols. Characters with proficiency in Religion can interpret omens, perform rituals, and understand the significance of holy relics. They know about the various gods, their domains, and their sacred laws, which may help them gain favor with temples or priests. Religion also allows characters to recognize curses, blessings, and divine entities they may encounter.

Science.

Science in a fantasy setting encompasses fields like natural philosophy, engineering, alchemical theory, and even rudimentary biology or chemistry. Characters with Science knowledge can invent devices, understand mechanical traps, analyze strange creatures, and make sense of the physical world. They may apply scientific principles to create

experimental tools, harness natural elements, or deduce the workings of mysterious artifacts.

Seek.

Seek is the skill of careful observation and detection. It's used to find hidden objects, spot traps, track creatures, or notice subtle details others may miss. Those skilled in Seek have sharp senses and are adept at reading their surroundings. Seek is also crucial for locating concealed doors, analyzing tracks in the wilderness, or finding weak points in defenses or armor.

Survival.

Survival represents a character's knowledge of the wilderness and ability to live off the land. Those proficient in Survival can forage for food, build shelters, track animals, and navigate through difficult terrain. In a fantasy setting, Survival also includes identifying dangerous plants, understanding the habits of wild creatures, and finding safe passage through enchanted forests or hazardous landscapes. Survivalists can withstand harsh conditions, avoid natural hazards, and keep their party safe in the wild.

Body

Acrobatics.

Acrobatics is the skill of graceful movement, agility, and balance. Characters trained in Acrobatics can perform feats like walking tightropes, jumping between rooftops, or flipping over obstacles. It covers complex maneuvers such as aerial flips, rapid climbing, and balance recovery in precarious situations. Acrobatics is essential for characters who need to move swiftly through difficult terrain, navigate narrow ledges, or escape grapples. In combat, acrobats can dodge attacks with stylish tumbles or evade hazards with finesse.

Athletics.

Athletics represents a character's physical strength, endurance, and prowess in activities like running, swimming, lifting, and climbing. Those skilled in Athletics can perform demanding physical feats, such as breaking down doors, scaling walls, wading through rushing rivers, or enduring long sprints without tiring. It's also useful in combat situations that require brute force, like wrestling with foes, knocking them back, or resisting effects that push or pull the character.

Brawl.

Brawl is the skill of unarmed combat, allowing characters to use their body as a weapon. This includes techniques for punching, kicking, grappling, and using improvised weapons (like chairs or bottles) effectively. Characters proficient in Brawl can take down enemies without the need for weapons, making it ideal for close-quarters combat or situations where arms are unavailable. Skilled brawlers can disarm opponents, maintain a grip on slippery foes, or strike with precision to stun or incapacitate.

Dodge.

Dodge is the ability to avoid incoming attacks and projectiles through quick reflexes and rapid movement. Characters with high Dodge can sidestep strikes, roll away from spells, or avoid traps and environmental hazards. Dodge is invaluable for evading the breath of a dragon, ducking under arrows, or swiftly maneuvering through a chaotic battlefield. It's especially useful for lightly armored characters who rely on agility to stay unscathed.

Stealth.

Stealth is the skill of moving silently, staying hidden, and blending into surroundings.

Characters with Stealth can avoid detection by enemies, slip past guards, or set up ambushes. In a fantasy setting, Stealth is essential for rogues, spies, and scouts, who rely on concealment to gather information, sneak into secure areas, or launch surprise attacks. Stealth also includes knowledge of shadowy routes, minimizing noise, and understanding the best ways to stay out of sight.

Tumble.

Tumble is the skill of performing evasive rolls, dives, and other maneuvers to quickly reposition oneself in combat or escape a dangerous situation. It involves controlled falling and the ability to use momentum effectively, allowing characters to avoid attacks, roll under barriers, or recover from sudden impacts. Tumbling can be used to dart through a line of enemies, avoid ground traps, or reposition quickly in a skirmish. For some, Tumble is an essential skill for staying light on their feet and turning the tides of battle with agility.

<u>Interaction</u>

Animal Sense.

Animal Sense is the skill of understanding animal behavior, instincts, and communication. Characters with Animal Sense can interpret the moods, intentions, and warning signs of creatures, both wild and domesticated. This skill is essential for taming beasts, calming aggressive animals, or recognizing when a creature is fearful or about to attack. Animal Sense allow characters to intuitively handle mounts with ease, making it invaluable for rangers, druids, and other nature-bound characters.

Bluff.

Bluff is the art of deception, allowing characters to lie convincingly, feign ignorance,

or mislead others. Bluff can be used to disguise intentions, trick guards, or deceive opponents in combat with feints. Characters skilled in Bluff can weave believable lies, act as if they belong in unfamiliar places, or even fake injuries to manipulate situations. This skill is often essential for rogues, spies, and diplomats looking to outwit others through clever misdirection.

Intimidate.

Intimidate is the ability to instill fear, respect, or submission in others through displays of strength, confidence, or menace. Characters skilled in Intimidate can coerce others into giving information, backing down, or complying with demands. In a fantasy setting, Intimidate can be used to dissuade foes from attacking, command unruly minions, or stand down lesser creatures. With this skill, characters can project an aura of authority, making enemies hesitate or allies rally under their command.

Perform.

Perform is the skill of entertainment and artistry, covering everything from music and dance to storytelling and acrobatics. In a fantasy RPG, Perform can be used to captivate an audience, earn coin, or distract others with a stunning display. Characters with Perform can invoke emotions, sway crowds, and build a reputation through talent alone. Bards, minstrels, and court jesters often rely on this skill to win favor, charm audiences, and even use their performances to deliver coded messages or inspire allies.

Perception.

Perception is the skill of keen observation, covering sight, sound, smell, and intuition. Characters with high Perception can notice hidden creatures, detect faint sounds, sense magical auras, or spot details others might

overlook. Perception is crucial for noticing ambushes, detecting traps, and observing subtle changes in surroundings. In a fantasy setting, Perception is an essential survival skill, allowing characters to stay alert to threats, track movement, or notice clues that could lead to hidden treasures or dangers.

Sense Motive.

Sense Motive is the ability to read the intentions, emotions, and honesty of others. This skill allows characters to discern lies, gauge the truth behind someone's words, or detect hidden agendas. In a fantasy RPG, Sense Motive is invaluable for negotiations, identifying deception, or spotting traps in conversations. Characters with Sense Motive can see through false pretenses, understand when someone is withholding information, or recognize subtle body language that reveals a speaker's true intentions.

Sell/Persuade.

Sell/Persuade is the art of convincing others to see things your way, whether through negotiation, charm, or logic. Characters with this skill can haggle for better prices, negotiate peace treaties, or rally support for their cause. In a fantasy setting, Sell/Persuade is essential for merchants, diplomats, and leaders who need to win others over. Skilled persuaders can sway opinions, make allies of strangers, and even influence the decisions of powerful leaders with well-chosen words and appeals.

Search.

Search is the skill of conducting detailed examinations to uncover hidden items, traps, or secret doors. Characters skilled in Search know how to look carefully, noticing small inconsistencies or out-of-place details. In a fantasy setting, Search is essential for finding concealed objects, locating entrances to hidden chambers, or disarming traps. This skill

allows characters to thoroughly investigate their surroundings, ensuring no valuable clue or object is overlooked, making it invaluable for explorers, treasure hunters, and scouts.

Path Explanations

Thievery

Ambush.

Ambush is the skill of setting up and executing surprise attacks with precision and stealth. Characters skilled in Ambush know how to remain undetected, choose the perfect hiding spot, and time their attack for maximum effect. In a fantasy setting, Ambush is essential for scouts, rogues, and hunters who rely on getting the drop on enemies. A well-executed ambush allows a character to strike first, often catching their target offguard and potentially ending a fight before it even begins.

Assassinate.

Assassinate is the art of taking down a target quickly and efficiently, often with one lethal blow. This skill is used by characters who rely on precision and knowledge of vital points to eliminate enemies without prolonged combat. In a fantasy RPG, Assassinate may involve special techniques like poison application, neck strikes, or silent takedowns. It's a skill prized by assassins, spies, and rogues, allowing them to handle high-risk targets with minimal detection.

Counterfeit.

Counterfeit is the skill of creating convincing replicas of documents, currency, or other valuable items. Characters with Counterfeit can produce fake identification, replicate seals, forge signatures, or even mimic rare items. Counterfeit is often used by thieves, spies, or con artists to deceive authorities,

bypass security, or infiltrate organizations. Skilled counterfeiters understand the details needed to make their forgeries believable, from subtle ink patterns to the weight of a fake coin.

Disable Trap.

Disable Trap is the ability to disarm, bypass, or render harmless any traps that might be hidden in dungeons, treasure rooms, or along treacherous pathways. Characters proficient in Disable Trap have a keen eye for spotting mechanical or magical devices that could harm them, as well as the dexterity to neutralize the threat. Disable Trap is crucial for rogues, treasure hunters, and scouts who often explore dangerous areas filled with hidden defenses. This skill allows them to safely dismantle traps and avoid triggering deadly mechanisms.

Pick Lock.

Pick Lock is the skill of manipulating locks to open doors, chests, or other secured containers without a key. Characters trained in this skill are skilled in using lockpicks, pins, or even improvised tools to unlock nearly any barrier. In a fantasy setting, Pick Lock is essential for rogues, thieves, and explorers who need to bypass secured areas without alerting guards. Whether it's a treasure chest or a dungeon door, a skilled lockpicker can gain access where others cannot.

Sleight of Hand.

Sleight of Hand is the skill of manipulating small objects discreetly, often for purposes of theft, trickery, or concealment. Characters with Sleight of Hand can pickpocket, perform quick swaps, or hide small items on their person. This skill is invaluable for thieves, magicians, and spies who rely on subtlety and deception. Sleight of Hand is useful for snatching keys from guards, planting items on

others without notice, or performing minor magic tricks to distract or impress.

Warrior

Endurance.

Endurance is the skill representing a character's physical and mental stamina, allowing them to withstand pain, exhaustion, and harsh conditions. Characters with high Endurance can sustain themselves through long journeys, resist fatigue in extended battles, and endure harsh environments like deserts or frozen mountains. Endurance is essential for fighters, adventurers, and explorers who face physical strain, poison, disease, and other hardships. It allows them to keep pushing forward when others would falter, staying strong in the face of overwhelming challenges.

Parry.

Parry is the skill of deflecting or blocking incoming melee attacks with precision. Characters proficient in Parry are skilled at using their weapon or shield to counter an opponent's strike, redirecting the attack's force and opening up opportunities for a counterattack. In a fantasy RPG, Parry is especially useful for duelists, knights, and other melee-focused characters who rely on skill rather than brute force. Parrying helps reduce the damage taken in close combat and showcases a character's mastery of defensive technique, allowing them to face multiple foes with finesse and control.

Melee.

Melee represents skill in close-quarters combat, encompassing a range of weapons like swords, axes, hammers, and daggers. Characters trained in Melee are adept at fighting face-to-face with their opponents,

using weapons with power, speed, and precision. In a fantasy setting, Melee covers a variety of fighting styles, from the swift strikes of a rogue with a dagger to the crushing blows of a barbarian wielding a greatsword. This skill allows characters to effectively handle any hand-to-hand weapon, making it essential for warriors, mercenaries, and adventurers who find themselves in the thick of battle.

Ranged.

Ranged is the skill of attacking from a distance using weapons like bows, crossbows, slings, throwing knives, or magical projectiles. Characters skilled in Ranged can aim accurately, adjust for wind or movement, and hit targets at considerable distances. In a fantasy RPG, Ranged is crucial for archers, hunters, and mages who prefer to keep a safe distance from their foes. A high Ranged skill enables characters to strike before enemies get close, support allies from afar, and take down targets with precision, often before they realize the threat.

<u>Wizard</u>

Spells and Prayers.

Arcane Magic.

Arcane Magic is the manipulation of pure magical energy drawn from the mystical forces of the universe. It is an intellectual and disciplined form of magic, requiring study, focus, and a deep understanding of magical theory. Arcane spells cover a wide range of effects, from illusions and enchantments to powerful blasts of raw energy. Characters proficient in Arcane Magic can weave complex spells, manipulate magical auras, and cast spells that alter reality. This skill is central to wizards, sorcerers, and other mages who seek to understand and harness magic in its most refined form.

Blood Magic.

Tier I - Basic Blood Magic

"A drop of blood is all it takes to sway fate."

Offensive

- Blood Lash Shape your blood into a whip that deals slashing damage and causes bleeding over time.
- Leeching Strike Infuse a weapon to drain a small portion of life with each hit.
- Coagulate Wound Solidifies the blood in an open wound, sealing it shut or causing internal pain in enemies.

Defensive

- Hemorrhage Ward Minor shield that bursts into blood mist when struck, pushing enemies back.
- Iron Veins Temporarily hardens your blood vessels, resisting poison and disease.

Utility

- Sanguine Sight Use blood to trace life signatures nearby, sense heartbeats through walls. And provides Darkvision out to 30ft.
- Blood Echo Read residual blood to witness recent traumatic memories or violence.
- Bloodletting Voluntarily bleed to power other spells or to cleanse yourself of minor ailments.

Ritual

- Blood Binding (Minor) Bind yourself to a creature, feeling its emotions or taking some of its pain.
- Mark of the Crimson Oath Tattoolike mark appears on skin, symbolizing a minor pact or bond.

Tier II - Intermediate Blood Magic

"The blood of others is a tool, but your own is a weapon."

Offensive

- Exsanguinate Causes a creature's veins to rupture, dealing internal damage over time.
- Blood Boil Superheats the blood of a target, causing intense pain and hallucinations.
- Crimson Thorns Blood erupts from the ground in thorny spikes, impaling enemies in a radius.

Defensive

- Blood Armor Sacrifice HP to create a hardened armor of clotted blood.
- Vital Surge Instantly flood your muscles with blood, increasing speed and strength temporarily.

Utility

 Blood Puppet – Animate a corpse by manipulating the blood within it like strings.

- Blood Compass Track a person so long as you have a drop of their blood.
- Blood Absorption Level your hand at an opponent and draw out their life force. Strings of blood erupt from the afflicted a join together into one stream and rejuvenate the caster equal to their Arcane score.

Ritual

- Blood Pact Form a magical contract sealed in blood; breaking it curses the violator.
- Sanguine Circle Draw a ritual circle in blood for summoning, protection, or communion with spirits.

Tier III - Advanced Blood Magic

"Kings are crowned and killed by blood."

Offensive

- Bloodstorm Rain of blood pours from the sky, sapping morale and causing disease in enemies. In addition, it causes difficult terrain for the area.
- Vein Spire Cause enemy blood to erupt upward, creating a pillar of blood that stuns and damages. Enemy dies if they fail a DC 8 Save.
- Hemophage Curse Curse a creature to bleed any time it uses a physical ability or cast a spell.

Defensive

 Sanguine Reflection – Mirror made of blood absorbs damage and reflects it once per combat. Blood Mantle – Aura of floating blood protects allies, heals them when they are struck.

Utility

- Ancestral Blood Call Use ancient bloodlines to summon spirits of fallen ancestors for guidance.
- Blood Branding Brand someone with a sigil made of blood; track or command them remotely.
- Bloodscribe Use blood to write invisible magical messages and magical scrolls only seen with Sanguine Sight.

Ritual

- Blood Moon Rite Channel lunar blood magic during a full moon to temporarily enhance all blood spells.
- Crimson Rebirth Sacrifice massive blood (or a life) to resurrect someone under specific conditions.

Tier IV - Forbidden Blood Magic

"What you ask for must be bought in blood...
and soul."

Offensive

- Thousand Veins Cause multiple targets' veins to burst in synchrony, paralyzing them in agony.
- Blood Plague Unleash a contagion that spreads by blood, turning the living into berserkers. More sickness related than blood based maybe you

could use anemia to drain their strength of the enemy

 Crimson Dragon – Summon a serpentine beast made from the blood of the fallen.

Defensive

- Immortal Coagulum Prevent death once per day by draining the blood of an enemy equal to your max hp.
- Blood Price Any time someone wounds you, they take the same wound in return.

Utility

- Sanguine Dominion Control the blood of any creature within sight; command limbs, paralyze hearts.
- Rite of Shared Flesh Two beings become linked; one feels what the other does in every way.

Ritual

- Apotheosis of Blood Permanently alters the caster, making their blood a source of power, madness, or even undeath.
- The Scarlet Tithe Sacrifice someone or something that you love. Their blood opens a portal to another realm or summons a powerful entity

Gore Magic.

"The Path of Flesh and Fury."

Gore Magic, often considered a dark or forbidden art, is the manipulation of life force, blood, and bodily essence to cast powerful and often grisly spells. This type of magic involves using one's own life energy, or that of others, as a source of power. Practitioners of Gore Magic may cast spells to heal or strengthen allies at a personal cost or unleash devastating curses and life-draining spells upon enemies. Gore Magic is both feared and respected, often associated with blood mages, witches, and cultists who walk the fine line between sacrifice and corruption.

Discipline	Focus
Butchery	Pure carnage — tearing, rending, bleeding effects
Fleshbinding	Healing, stitching, restoring, flesh-knitting
Meatshaping	Mutations, grafts, bone growth, tentacles
Carrioncraft	Control of corpses, maggots, vermin, plague
Red Ascendance	Transcend flesh through grotesque evolution

Sample Gore Spells & Effects

Butchery Spells

- Rend Flesh Tear open a creature's side, causing bleeding and movement penalty.
- Gore Geyser Cause a corpse to erupt in a spray of bones and blood.

• Meat Hooks – Summon sinewy chains of muscle to restrain or drag enemies.

Fleshbinding Spells

- **Stitchweld** Close wounds mid-fight with meat-threads.
- Graft Limb Replace a lost limb with that of a fallen foe.
- Internal Alchemy Rearrange organs to cure poison or enhance a stat temporarily.

Carrioncraft Spells

- Corpse Burst Detonate a rotting body into disease-ridden gore.
- **Vermin Cloud** Unleash a swarm of flies and maggots from your own stomach.
- Carrion Call Animate dead animals into flesh amalgams.

Meatshaping Spells

- Fleshspire Raise a tower of muscle and sinew.
- Mutate Limb Grow claws, extra arms, or bone spikes temporarily.
- **Meatstorm** Summon a storm of sharp meat fragments and broken bone.

Red Ascendance Spells

- Living Hive Convert your body into a nest for bloodworms or leeches.
- Crimson Avatar Transform into a demonic meat-form, gaining temp HP and monstrous traits.

The Wretched Bloom – Infect the ground with growing meat tumors that spawn minions.

Unique Gore Mechanics

Flesh Mutation Table

Use when:

- You fail a gore spell
- Cast a spell with "unstable flesh" modifiers

d6 Mutation

- 1 Extra eye in chest grants blindsight 5 ft
- 2 Tentacle arm (reach +5 ft, can't hold weapons)
- 3 Hardened flesh gain +2 AC, but bleed if hit
- 4 Jaw unhinges fear effect on enemies
- 5 Spine splits grow serpentine tail, +5 speed
- 6 Lose all hair flesh glows red with stored gore magic (advantage to intimidate)

Corruption Risk: "The Maw"

All gore mages risk **awakening the Maw**, a hunger within. If GE exceeds your maximum for more than 1 round, roll a d20:

- 1–5: You lose control, attacking friend or foe
- 6–15: You gain temporary madness or mutation
- 16–20: Gain power at a cost (e.g., heal, but lose an organ)

Tier 1

"The Butcher's Path Begins"

Core Abilities

- Sinew Harvest: Gain 1 Gore Energy (GE) on melee kill or damage.
- Fleshbind (At-Will): Use 1 GE to stitch a creature's wound for 1d4+CON healing.
- Vile Claw (Cantrip): Grow a temporary weapon of flesh (1d6 slashing, counts as magical).

Gore Spells

- Fleshgrip: Target's muscles lock; reduce movement and deal 1d6 necrotic (save ends).
- **Bloodslick**: Create slippery gore (15 ft). Creatures make a Save or fall prone.
- Meat Stitch: Heal small wounds or stop bleeding (1d6).
- Gutshot (Lv 2): Rip intestines to cause restrained condition (Save, 1d6 damage).
- Butcher's Wrath (Lv 3): Strike deals +2d10 AoE gore damage to nearby targets.

Tier 2

"Flesh Sculptor Awakened"

Core Abilities

- **Meatcraft**: Flesh Tools now let you create temporary armor (AC 8) or weapons (1d6). This effect lasts for one combat.
- Flesh Familiar: Shape a homunculus from flesh that scouts, bites (1d6), and assists.
- **Mutate Limb**: Spend 2 Stunt Points to grow claw, eye, tentacle, or hardened bone (10 minuete duration).

Gore Spells

- Flesh Mirage: Create clone made of meat that confuses enemies.
- Bone Spikes: Launch 3 spikes (1d8 each) that impale or pin.
- Carrion Bloom: Corpse explodes into a swarm of vermin (blind/disease).
- **Meatshield**: Animate a wall of stitched corpses (3/4 cover).
- Fleshmeld: Fuse body with another creature; gain half their stats temporarily.

Tier 3

"The Maw Beckons"

Core Abilities

- Gore Overload: You may hold up to twice your GE cap once per long rest (for 1 minute).
- Flesh Crucible: Store 1 spell into your flesh; release it later as a reaction.
- Meatstorm: Unleash a cone of bone/viscera (5d6; Save half).

Gore Spells

- **Fleshgate**: Tear through a corpse's stomach and teleport to another corpse.
- Unholy Skinning: Flay and wear another's flesh; disguise self perfectly.
- **Crimson Furnace**: Boil blood in a 30ft radius (6d6; Save half).
- **Body Thief**: Enter a corpse and pilot it for up to 1 hour.
- Flesh Spire: Summon grotesque tower of flesh that emits fear and bile.

Tier 4

"Master of the Meat Realms"

Core Abilities

- Flesh Ascension (Minor): Once per long rest, transform for 1 minute:
 - o +2 Body
 - o Bite (2d6)
 - Auto-heal 5 HP/round near corpses
- Meat Synthesis: Craft flesh golems, homunculi, or organ bombs during long rests.

Gore Spells

- The Maw Awakens: Summon sentient mouth in the ground; devours enemies.
- The Wretched Bloom: Terrain sprouts tumors spawning gore minions.
- Symbiotic Writhing: Host a worm-like parasite that gives you +AC, but whispers to you.
- Fleshblight: Curse targets' flesh to rot rapidly (3d6 + 1d6/round ongoing).
- Corpse Combustion: Explode all corpses in 60ft for 6d10, blinds survivors.

Tier 5

"The Red Ascendant"

Core Abilities

- Red Ascendance (Major): Once per long rest:
 - o Your body becomes a **Crimson God form** for 10 minutes.
 - Fly 60ft
 - Resistance to all damage
 - Auto-cast 1 Gore spell per round for free
 - Flesh reforms you unless disintegrated
 - Gore Energy regenerates 1/round
- Living Womb: You can grow allies from the flesh, birthing temporary duplicates (1/day).
- The Maw's Pact: You gain immunity to fear, aging, and exhaustion. You no longer require normal sleep or food—only flesh.

Gore Spells

- World's Womb: Convert an area into a living meat biome; all enemies are slow, frightened, or mutated. Allies regenerate HP.
- Flesh Ascension (Major): Become a demigod for 1 hour. Gain:
 - o Regeneration 10
 - Flesh wings
 - Legendary resistance 1/day
 - o Immunity to dismemberment
 - Attack: "Crimson Lance" (3d10 force + blood tether)
- Call the Flayed One: Summon an eldritch horror of skinless prophecy. It reshapes the terrain, warps time, and devours souls (DM monster stat block).

Concentration.

Concentration is not a type of magic itself but a critical skill that allows spellcasters to maintain focus on complex spells, especially those that require sustained effort. Concentration is used to keep spells active during battle or while moving, resisting distractions and maintaining mental clarity. Characters with high Concentration can maintain powerful spells, resist magical disruption, and perform advanced casting without faltering. This skill is invaluable for spellcasters engaged in prolonged magical efforts, such as shielding allies, binding summoned creatures, or focusing energy for a powerful final strike.

Dark Magic.

Master of Death and Decay

Dark Magic taps into forbidden, shadowy energies, often associated with curses, necromancy, and spells that manipulate fear and suffering. Dark Magic practitioners can summon shadows, inflict curses, and raise the dead to serve as undead minions. In a fantasy RPG, Dark Magic is often viewed with suspicion, and those who wield it may be feared or shunned. Characters skilled in Dark Magic can drain the life force of others, summon fearsome creatures of darkness, and bind souls to their will. However, the cost of using such magic is high, and its power often comes with a corrupting influence.

Necromancers are wielders of forbidden life-and-death magic. They channel the energies of the departed to drain life, command undead minions, and curse the living. This class is built around a resource called **Soul Points (SP)**, fueling their dark spells and rituals.

Core Themes:

- Life Drain & Decay: Sap the vitality of foes to heal yourself.
- Undead Command: Animate skeletons, zombies, and more to serve as your minions.

- Curses & Corruption: Inflict debilitating curses that wither the soul and body.
- Forbidden Rituals: Tap into taboo knowledge to bolster your power or risk your sanity.

Tier 1

Dark Initiate

- Soul Sense: You can sense the presence of nearby spirits or undead (within 30 ft).
- Chill Touch Cantrip: Your signature cantrip deals necrotic damage and prevents healing.
- **Spellcasting:** You learn necromancy spells from a dedicated list (see Spell List below). You use Intelligence or Wisdom (your choice) as your spellcasting ability.

Level 2Life Leech

- **Grasp of Decay:** When you hit a creature with a necromancy spell, you regain HP equal to half the necrotic damage dealt.
- Raise Undead (Ritual): You can animate a skeleton or zombie from a corpse over a 10-minute ritual. The number of undead you control is limited by your level.

Tier 2

Dark Paths

Choose one of your necromantic archetypes:

- Grave Warden: Focus on defensive wards, controlling the battlefield, and bolstering your undead army.
- **Soul Reaver:** Specialize in aggressive life drain, curses, and turning enemies' life into raw power.
- **Bone Sculptor:** For those who shape and animate the very bones of the dead.

Tier 3

Improved Animus

- Corporeal Command: Your animated undead gain additional HP and damage equal to your proficiency bonus.
- **Cursing Touch:** Your melee necromancy attacks can impose a minor curse (–1 to one ability check) until removed.

Forbidden Knowledge

- **Necrotic Mastery:** When you cast a necromancy spell, you can spend 1 SP to increase its damage by 1d8.
- **Gravebound:** You gain resistance to necrotic damage and advantage on saving throws against being frightened by undead.

Tier 4

Dark Communion

- **Soul Exchange:** Once per long rest, you can sacrifice up to 5 of your SP to regain hit points or restore spell slots equal to the SP spent.
- **Animate Greater Undead:** Your Raise Undead ritual now animates more potent forms (e.g., ghouls, wights) if corpses are suitably decayed.

Cursed Dominion

- **Undeath Sovereign:** Undead you control add your Intelligence/Wisdom modifier to their attack rolls and damage.
- **Life Drain Aura:** Creatures starting their turn within 10 ft of you take necrotic damage equal to half your level (save DC equals your spell save DC to avoid).
- **Enhanced Spellcasting:** Necromancy spells you cast without SP cost when targeting creatures below 50% HP.

Tier 5

Master of Souls

- **Soul Sacrifice:** You can sacrifice your own HP (up to half your max) to gain SP equal to twice the HP sacrificed.
- **Eternal Servitude:** Your control over the undead is so potent that even if a creature is destroyed, it rises as a spectral wraith under your command for 1 minute.

Death's Ascendancy

- Avatar of the Reaper: Once per long rest, you transform into a spectral avatar for 1 minute:
 - You gain immunity to necrotic and psychic damage.
 - o Your spells and melee attacks deal maximum necrotic damage.
 - All creatures within 20 ft must make a Sanity save or be frightened for 1 minute.

• **Undying Legacy:** When reduced to 0 HP, you can choose to drop to 1 HP instead. Once you use this feature, you can't use it again until you finish a long rest.

Dark Magic Spell List (Examples by Tier)

Tier 1

- Chill Touch: Ranged spell attack, 1d6 necrotic; prevents healing until the next turn.
- Toll the Dead: Target takes extra necrotic damage if it is missing HP.
- Spiritual Mending: Minor healing cantrip that heals 1d6 but leaves a trace of gloom.
- Ray of Sickness: 2d6 poison damage and possible poisoning.
- Arms of Hadar: Tendrils of dark energy lash out (necrotic damage in area).
- False Life: Gain temporary HP using forbidden vitality.

Tier 2

- Blindness/Deafness: Affect one creature's senses.
- **Gentle Repose:** Preserve a corpse and halt decay.
- Chill Touch (Enhanced): An upgraded version dealing 1d6 necrotic and sapping 1d6 stamina.
- Animate Dead: Raise skeletons or zombies from corpses.
- Vampiric Touch: Melee spell attack; deal necrotic damage and heal you for half.
- Speak with Dead: Commune with departed souls.

Tier 3

- **Blight:** Deal heavy necrotic damage, especially effective on plants.
- Phantasmal Killer: Create illusory terror (fits the necromantic theme).
- Shadow of Death: Envelop a creature in gloom, reducing its attacks.
- Danse Macabre: Raise a large number of undead for a short period
- **Enervation:** Drain life from multiple targets in a cone.
- Contagion: Inflict a deadly, necrotic disease.

Tier 4

- Circle of Death: Massive necrotic burst affecting all creatures in a large radius.
- Create Undead: Raise more potent undead like ghouls or mummies.

- **Eyebite:** Weaken, frighten, or even cause unconsciousness.
- **Finger of Death:** A powerful single-target spell that can outright kill and animate the victim as a zombie.
- Wave of Fatigue: Overwhelm foes with draining necrotic energy.
- Dark Resurgence: Temporarily increases your SP regeneration by channeling death's energy.

Tier 5

- **Abi-Dalzim's Horrid Wilting:** Drains moisture and life from creatures, causing massive necrotic damage.
- Horrid Contagion: Infect a creature with a supernatural disease.
- **Soul Cage:** Trap the soul of a dying creature for later use (such as regaining SP or commanding undead).
- Astral Abduction: Banish a creature's soul to the Shadowfell, effectively removing it from battle.
- Flesh to Stone (Necrotic Variant): Turn living flesh to brittle, lifeless stone.
- Death Knell: Instantly slay a creature and raise it as a powerful undead servant under your command.

Necromancer Subclasses

Below are two detailed subclass paths with unique abilities and their spell lists.

Grave Warden

(Defender & Undead Commander)

Focus: Bolstering undead minions, protecting allies with necrotic wards, and controlling the battlefield.

Subclass Abilities:

- Tier 1 Gravebound:
 - When you animate undead, they gain extra hit points equal to your Necromancer level.
 - You can command undead with a bonus action, granting them advantage on attack rolls until the start of your next turn.

• Tier 2 – Tomb Ward:

- You create a necrotic shield around an ally or yourself. When hit by an attack, expend
 1 Stamina to reduce the damage by 1d6.
- Additionally, creatures striking you in melee take necrotic damage equal to your Intelligence/Wisdom modifier.

• Tier 3 - Undying Legion:

- o Your Raise Dead and Create Undead spells affect additional corpses within 30 ft.
- Whenever an undead under your control is destroyed, you may use a reaction to reanimate it with half its original HP.

• Tier 4 – Warden's Command:

- As an action, you can grant all undead you control temporary hit points equal to twice your Necromancer Magic Tier.
- Tier 5 In addition, enemies within 10 ft of your undead must succeed on a Sanity save or be frightened for 1 round.

• Expanded Spell List (Grave Warden):

o 3rd: Animate Dead, Gentle Repose

5th: Vampiric Touch, Danse Macabre

9th: Finger of Death, Enervation

13th: Create Undead (upgraded), Dark Resurgence

17th: Death Knell, Wave of Fatigue

Soul Reaver

(Aggressive Life-Drainer & Curse Master)

Focus: Directly siphoning life from foes, imposing debilitating curses, and turning enemy vitality into raw power.

Subclass Abilities:

• 3rd Level – Siphon Life:

- When you hit a creature with a necromancy spell, you can choose to siphon additional life. Gain temporary HP equal to half the necrotic damage dealt.
- You can use this feature a number of times equal to your proficiency bonus per long rest.

6th Level – Curse of Withering:

As a bonus action, mark a creature for death. For 1 minute, it takes an extra 1d6
necrotic damage from all sources. The target can attempt a Save at the end of its
turns to shake off the curse (ending it on a success).

• 10th Level - Soul Rend:

 When you use Siphon Life, you may expend additional SP to force the target to make a death save immediately (DC = your spell Save DC), representing a ripping of its soul.

14th Level – Reaver's Fury:

 Once per long rest, when you reduce a creature to 0 HP, you can use an action that deals 3d6 necrotic damage.

• Expanded Spell List (Soul Reaver):

o 3rd: Ray of Sickness, False Life

5th: Blindness/Deafness, Vampiric Touch

9th: Life Drain (homebrew variant that siphons more HP), Finger of Death

o 13th: Horrid Contagion, Shadow of Death

o 17th: Soul Cage, Astral Abduction

(Optional) Bone Sculptor (Architect of the Fallen)

Focus: Crafting and manipulating bones to form weapons, armor, and animated constructs.

Subclass Abilities:

• 3rd Level – Bone Craft:

 You learn to magically shape bones from corpses into simple weapons (bone dagger, bone club) or a temporary shield (+1 AC).

• 6th Level – Skeletal Swarm:

 As an action, you can animate a swarm of bones from nearby corpses. The swarm acts on your command for 1 minute and deals 1d6 bludgeoning damage (Save for half).

10th Level – Ossuary Armor:

 You gain a bonus to AC equal to your proficiency bonus when wearing no armor, as your bones reform into a protective lattice.

14th Level – Bone Colossus:

 Once per long rest, you can animate an enormous bone construct (using a corpse as the base) that fights for 1 minute. It has hit points equal to twice your Necromancer level and deals 3d6 damage per attack.

• Expanded Spell List (Bone Sculptor):

- o 3rd: Animate Dead (with a bone flavor), Cause Fear
- 5th: Gentle Repose, Bone Shatter (new, 4d8 force damage to bone-type creatures)
- o 9th: Create Undead (skeletons or bone constructs), Shadow of Death
- o 13th: Blight, Death Knell
- 17th: Flesh to Bone (transform a creature's body to brittle bone), Bone Storm (summon a whirlwind of jagged bones)

Spellcasting Table for Necromancer

Like many full casters, necromancers prepare spells from their class list. Their **spell slots** and **spells known** follow a similar progression to that of a wizard, with additional benefits tied to your Soul Points and class features.

Elemental Magic.

Elemental Magic is the art of controlling the primal forces of nature: fire, water, earth, and air. This skill allows characters to cast powerful spells that harness the raw power of the elements. Elemental mages can summon storms, throw fireballs, shape rocks, or freeze enemies in their tracks. Elemental Magic is often associated with druids, shamans, and battle mages who wield the forces of nature in combat. Skilled elementalists can adapt to the environment, drawing power from the elements around them, and they can unleash devastating spells that reflect the untamed power of the natural world.

Core Themes:

- Channel the raw power of Air, Fire, Water, Earth, and extended elements like Lightning, Ice,
 Acid, Metal, and Magma
- Access Elemental Disciplines tied to specific sources (Planes, Primals, Spirits)
- Learn Elemental Forms, Catalysts, and Fusion Spells
- Adaptable for spellcasters, martial classes, or elementalist subclasses

Elemental Schools (Core 4 + Advanced)

Element Traits Common Uses

Fire Destruction, passion, purification Blast spells, burning terrain, flare vision

Water Flexibility, healing, flow Restoration, control, ice shaping

Earth Stability, endurance, power Shields, walls, tremors, metal shaping

Air Speed, movement, agility Flight, push/pull, lightning focus

Lightning Energy, chaos, mind-shock Stuns, overcharge, storm rituals

Ice Stillness, control, entropy Freezing effects, slowing enemies

Acid Corrosion, decay, ruin Armor melt, trap disarming, rot manipulation

Metal Precision, strength, forge Armor shaping, weapon mastery, magnetism

Magma Brutality, raw force, rebirth Dual Fire+Earth, terrain reshaping

ELEMENTAL MAGIC SYSTEM

Elemental Affinity

Each character chooses (or is born with) 1–2 **Elemental Affinities**. These determine:

- Bonus damage types
- Access to Elemental Techniques
- Resistance or vulnerability modifiers

SPELLCASTING STYLE

Basic Elemental Cantrips

- Flame Lash (Fire): 1d6 fire + pull 5 ft
- Gust Palm (Air): Push creature 10 ft
- Stone Armor (Earth): Gain +2 AC for 1 round
- Mist Veil (Water): Light concealment for 1 round

Elemental Techniques (Level 1-5)

- Magma Burst (Fire+Earth): 4d6 fire, creates lava pool (difficult terrain)
- **Thundergrasp** (Air+Lightning): Grapple + stun on hit (Con save)

- Cryoshard Wave (Water+Ice): Cone of 5d6 piercing + reduce speed
- Iron Vines (Earth+Metal): Animate metal chains to bind (Strength save)

Greater Elemental Forms (Level 6–9)

- Storm Avatar (Air/Lightning): Fly 60 ft, chain lightning aura
- Sea Titan's Grasp (Water): Summon giant hand of water to crush or toss enemies
- Volcanic Wrath (Fire+Earth): Cause fissures, lava, and burning gas
- **Elemental Merge**: Fuse two or more elements to create custom effects

ELEMENTAL FEATS (Examples)

- Elemental Adept (Fire): Ignore resistance, max 1 fire damage die/turn
- Child of the Storm: Gain flight in heavy wind, resistance to lightning
- Crystalline Skin: Earth armor gives +1 AC and reflects damage 1/short rest
- Frostbite Soul: Chill aura slows attackers by 10 ft

EXPANDED LORE

- The Elemental Concord: Ancient pacts between Elemental Lords and mortals
- Plane of Origin: Each element has a source (Plane of Flame, Deep Stone, Sky, Water)
- Elemental Spirits: Minor deities or sentient elementals who teach rituals
- Rift Zones: Wild regions where raw elemental power bleeds into the world

Expanded Elemental Magic Spellbook

FIRE SPELLS

- **Cantrip** *Cinder Dart*: 1d6 fire; ignites flammable target
- 1st Blazing Step: Dash + leave fire trail (1d4 to pursuers)
- 2nd Molten Chains: Flaming manacles restrain (Dex save)
- 3rd Inferno Grasp: Grappled target burns for 3d10 + 1d10/round
- 5th Phoenix Plume: Explode in fire; teleport to safe space
- **6th** *Pillar of Flame*: Column 60 ft high, 6d10 fire (Dex save)
- **9th** *Apocalyptic Ember*: Ignite a wide area permanently. Burns 4d10/round, cannot be extinguished by normal means.

WATER SPELLS

- Cantrip Drift Spray: Push target 5 ft (Con save)
- 1st Soothing Current: Heal 1d8, removes minor burn/bleed
- **2nd** *Flood Bolt*: 3d6 + knocks prone (Dex save)
- 4th Abyssal Grasp: Giant water tentacle restrains & drowns
- 5th Ocean Memory: See past events tied to any water source
- 7th Monsoon Wall: 100-ft barrier, full cover, 4d10 cold/turn
- 9th Tide of Souls: Animate drowned spirits in crashing waves

EARTH SPELLS

- **Cantrip** *Rockshot*: 1d8 bludgeoning; 5 ft knockback
- 1st Stone Stance: Advantage on saves vs forced movement
- 2nd Quake Snap: Tremor in 10 ft radius (2d6 + knock prone)
- 4th Earthen Spire: Spear of stone erupts under target (5d6)
- 5th Stone Shape Giant: Create massive golem limb to slam
- 7th Titan's Vault: Raise landmass 60 ft into air
- 9th World's Heart: Pull meteor-sized crystal from ground (DC 20 Dex save or 15d10

AIR SPELLS

- Cantrip Whirl Flare: Target's ranged attacks have disadvantage 1 round
- 1st Feather Fallburst: Slow fall for 4 + create air cushion (10 ft radius)
- 2nd Air Rake: Slashes 3 enemies in arc for 2d10 force
- 4th Cyclone Prison: Trap enemy in floating vortex (fly speed 0, Dex escape)
- 6th Stormcall Wings: Gain flight, redirect one ranged attack per turn
- 8th Heaven's Howl: Thunderstorm over 120 ft, 4d12 thunder each round
- 9th Breath of Aeons: Control weather worldwide for 1 day; summon jetstreams or lightning

LIGHTNING SPELLS

- Cantrip Spark Snap: 1d8 lightning, chain jump 5 ft
- 1st Charge Weapon: Next hit does +2d4 lightning
- 2nd Arc Bolt: 2d6 chain lightning, bounces 3 times

- 4th Thunder Lance: 60 ft line, 5d8 lightning + knockback
- 6th Tempest Surge: Mass paralyze on failed Con save (30 ft radius)
- 8th Plasma Body: Transform into energy, immune to physical attacks
- 9th Living Storm: Become an electrical storm: teleport, fly, zap

ICE SPELLS

- Cantrip Chill Touch (custom): 1d6 + target's movement -10 ft
- 1st Frost Blink: Teleport 10 ft, leave behind frozen illusion
- 3rd Frozen Sunder: Shatter armor or shields (disarm or break)
- 5th Glacial Thorns: Ground erupts with ice spikes (restrain + 4d6)
- 6th *Icy Tomb*: Trap in glacier block (must be hacked out)
- 8th Absolute Zero: Freeze entire room or small building solid
- 9th White Winter: Control ice weather, summon avalanche and blizzards

ACID SPELLS

- Cantrip Corrosive Spray: 1d4 acid + armor penalty (stackable)
- 2nd Melt Lock: Open sealed doors, even magical
- 3rd Venom Pool: Creates pool 20 ft radius, 3d8 acid/turn
- 5th Dissolving Beam: 6d6 + disadvantage on armor saves
- **7th** *Acid Swarm*: Cloud of insects that melt flesh (6d8, Con save)
- 9th Oozing God's Gift: Target becomes an acid elemental for 1 minute (hostile or friendly)

METAL SPELLS

- Cantrip Magnetic Pulse: Disarm metal weapon (Dex save)
- 1st Iron Lash: 1d10 slashing, + grapple if creature wears metal
- 3rd Forge Skin: Gain resistance to slashing and +1 AC
- 5th Rust Plague: Infect metal items in radius with fast decay
- 6th Iron Barricade: Wall of molten steel (AC cover + damage)
- 8th Magneto Field: Control all metal in 60 ft sphere (flight, deflect)
- 9th Forge Titan's Wrath: Conjure a sentient war construct from surrounding debris

MAGMA SPELLS (Fire + Earth hybrid)

- Cantrip Smolder Dust: Ignite small area, weak smoke
- 2nd Lava Line: 30 ft line, 3d6 fire and 2d6 terrain burn
- 4th Magma Grip: Hold monster in molten hand (restrained + 4d10)
- 6th Volcanic Ring: Lava circle (10 ft) deals 6d6 per round

9th - Molten Genesis: Reshape battlefield into lava-scape

fatigue, or exhaustion, while regaining it can involve rest, healing magic, or potions.

Soul Magic.

Soul Magic is the mystical art of channeling, binding, and manipulating the essence of living beings — their very souls. Practitioners of Soul Magic can communicate with spirits, heal or empower others by strengthening their soul, or even trap souls within objects to create enchanted items. Soul Magic is used by mystics, shamans, and soulbinders who interact with the spiritual realm. They may call upon ancestral spirits for guidance, harness soul energy to protect or curse, and delve into the mysteries of life and death. Soul Magic is often revered and feared, as it involves manipulating forces central to existence.

Hit Points (HP)

Hit Points represent a character's physical health, resilience, and ability to endure injuries in combat or dangerous situations. HP is a measure of how much damage a character can take before succumbing to their wounds, becoming incapacitated, or even facing death. In a fantasy RPG, HP may reflect not only physical toughness but also a character's luck, willpower, and instinct to avoid lethal strikes. As characters level up, their HP often increases, symbolizing their growing experience and ability to withstand harsher attacks. Losing HP usually represents wounds,

Mana.

Mana is the pool of magical energy that a character uses to cast spells or perform magical abilities. It reflects a character's connection to arcane forces, their mental focus, and their magical potential. Each spell or magical effect draws from this reserve of Mana, with more powerful spells consuming more of it. When Mana is depleted, a spellcaster can no longer cast spells until they recover, which may require rest, meditation, or consuming magical items. Mana allows players to measure and manage their magical abilities, providing a balance between using powerful spells and conserving energy for prolonged encounters.

Stamina.

Stamina represents a character's physical energy and endurance for performing strenuous actions, such as sprinting, dodging, or making powerful attacks. Each physically demanding action consumes Stamina, and when it's depleted, the character may struggle to perform at full capacity, making them slower or less effective in combat. Stamina is especially important for melee fighters, rogues, and archers who rely on strength and agility. Resting, pacing oneself, or using items can help recover Stamina, which ensures that characters can continue to perform physical feats and defend themselves effectively.

Forward

I started my adventures in 2003 during a tour of duty in Iraq. We had photo copied pages of the 3.5 version of the PHB and some dice that we all shared. Alas that is all we needed. Comradre was the common demoniator at the the proverbial table top, and it helped us forget about the desert that surrounded us. Fast forward twenty years and here I am looking back to my younger days, calling on all the experience I've accumulated over the many years of playing table top games.

I have also been the Game Master for many of those years and I've tried several different house and varient rules over my career. This largerly hasn't bothered me as I like to use my imagination and create stories for my players to enjoy. My interest in being the Dungeon Master has led me down different paths of research, much of which whas online via YouTube and reading novels by authors such as R.A. Salvatore and Robert E. Howard.

Dedication

This game is dedicated first of all to my lovely wife Holly, she is has been a beacon in my life that I could always rely on in the midst of any storm. My children Noah and Elijah, both of which have played in wild and crazy campaigns I devised. To Hawley and Maldonado who introduced me to the world of TTRPGs. To all my friends during my Army service who I played with. Everyone I have ever DMed for.

A special thanks to Garrett, Dakota, Tiffany, Paul, Brandy, Alex, and Noah for helping me playtest this game. You all have helped me develop this game into it's current version. It is a pleasure being your DM and I consider you all friends.

Also, a shout out to Professor Dungeon Master, The Dungeon Dudes, XP to LvL 3, DnD Shorts, DM Scotty, and Critical Roll for influencing my DMing and play style. I would also like to give credit to JRR Tolkien, R.A. Salvatore, and Robert E. Howard.

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Introduction

Welcome to Tales of Adventure, a tabletop role-playing game that brings daring exploits, cunning strategies, and extraordinary heroes to life. This system is built around the unique 2d6 mechanic, providing a fresh twist on traditional RPG gameplay while remaining accessible to new players and rewarding seasoned adventurers.

What Is Tales of Adventure?

In Tales of Adventure, players take on the roles of vibrant characters, from skilled warriors to clever rogues, brilliant scholars, and mystical spellcasters. Together, they explore richly detailed worlds, embark on perilous quests, and confront challenges that test their wits, skills, and teamwork. Whether delving into ancient ruins, navigating courtly intrigue, or leading armies into battle, Tales of Adventure offers a dynamic storytelling experience where every decision matters.

The 2d6 System

The core of Tales of Adventure is the **2d6 system**, which utilizes 2d6 die to resolve actions and outcomes. This system introduces:

- **Critical Outcomes:** With a 1 as an automatic failure and a 2d6 as a spectacular success, every roll has the potential for drama.
- **Unique Skill Modifiers:** Characters gain bonuses or penalties based on their attributes and expertise, making each roll uniquely tailored to their abilities.
- **Triumph Tokens:** Players earn tokens for creative problem-solving and role-playing, which can be used to influence rolls, aid allies, or trigger special abilities.

The Clash System

Introduces dynamic player interactions using Stunt Points, with each session beginning with three points per participant. Players and the GM can earn additional Stunt Points by rolling doubles. If a roll is disputed, a CLASH can be declared, where both sides wager points and roll dice to determine the winner, who then executes their proposed action.

Stunt Points also enable unique tactical actions, like countering spells, disarming opponents, or performing knockout strikes. Each action has a specific cost, encouraging strategic use of these points. This system enriches gameplay by blending chance, strategy, and player agency, ensuring every session is unpredictable and engaging.

Core Themes

Tales of Adventure is centered on the following themes:

• **Heroism:** The heart of every story is the hero's journey. Your characters will face moral dilemmas, epic battles, and moments of personal growth.

- **Exploration:** Discover uncharted lands, ancient mysteries, and hidden treasures in worlds brimming with life and wonder.
- **Collaboration:** Success often requires working together. Combine strengths, devise strategies, and build bonds that last beyond the table.
- **Choice and Consequence:** Every decision shapes the story. Will you choose the path of honor, cunning, or chaos?

Creating Your Hero

Character creation in Tales of Adventure is simple yet robust. You'll:

- 1. **Choose a Race:** Select from diverse options, such as humans, elves, dwarves, or custom creations tailored to your setting.
- 2. **Pick a Class:** Define your role in the party, whether it's a stalwart defender, a shadowy assassin, or a master of arcane arts.
- 3. **Assign Attributes:** Distribute points across Mental, Body, Interaction, Thievery, Warrior, Spells/Prayers, and other key traits.
- 4. **Shape Your Backstory:** Give life to your hero with motivations, secrets, and aspirations that drive their actions.

The Role of the Narrator

The **Narrator** (or Game Master) weaves the world and guides the story. They present challenges, embody non-player characters, and ensure every player has moments to shine. Narrators can tailor Tales of Adventure to suit any setting, from high fantasy and gritty noir to sci-fi and steampunk.

Why Choose Tales of Adventure?

Tales of Adventure stand out for its versatility, creativity, and emphasis on player-driven storytelling. The D26 system ensures every session feels unique, with unexpected twists and opportunities for memorable moments. Whether you're a veteran looking for a fresh system or a newcomer eager to dive into role-playing, this game welcomes all.

Are You Ready to Begin?

The time has come to gather your companions, sharpen your wits, and prepare for an unforgettable journey. In **Tales of Adventure**, the only limits are your imagination and your courage. Adventure awaits—will you answer the call?

The Basics

2d6 System:

Roll 2d6 add appropriate modifiers and beat the DC.

Health:

Every player Starts with 5 Health Points. Player hits can increase based on several factors. However, the most important thing to keep in mind is going below 0 Health your character dies.

Stamina:

Everyone Starts with 10 Stamina per session.

A player may use as many points of stamina as they wish to soak damage, add to a skill roll, add to a hit die, or add to hit damage.

DM Note:

Fall damage:

You take 1 Health Point per 10 feet you fall. Unless he/she falls more than 100 feet, in this case, you die.

Flanking:

If either the enemies or the PCs flank their opponent, it is considered flanking. The flanking attacker gains Advantage on all melee attacks. If the character is shooting from a ranged position, they do not gain Advantage, nor do casting spells.

Evens and Odds:

When determining certain things throughout the campaign the GM will do an evens/odds check. The GM or Player will roll a d6.

Evens - Yes Odds - No. For example, you enter a small village, and you need a healer. Evens Yes/Odds No there's a healer in the village.

Learning new Skills, Abilities, Gaining Levels:

Skills and abilities can be learned. Keep in mind your PC might be sidelined for a while they are learning. In addition, they may also have to find a mentor to complete the task.

Sidekicks:

A sidekick is a lesser adventuring party member in terms of prowess. But he/she adds utility to the group. They can be used as scouts, or faithful servants. They could also be sent off to accomplish certain tasks while PCs are carrying on through the main mission.

Why do some become sidekicks? Several reasons arise for NPCs ambition. Firstly, it could be the NPC meets a famous adventurer

and wants to experience the life they have. Second, they could be hired help or a servant that is well treated. Lastly, it could be someone in the mist of their career training and has stopped for some reason pursuing life on the road.

Morale: Sidekicks generally start on favorable terms with those they follow and hope to be someday. However, based on his/her treatment they could become the PCs best friend or their worst enemy.

Their attitude is measured on a scale from 1 - 10. One would represent the most unfavorable attitude towards the PC and ten the best. On one the sidekick could seek vengeance for their treatment or betray the party. On a ten he will go through hell and back and give his life as a sacrifice for the PCs. Sidekicks start on favorable terms with their new mentor and have a Morale score of 6.

In some situations, you also may be required to roll a Morale check for your sidekick. This is

Evens – Yes

Odds - No

based on her Morale score instead of your Interaction Score. Roll 2d6 + morale score.

Spells:

Must be learned and or quested for, and magical colleges do not formally exist in the world except in Shadyport and Falldragon. There is also what is called the Magical Society that governs magic casters throughout Aelath.

Magic Options

Pick Roll to Cast or Mana

To affect a character with a spell effect you must meet or beat a player or NPC's Spell Resistance. Spell Resistance is like Armor Class.

7 + Spell Tier. For example, you try to cast a 5th Tier spell you must roll a 12 for the spell to successfully affect the target (2d6 + Spell or Miracle)

Things that affect the DC of the spell are friendly characters that the spellcaster does not want to harm. The DC increases by 1 for every PC in the AOE. Also, some characters may have Spell Resistance which the spellcaster may choose to overcome with Stamina points.

Mana:

Mana is spent per spell according to the Tier of the spell. For example, a 1st tier spell would only cost 1 mana to cast, 3rd Tier spell 3point, and so on.

The Rule of Cool

Don't be afraid to think outside of the box. In the end this is a game and everyone should be having fun.

The Game Master

The Game Master has final say on all matters. If they choose, they may use or discount any part of this player's guide.

Character Creation

As promised, the character creation simplified. It's as easy as one two three. remember that on initial character only allowed three points in any one

• Choose your Race.

There are four main character races to subraces. Each Race has base stats. This race's inherent abilities. When you subrace, you add any modifiers that represents their specific culture and

• Distribute points on your

This can provide many options for rolling dice cannot. Why? You can stats!

Gritty: 8pt
 High: 10pt
 Heroic: 12pt

DM Note:

To add an interesting twist to play, make the point buy at the beginning of play permanent. This eliminates the need to track Story Points.

process has been
It is important to
creation, a player is
category.

choose from and represents that choose your they receive. This environment.

character sheet.

characters that literally choose your

• Pick your Path.

A career path Is one in which the character chooses their destiny in the world. The skills in these paths are always rolled with advantage. This represents the focus and the development over time.

- Choose your Backgrounds.
- Choose your Faction.
- Choose your Feats.
- Choose Boons and Flaws
- Choose your Weapons and Equipment.
- Choose Spells if applicable.

Each category has abilities and attributes associated with them. In the previous section they are described.

Level	1	2	3	4	5
Points needed to advance to the next	1	2	4	8	10
level					

CHAPTER 1 RACES

In this fantasy setting there are only four playable character races. This is meant for simplicity and ease of use for the player characters. This also makes it easier for Game Masters to run nonplayer characters (NPC). However, if players are interested in adding races there will be examples in each category.

Dwarves

This race is famous for its expansive underground kingdoms, and their beautiful stonemasonry. In addition, they are extremely proficient warfighters – preferring large war hammers and heavy armor. This makes them an especially deadly foe. However, their most common and hated foe is neither elf nor man, but orcs and goblins alike. This is because they often fight for common territory as the dwarves delve deeper and deeper into the mountain face.

Dwarves also prefer the company of their own kind, but if a dwarf is not found humans are preferable to elves any day. At least in the mind of a dwarf. Their stoic nature makes them immovable as the mountain they live under and as stubborn. Dwarves are also fond of order. As such there is a higher order of how life is conducted in dwarven society. Dwarves are broken into clans, there are six in total, and they are even more loyal to their clan than even their spouse. The clan's name belongs to the clan and can be revoked for acts deemed unworthy by the clan. A clanless dwarf is often ostracized by their clan and is disallowed back into their communities lest those who come in contact also become ostracized as well. These dwarves often create settlements on the outskirts of the area they once called home.

Many take up adventuring more readily to ease the burden of their misfortune.

Lastly, dwarves are also long lived. It is known for many to live for several centuries. It isn't uncommon for elders and patriarchs to live well to 600 years old.

Male Names

Dain, Darrak, Delg, Eberk, Flint, Harbeck, Morgan, Rangris, Taklinn, Thorrinn, Thordin,



Thorin, Ulfgar, Vondal

Female Names

Amber, Audid, Bardyyn, Eldith, Falkrunmm, Gumboda

Clan Names

Battlehammer, Dankil, Fireforge, Frostbeard, Ironfist, Ungent

Clan Dwarf Traits: +1 to any 1 Skill

Dwarves have several traits that are innate.

Ability Scores: Your Body Score increases by 2.

Speed: 25 ft

Darkvision: Because of your underground lifestyle you have adapted so that you see 60 feet in dim light as it is as bright light and 30 feet in darkness as it is as dim light.

Hardy: Dwarves have Advantage on saving throws against being poisoned and poison damage.

Clanless Dwarf: Clanless Dwarves or Hill dwarves as most refer to them as consist of communities who have moved on after being

shunned or removed from their clan's family roles. As a result, they have developed a few different innate abilities.

Ability Score: Your Mental Score increases by 1.

Dwarven Resilience: You permanently gain 2 hit points.

Surface Dwarfs: You are accustomed to living in huts and villages just like the humans that neighbor you. Though you are much less common than even your clanless brethren, one thing distinguishes you from them. You chose this way of life.

Ability Score: Your Interaction Score increases by 1.

Armor Training: Proficient in light and medium armor.

after by many wealthy nobles to train their children.

Marvelous craftsmen and superb warfighters, they are known to admire the simplest of things. Elves are very good at finding beauty in most things and love being among nature and the elements. For that reason, you find many of them as rangers fighting against the bands of monsters that seek to destroy the forests they love. Because some prefer the solitude the forests offer there is still a smaller number who seek to become nature's protectors and eek out their existence as powerful druids.

Elves are by far the most lived beings on the planet, living 700 – 1000 years.

Because of this they don't reproduce as fast or often as other species such as humans or halflings. And most are considered children until their 100th birthday.

Male Names

Adran, Aramil, Arrannas, Lael, Meela, Naill, Phann, Rael, Rinn

Elves

In general elves are a peaceful race who prefer diplomacy to warfare. However, wandering bands of orcs and other such threats are a constant threat upon the Northern Lands where the elves now call home.

Slender in appearance they are magically inclined and seem to have an innate connection to the magical forces of this world. In addition, because of their long lives they master many forms of weapons including the rapier, longsword, longbow, and short bow. Warfare isn't the only thing they excel at, however, they are famous for crafting artifacts and are superb craftsmen. They are sought



Female Names

Adrie, Althea, Andraste, Antinua, Bethryuna, Birel, Calynn, Leshuna, Shava, Silaqua, Thia, Vandina, Valnthe

Speed: 30Ft

Noble Elf: As a Noble Elf your mind is clear and keen. You are closer to the forces that drive magic therefore you have a basic

understanding of magic even if you don't practice its nuances. Noble Elves consider themselves more pure than other elven kind and treat others as such. They usually have a pale grayish skin tone and tend to wear very expensive clothing and jewelry.



Elvin Royalty

King/Queen, Prince/Princess, Grand Duke/Duchess, Duke/Duchess, Earl/Countess, Viscount/Viscountess, Baron/Baroness

Ability Score: Your Mental Score increases by 1.

Cantrip: You can automatically succeed on one magic check per day.

Bright Vision: You can see in dim light to 60 feet as if its bright light.

Fey Ancestry: You are immune to magical sleep and charm person.

Wood Elf: These brethren of the wood have keen senses. They are drawn to the forests around them and often make their homes there. Though they don't hold high seats in the local electorate they are masters of their realm, and all must answer them if they dare to venture into their domain. They are normally recognizable by their light brown skin or their affinity for wild creatures.

Keen Senses: Gain Advantage on checks involving the senses such as hearing and sight.

Ability Score: Your Body Score increases by 1.

Fast Feet: Your land speed is 35 ft.

Smite of the Wild: Once per day you may add 3 to your damage after you hit an enemy for damage.

Glawna Elf: These elves live deep within the earth. They were once surface dwellers like their cousins however they began worshipping The Dark One. Afterwards they were ostracized and sent away. Always in conflict with their kin they moved underground and there they stayed till this day. Glawna Elves have pale or bluish skin and are

very regimented just like the dwarves are. Though few come to the surface, those that do are mostly accepted. In fact, many lead adventuring lifestyles or are successful merchants. This is mostly due to their superior charisma.

Ability Score: Your Interaction Score increases by 1.

Superior Darkvision: Your Darkvision extends to 120 ft.

Sunlight Sensitivity: Living underground has made you sensitive to sunlight. You take -2 to your Interaction Score roll. Although this may be waived per the GMs discretion if the character has lived on the surface.

Glawna Elf Magic: You use your Interaction Score for casting spells.

Halflings



Halflings are perhaps the most welcoming and friendly of all the races you may encounter on your journeys. They enjoy the creature comforts of life, relishing a hearty meal, a glass of wine, and friendly conversation. Most live out their days among settlements far from any wandering bands of monsters or warfare.

In general, they are a happy lot and cherish close friendships and family. They hate seeing any living thing suffer and will lend a helping hand to most anyone. When confronted with hardship they are severally loyal and equally ferocious.

Blending into their surroundings is a trait that most possess, so they happily meld in any community they are a part of, whether that be a halfling shire or a city street.

They are as diverse as humans and can be small pale beings or stout dark-skinned people. Normally ranging in size between 3 and 4 feet they are slightly smaller than a dwarf and larger than other creatures such as gnomes. Typically, they weigh between 30 – 50 lbs. making them only slightly larger than a human child.

Although they are much smaller than most races, they are much more lived. Halflings typically live to be around 200 years old; reaching adulthood at 20.

Male Names

Alton, Ander, Cade, Corrin, Eldon, Finnan, Garret, Lindal, Lyle, Merric, Milo

Female Names

Andry, Bree, Callie, Cora, Euphenia, Jillian, Kithri, Lidda, Merla Paela, Saraphina, Verna

Halfling Traits

Halflings have several traits innate to them.

Ability Score: +1 Dodge

Speed: 25 Ft

Shaggyfoot: These are the most prevalent of the halfling race. You can find them in more places throughout the world compared to their halfling cousins.

They have an innate wanderlust and often dream of the world outside of their shires. When given the opportunity they will often leave the creature the comforts of home and take on great adventures.

Ability Score: Your Interaction Score increases by 1.

Stealthy: You can attempt to hide if you are lightly obscured.

Fearless: You cannot be frightened.

Stronghearts: These halflings are the thing of legend. They have joined armies in battle and are known for their tenacity, as well as their hot temper. It is well advised for others to treat these halfling cousins with respect, however, they are just as fun loving as the rest. They are fiercely loyal and will fight till the last man.

Even though these halflings have a reputation for their ferocity they rarely leave the shire and are quite family orientated. However, some have an innate wanderlust and venture out into the world.

Stronghearts have a somewhat shorter life among the halfling kind. In addition, they are normally taller and hardier than their cousins. This makes them more recognizable than their shorter cousins.

Ability Score: Your Body Score increases by 1.

Resilience: You gain Advantage on all saves.

Humans



Humans are the most numerous of all the known races on earth. Among being the most numerous they are also the youngest race and are filled with ambition and a healthy dose of wanderlust. Because of this, they are also among the most powerful races on the planet and many that are in the adventuring business. Though ambitious, most seek a peaceful life within the confines of cities, villages, and farming communities. Other races often accuse humans of racial prejudices however, the truth is they are possibly the most inclusive people on the

planet. Humans often welcome nonhuman races to live and work in their communities. In addition, they do not have issues living in nonhuman lands as well.

Humans are greatly varied. A full-grown male can range from five-foot-tall to heights as tall as seven feet. And a female of the species can run from four and a half foot tall to just over six feet. Weight can also range greatly from as little as one hundred pounds to over four hundred pounds.

Personalities are as various as their sizes. While elves, dwarves, and halflings tend toward being good, humans can as easily be evil as good. However, for the most part they are good.

Male Names

Alfer, Agdi, Alrek, Brandor, Booth, Bolan, Flemming, Gudmund, Grimolf, Herjolf, Kell Thorlak, Thord, Veleif

Female Names

Asta, Aesa, Birna, Bjorg, Catrine, Danica, Drifa, Emma, Elisa, Gunnhilder, Helga, Hannah, Jenny, Margit, Nina, Oda, Petra

Humans: The Bright One's most destructive race. They have constructed vast kingdoms in Aelath with truly kind and benevolent kings, yet they are also known to walk their own paths. This often leads to them taking advantage of their fellow man and storming across the land subjugating all who oppose them.

They live short lives, relatively, 80 - 125 years, however, they live the most robust life of all his creations.

Because humans are so short lived, they have an innate lust for adventure and are often shorter sighted than the other races they live alongside. This often brings them into conflict

with the Elvish kingdoms and lead to subjugation of the Elves.

Human Traits: +1 in any Path Attribute

Ability Score: Increase 3 skills by 1.

Luck: You may reroll any natural 1. You must

keep your next result.

Language: You learn 1 extra common

language.

Urotman: A human subterranean race that won their slavery from the evil Duerger cousins of the Dwarves. They are proud people and are a source of Light in the fight against the evil Duerger and denizens that creep through the upper dark.

Ability Score: Your Body Score increases by 1 and your Interaction Score increases by 1.

Strength of Mind: You have an iron will and are immune to magical effects that require Interaction checks.

Darkvision: You gain the ability to see 30 feet in dim light as it is as bright light and 30 feet in darkness as it is as dim light. You can only see in shades of black and white while in complete darkness.

Light Sensitivity: While making a check for the sense of seeing you do not add your interaction modifier to the roll.



In The Age of Heroes, there are four paths which an Adventurer may walk. Each Path has its own boons and shortcomings. Pick carefully, for you may not choose another as long as you live.

Champion

1. Double Attack

Or

- 2. Double your health.
- Melee +1
- Parry +1
- Ranged +1
- · Aura of Courage.

Champions. They are what most minds go to when they think of great Adventurers. Those such as Theobald the Colossus. A man so large and imposing he beat back hordes of Orc warriors at The Battle of Goblin Hill before succumbing to his wounds. But he gave his allies enough time to rally and finally win the battle at hand.

Champions stand in the gap; they protect their comrades and are the fiercest of foes for they are skilled combatants and heavily armored.

Path Features

1. Double Attack.

You may make two attacks per round. Players may only make one attack per round, however, picking this path allows the fighter to make two attacks per round.

2. Double your health.

Players start with a determined amount of Hits according to their body score + 5. While playing this path the player may take the score and double it. A player's Hit total may not exceed 20.

For example, Jim is playing a Mercenary named Gareth. Jim plays Gareth as a



hulking protector, taking hits for comrades that no one else could survive. So, Jim puts 3 dots in body so that his score equals 8. If you double that, it becomes 16.

3. Aura of Courage.

In a 15' radius the Champion's courage in the face of overwhelming odds is infectious. While in the aura each ally gains advantage on any Sanity Check or Body Check.

4. Parry.

This attribute is special to the Champion. Only they may add this number to their Armor Score. It also doesn't matter which Champion Path you choose.

5. Add 1 dot in each Melee and Ranged.



Priest

- Healing Burst
 Or
- 2. Smite
- Heal +1
- Religion +1
- Soul Magic +1
- Turn Undead a number of times equal to your Religion Score.

Most Priests prefer to lead peaceful lives. They are beacons of hope and leaders in their communities. They tend to the sick and can heal the most grievous of wounds. Some say they also can bring people back from death's door.

Still, some help in society by protecting human life and going on dangerous quests to thwart the plans of The Dark One. The most famous of these brave servants is a man known as Gregor "The Great". A prophet of great renown. He lived a truly magnificent life, fighting the denizens of the deep and as legend would have it, single handedly closed the Gates of Hell on the Mortal Plane. Rising to Sainthood, priests far and wide pray to him and ask his guidance and protection.

Path Features

1. Healing Burst.

Heal your allies or yourself by the strength of faith. Use your soul to magically connect to the Bright One and give his life healing light to those around you or yourself. You may perform a Healing Burst a number of times equal to your Soul Magic per day, giving healing to allies around you in a 20' radius equal to your religion score.

2. Smite.

Bring down righteous judgement on those who oppose the Bright One equal to your Soul Magic per day. Use the power of your soul to infuse your strike with holy force. Add 1d6 for every dot in Religion.

3. Add 1 dot in each Heal and Religion.

4. Soul Magic.

This is the strength of your connection to the Bright or Dark One. It also dictates the Tier of Magic you have access to, and in some cases the power in which you perform miracles.

5. Turn Undead

Turn undead a number of times equal to your Religion Score, destroying all lesser undead creatures in a 20' radius. Undead abominations are unnatural and especially vial to those who are the sons and daughters of Light. It is well known that members of the church's clergy will fervently seek any such ghoul or undead denizens that disturb the living.

Thief

1. Disable Traps.

Or

- 2. Vanish.
- 3. Assassinate
- Disable Trap +1
- Pick Lock +1
- Stealth +1

These characters are found far and wide. Thieves, the second most common path aside from

Champion, live and breathe adventure.

With great risk, comes great reward!

The most risk taking of the four paths

and often the most prosperous. They are often sought after for their intelligence and wide knowledge of things. While some are hands off in their approach, many like to get

dirty. These are the



thieves of legend. Those such as Sparax "The Silent" and Umbrenia "The Bold". A Brother and Sister duo who stole the Urn of Valor and the Genesis Staff from the ruins of The Rusted Temple in Bullywog Swamp.

Path Features



1. Disable Traps.

You are skilled at disarming traps and sabotage. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors. If you don't

choose this as your main Path Feature, you may still disarm traps, but you are *unable* to sabotage devices.

2. Vanish.

Activating this feature does not provoke attacks of opportunity. As part of this feature, make a single melee attack against an enemy within reach. After the attack, you bend the light around you, leaving an after image in place, and teleported up to 30 feet away within sight.

3. Assassinate

If a Thief can catch an opponent when they are unable to defend themselves effectively from her attack, she can also strike a vital spot for extra damage. Or even when opportunity strikes can even kill an opponent outright.

Lastly, this skill is only available to the Thief Path.

Combat: Use her *stealth* score vs. the opponent's perception score. If she wins the exchange, then she is considered stealthed and she may add her Assassinate score to damage on her next turn.

None Combat: Use her Stealth score vs. the opponents Perception score. If she wins, then she makes an assassination attempt. Make an Assassination attack role (2d6 + Assassinate + melee or ranged). The Thief must beat the opponents AC minus their shield bonus.

4. Add 1 dot in each Disable Trap, Pick Lock, and Stealth.

Wizard

1. Magical Precision.

Or

Can use your life force to fuel your magic making your spells more powerful.

Or

- 3. Blood Magic
- Arcana +1
- 1 choice of obscure language.

Through endless hours of study wizards learn how to manipulate the chaos of the universe. Though it is not always kind to them due to magical mishaps, many still endeavor to know more. In fact, that's what draws most practitioners to the art – knowledge. For some, it is thirst that cannot be quenched. They sneak away into a forgotten tower somewhere and pour over the books they have accumulated, forgetting there is even an outside world that exists.

Unfortunately, it is this lust for knowledge that draws most into adventuring. For Iforn, it was no different. He was a wizard of great renown, helping to close the Gates of Hell alongside Gregor "The Great". Though now he is mostly known for creating the Paragon of the Mother. Manipulating the minds of the dragon kin, he was able to wage war against all who opposed his thirst for power, wielding creation's most magnificent beasts. Finally, those in Aelath joined together in one final push against the dragon onslaught. The Ember Order played a significant role in Iforn's defeat, banishing him to another realm where he could no longer pose a threat to Aelath. It is because of this betrayal that some are weary of wizards. And some even go as far as to create knightly

orders to keep a watchful eye on those that practice wizardry.

Path



Features

1. Magical Precision.

Magical Precision is a boon to any magic caster versed in this specialty. With this ability, they can double the range of any Path magic they specialize in, in addition, they may also ignore cover for line-of-sight spells.

2. Infusion.

You can use your life force to fuel your magic by making your spells more powerful. Powering your spell by your very life essence greatly enhances the effect of your spell. If a character chooses this Path Feature, they can enhance the potency of their spell by as many points as they sacrifice from their life force. Therefore, a wizard with a high health pool will be a force to be reckoned with on the battlefield. This is in addition to any damage already done.

3. Blood Magic.

A highly secretive form of magic. The secrets have been handed down from enclave to enclave through the centuries. Instead of using the chaotic forces of the universe to force their will upon their enemies, they use their enemies, controlling them in

unspeakable ways. Because of this any wizard who practices this form of magic must register with the Magical Society.

- 4. Add +1 to your Arcana Score
- 5. Add one choice of Obscure Languages. See page 37.

Character Starting Gear

Priest (25gp/10bp)

- Mace or Warhammer
- Scale mail and Round Shield
- Light Crossbow and 20 bolts
- Priest's Pack

-or-

- Martial Weapon and a Round Shield
- Five Javelins
- Explorer's pack
- Chain Mail and Holy Symbol

Champion (30gp/15bp)

- Chain Mail
- Martial Weapon and Round Shield
- Longbow and Quiver of 20 arrows
- Dungeoneer's Pack

-or -

- Scale Mail
- Two Short swords
- Explorer's Pack
- Longbow and a Quiver of 20 Arrows

Thief (20gp/10bp)

- Rapier
- Short bow and Quiver of 20 Arrows
- Burglar's pack
- Leather Armor, Two Daggers, Thieves' Tools

-or-

- Short sword
- Explorer's Pack
- Short bow and Quiver of 20 Arrows
- Leather armor, Dagger, Thieves' Tools

Wizard (20gp/10bp)

- Light Crossbow and 20 bolts
- Arcane Focus
- Dungeoneer's Pack
- Two Daggers

-or-

- Quarterstaff
- Arcane Focus
- Scholar's Pack
- Spellbook

CHAPTER 3 BACKGROUNDS

Backgrounds

Alchemist	+2 to Alchemy	
Arcanist	+1 Arcane Magic +1 Concentration	
Archer	+1 Ranged +1 Perception	
Bishop	+2 Religion	
Cat Burglar	+1 Pick Lock +1 Stealth	
Charlatan	+1 Sense Motive +1 Bluff	
Dungeoneer	+1 Seek +1 Disable Trap	
Faithful	+1 Soul Magic +1 Religion	
King's Guard	+1 Melee +1 Parry	
Knight	+1 Melee +1 Leadership	
Magical Savant	+1 Spell Path	
Medic	+1 Heal +1 Science	
Scholar	+1 Knowledge and +1 Arcane Magic or +1 Spell Resistance	
Soldier	+1 Brawl +1 Athletics	
Survivalist	+1 Survival +1 Stealth	
Tinkerer/Inventor	+1 Science +1 Alchemy	
Urchin	+ 1 Sleight of Hand +1 Stealth	
Veteran	+1 Fighting Path	
War Priest	+ 1 Soul Magic +1 Melee	
Zealot	+1 Intimidation +1 Religion	

Languages.

Every player starts by speaking their own language and common. For each additional language a player must take the Language Feat.

Languages

Language	Typical Speakers	Script
Common	Human	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Wood Elves	Elvish
Giant	Giants and Ogres	Giant
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs	Dwarvish

Obscure/Rare Languages

Language	Typical Speakers	Script
Evil Speech	Demons	Infernal
Enochian	Celestials	Enochian
Draconic	Dragons and Dragonborn	Draconic
High Elvish	Noble Elf and Glawna	High Elf
Old Common	Dead Language	Old Common
Noble Speak	Royalty and Nobles	High Common
Sylvan	Fey creatures	Ancient Elven
Thieves Speak	Traders, Black Market, and Criminals	Sanskrit



It is very common in Aelath for someone to be part of one faction or another. Although in this game it is recommended that players are granted access to one Faction, it is ultimately up to the Game Master and their world.



Black Fang Cult

A cult of religious zealots that follow the Dark One. They are often in conflict

with the Church of Light and the Disciple of the Mace as their views directly contradict one another. The Black Fang Cult consists of many different types of creatures and races and holds many differing beliefs about the Dark One. This is perhaps their largest downfall as there is much infighting within the cult. The Church of Light and other enemies of the cult exploit this much of the time.

Benefits of Membership

- +1 Bluff +1 Survival
 - You also gain religious underworld contacts equal to your leadership score.
 - You also may seek refuge at any Black Fang location.



Children of Darkness

A commonly known group who worship the Dark One. These individuals are not

your average cultists. They actively work against the Church of Light. Many consider the Children as an offshoot of the Black Fang Cult, and some treat them as one entity. However, because of the divisiveness within the cult this sentiment is resented. The Children consider

themselves as a separate entity and try to differentiate themselves from the Cult.

Benefits of Membership

- +1 Religion +1 Dark Magic
 - Gain special knowledge of ritual magic. You may cast any number of 1st Tier magic spell at no cost equal to your Arcane score.
 - Members are expected to carry out cult business without question.



Church of Light

The predominant religion within Aelath. Its founding was after the Age of

Reckoning. Before this time the Gods walked among mortals and taught them many things such how to make fire, written language, and farming. However, there was contention among the gods as to how much knowledge was acceptable. It wasn't until Dusldir, God of Magic, took his first apprentices and began teaching mortals magic. Some of his apprentices became too ambitious and created a ritual to absorb some of the cosmic energy and ascend to godhood. However, their ritual required syphoning the cosmic powers from their master and ended up killing the God, draining him of all his magic and lifeforce. Once Etar, King of the Gods discovered this treachery, he took a contingent of his most loyal companions and engaged the traitors. The battle was fierce, but in the end the traitors lay slain. Etar's drained their forces had been culled and the

magic used against them had drained them so badly that reality was in danger of collapsing on itself. Etar knew that the only way to save his companions and reality was to absorb their remaining life force thus becoming the most powerful entity for good in the cosmos. To behold his glory was to look into the sun, and to be in his presence was to feel his everlasting benevolence. As the ages went on, he was to become known as The Bright One. Though his true name is lost to legend he continues to protect those who serve him.

Benefits of Membership

- + 1Religion +1 Leadership
 - Members and their companions may seek healing services at a 10% reduced price.
 - May seek sanctuary for themselves and their companions in times of trouble.



Disciples of the Mace

This order was founded out of the Church of Light, after the

Age of Darkness in which the Dark One rose to power among the evil forces of the world. It became their oath to destroy evil wherever they found it. They became known in the Battle of Troll Hill in which they broke the lines and destroyed the Orc fortification. Mystery surrounds the valiant and many go unnoticed throughout Aelath as they often act independently from each other unless there is great threat that requires extra expertise. In addition, the Disciples often take adventure contracts that require tracking abilities.

Benefits of Membership

+1 Sense Motive +1 Search



Factionless

Not everyone chooses to join a guild or organization. Sometimes they make their own way. Though this may make life harder, at least they owe it to no one else but themselves. Often these individuals are lone people that take on roles such as a protector of certain parts of the forest or mountains, or it could be a hunter that makes his living off the land. They could even be treasure hunters or merchants. Though they make their way through life without answering to someone they are sometimes limited by their own fierce independence.

Benefits of Non-Membership

+1 Survival +1 Melee



Golden Chalice

The most established and popular Adventuring Guild within Aelath. They work

closely with the Crown and have many operatives working for the guild in all major cities. They are also in charge of Portals Gates when they appear. These men and women consist of simple adventurers to seasoned veterans. Each member has the freedom to choose and accept adventuring contracts as they see fit, however when the empire is threatened, they come under one strict structure. During this time rank structures are put in place and following orders become important. Though they still have some autonomy from the Crown in these instances they are willing to work and allow them more control over their forces.

Benefits of Membership

- +1 Melee +1 Alchemy
 - Members may use the The Golden Chalice to buy quality gear at a 15% discounted rate.
 - Members may find room and board for free.
 - Members may find quality adventure contracts with higher payouts.
 - Membership fee per month = 10% of all loot collected.



King's Guard

The portion of troops that are charged with the protection of the king and his

family. These men and women are of the toughest stock and the greatest skill. They deploy many different fighting styles, magic, and technologies to uphold their oaths. In addition, they are among the most highly skilled and are very diligent in their training. They are at their very best while in groups. This allows them to employ squad-based

tactics, it is ill advised for any foe to engage them while together.

Benefits of Membership

+1 Melee +1 Dodge

Membership in the King's Guard grants you the rank of Seargent and report among the King's men.



Knights of Bronze

The Knights of Bronze are a knightly order that was once charged with the sole

protection of the Crown. Yet during The Age of Reckoning these knights committed the highest of offenses – Treason. Betraying their king and country they fell into service to "Sir Dain of the South". Sir Dain, a former adventurer, sought to usurp the crown. A legendary adventurer in his own right, he had been promised the King's daughter in exchange for servitude. Upon fulfilling his commitment and serving his highness with honor the king married his beloved to a rival kingdom. In exchange the king gave Sir Dain his own fiefdom. The heartbroken warrior, stricken with grief, vowed to one day repay the king for his broken vow. Sir Dain, also considered a hero to the people, was able to raise a substantial army. Finally, winning the king's honor guard to his favor, he marched north. Swooping up from the south he attacked Falldragon. The Knights of Bronze fought bravely on behalf of Sir Dain, yet, in the end lost to the king's superior forces.

Benefits of Membership

+1 Intimidation +1 Athletics



Knights of the Ember Order

A secret organization used by royalty of most major powers in

Aelath and across Abeir-Toril. During the Age of Dragons it mostly consisted of sell swords and powerful mages willing to use their skills for the highest bidder. During the turmoil, they were unwilling to help, hoping that they could barter for higher fees for their services. It wasn't until Iforn had nearly accomplished his invasion plans that the council decided to intervene and assist against the onslaught. Many of their best died, but if it were not for them **The Crystal of Planer Travel** would have not been found. Pierozzo Rosso, the leader and the sole survivor of the group, heroically stood against Iforn and his generals. Sending them one by one to the outer plane of Terra.

Benefits of Membership

+1 Stealth +1 Concentration



Magical Society

The Magical Society is a centuries-old organization dedicated to preserving, protecting, and mastering ancient magical knowledge. Formed in secrecy during the dark ages, the Society safeguards powerful artifacts, spells, and forbidden knowledge, hidden from both the unworthy and the power-hungry. With chapters in key cities across the realms, the Society is divided into orders specializing in various magical disciplines, from elemental manipulation to spirit communication.

Membership is granted only to those who pass rigorous trials, ensuring loyalty to the society's creed: "Magic serves all, but power serves none." Whispers speak of a rival faction, exiled long ago, seeking to claim the society's secrets and wield them for dominion over the realms.

Benefits of Membership

+1 Arcana +1 Knowledge



Sapphire Gang

A well known criminal syndicate that is well

entrenched in every part of Aelath. They are involved in everything from low level street crime to bribery, extortion, and murder. They have also infiltrated parts of neighboring kingdoms. This allows them to sell secrets and keep abreast of the political landscape.

Benefits of Membership

+1 Melee +1 Search

CHAPTER 5 FLAWS & BOONS

Character Flaws

Flaws should only be chosen at character creation, but some situations could arise where a flaw is granted at a later level. The GM has final say on such matters.

Additionally, you may only have four flaws. If the GM chooses, he/she may elect to allow players more depending on the level of play they desire.

Lastly, a player must take two flaws for every Boon

Abrasive Personality

You are difficult, overbearing and generally crass in social situations, causing others to dislike you.

Effect: You suffer disadvantage on all Interaction skill checks.

Absent-Minded

You are frequently preoccupied with random thoughts and find it difficult to pay attention.

Effect: You suffer disadvantage in Initiative and Perception skill checks.

Aggressive

You are hot-headed and brash, eager to rush into combat.

Effect: Opponents gain advantage on their first attack roll against you when you engage them in melee.

Animal Animosity

Animals tend to dislike you.

Effect: You suffer disadvantage on all Animal Sense checks. Additionally animals and beasts choose you as a target in preference of other targets (as long as doing so does not put the attackers in some obvious additional risk), and such creatures gain advantage on attack rolls made against you.

Aquaphobic

You are deathly afraid of water.

Effect: You suffer disadvantage on all Athletics skill checks made to swim and on attack rolls, skill checks, and saving throws made when you are in water that is at least half your height.

Asthmatic

Harsh conditions or long exertions overtire you and you start to wheeze.

Effect: You suffer disadvantage on any effect that will cause you to gain exhaustion, and any effect with cloud, dust, fog, or smoke in its name. You can hold your breath for only half the normal duration.

Additionally, sleeping in light or heavier armor causes you to gain two levels of exhaustion.

Blatant

You are terrible at being deceptive.

Effect: You suffer disadvantage on all Deception and stealth checks, as you find it difficult to conceal any aspect of your activities.

Blind

You cannot see.

Effect: You permanently have the blinded condition.

Claustrophobic

You are deathly afraid of being enclosed.

Effect: If you are underground or in an enclosed area (five or less feet), you gain the **frightened** condition.

Clumsy

You have a difficult time moving over and through obstacles.

Effect: When making a Body save, if you roll a natural 1 or 2 on any d20 check you make (attack, ability or skill check), you fall prone.

Craver

You are not brave and frighten easily.

Effect: You suffer disadvantage on all saves against fear and are frightened for the first round of combat against any creature whose CR is equal to or higher than your character level.

Deaf

You cannot hear.

Effect: You permanently have the deafened condition.

Easily Distracted

You find it difficult to pay attention.

Effect: You have disadvantage on Perception checks and extended skill checks.

Farsighted

You find it difficult to see things at close range.

Effect: You have difficulty making out details of close objects. You cannot read, and you have disadvantage on Perception checks and ranged attack rolls made for targets 10 feet and closer.

Fear of Heights

If you climb or become more than 15' elevated, you become very nervous.

Effect: You suffer disadvantage on all attacks, skill checks and saving throws any time you are climbing.

Frail

You have weak physical health.

Effect: Disadvantage on all Body Checks.

Graceless

You possess no balance or agility.

Effect: Your tumble score is reduced by -1.

Hard of Hearing

Your hearing is greatly impaired.

Effect: You suffer disadvantage on hearing based perception checks. The GM may decide you suffer disadvantage on other skill checks situationally.

Illiterate

You cannot read.

Effect: You do not begin play knowing how to read any languages. It takes you twice the time and money to ever train yourself to read any language.

Loathsome

There is something about your manners or looks that people find repulsive.

Effect: Your initial Interaction Score is reduced by -1.

Naive

You lack wisdom and experience, foolishly believing what others say as truth.

Effect: You suffer disadvantage on all Insight checks to see through deceptions.

Nearsighted

You see well closeup but have difficulty farther away.

Effect: You suffer disadvantage on sightbased perception checks and ranged attacks beyond 10 feet.

Not the Brightest Torch

You are somewhat slow and dim-witted.

Effect: Your mental ability score is reduced by -1.

Obese

You are large, slow, and heavy.

Effect: You weigh +50% or more than others of your kind. Armor must be custom made for you, costing twice the normal amount listed. In addition, your movement speed is halved.

Overly Cautious

You are extremely cautious and take great care before taking any action.

Effect: You suffer disadvantage on all Initiative checks.

Phobia

You are terrified of a certain thing or creature type.

Effect: You gain the frightened condition whenever you're within 30' of the object of your phobia.

Poor Defense

You are not good at defending yourself.

Effect: You suffer a -1 penalty to AC.

Puny

You are noticeably smaller and weaker than most of your race.

Effect: Your Body Score is reduced by -1.

Sickly

You are frequently ill and get exerted easily.

Effect: Your initial Body score is reduced by -3.

You easily catch a cold and fight with a runny nose, sneezing. You were a sickly child and were expected to not make it past your first birthday.

Effect: You suffer a level of exhaustion starting at the beginning of the day.

You may choose one extra Boon at character creation.

Uneducated

You did not have the benefit of a standard education.

Effect: You are illiterate and only have proficiency in two Path Skills.

Unfocused Spellcaster

You are not good at spellcasting when threatened or distracted.

Effect: You suffer disadvantage on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or when grappled.

Unwise

You are imprudent and prone to making poor decisions.

Effect: Your initial Mental Score is reduced by -1.

Weakness

You are less resilient than you should be.

Effect: You always suffer disadvantage against one ability saving throw.

Character Boons

Boons are advantages a player can acquire in character creation. These help to define the character more and adds spice to their personality. Keep in mind that any character that takes a Boon must also take two flaws.

Adaptable

You adjust well to new environments,

Effect: Gain advantage on Survival checks and ignore one level of exhaustion once per session.

Animal Companion

You have a loyal animal companion that assists you in various tasks

Effect: Provides advantage on related skill checks.

Artistic Talent

You possess a natural flair for the arts.

Effect: Grants advantage to performance checks and the ability to impress audiences easily.

Brave

You have a strong will and face danger headon.

Effect: Gain +1 to Saves.

Calm Under Pressure

You maintain composure in stressful situations.

Effect: Gain advantage on saving throws against fear and stress.

Charismatic Performer

You captivate audiences with your performances

Effect: Grants a +1 to Performance and the ability to gain groupies easily.

Charming

Your charisma makes it easy to win people over.

Effect: Gives a +1 to Interaction checks. This effect can also garner a favor from an NPC once per session. This is at the discretion of the GM.

Combat Reflexes

You react quickly in combat.

Effect: Allows you to add your Acrobat Score to initiative rolls.

Courageous

You inspire bravery in others.

Effect: Grants allies within 30 feet advantage on saving throws against fear effects.

Cunning

You are quick-witted and resourceful

Effect: Gain Advantage on traps or puzzles.

Danger Sense

You can sense imminent danger.

Effect: Grants advantage on initiative rolls to react quickly to threats.

Divine Favor

You have received blessings from a higher power

Effect: Allows you to regain a prayer or recover HP equal to your Religion Score once per day.

Eagle-Eyed

Your keen vision allows you to spot hidden objects or threats easily, granting a +2 bonus to Perception checks.

Eldritch Affinity

You have a connection to the arcane.

Effect: Grants you +1 to spellcasting rolls.

Eloquent Speaker

You have a way with words:

Effect: Gain an advantage to Persuasion checks.

Empathic

You can sense the emotions of others.

Effect: Gain advantage to checks when dealing with NPCs in emotional situations.

Empowered Magic

You have a special connection to magic.

Effect: Allows you to cast one spell of Tier 1 or 2 at maximum hits once per day.

Exceptional Craftsmanship

You have honed your skills in crafting.

Effect: Grants a +1 to crafting checks and the ability to create superior items.

Fearless

You are not easily intimidated

Effects: Gain advantage on saving throws against fear effects.

Fortunate

You seem to always be in the right place at the right time.

Effect: Grants advantage on one skill check per session.

Gifted

You possess an innate talent in a specific area (e.g., magic, music, or craftsmanship).

Effect: Gain advantage on one attack, skill check, or spell/prayer per day.

Healing Touch

You can heal others with a touch.

Effect: Allows you to restore 1d6 hit points once per day.

Incredible Memory

You have an exceptional memory.

Effect: Grants you advantage on Knowledge - History checks and the ability to recall obscure details.

Inspiring Leader

Your leadership motivates others.

Effect: Grants allies within 30 feet an extra 1d6 on their next attack roll once per day.

Intuitive

You have an uncanny ability to read people.

Effect: Gain advantage on Insight checks once per day.

Iron Will

Your mental fortitude allows you to reroll a failed saving throw against magical effects once per session.

Lucky

Fortune favors you.

Effect: Allows you to reroll one failed roll per session. You must take the new result.

Magical Affinity

You have a natural talent for magic.

Effect: Allows you to cast one additional cantrip or gain a +1 bonus to spell attack rolls.

Master Tracker

You can track creatures and find hidden paths easily.

Effect: You gain a +1 bonus to Survival checks related to tracking.

Natural Athlete

Your physical prowess shines through in sports and physical challenges.

Effect: Grants a +1 bonus to Acrobatics and Athletic checks.

Natural Healer

Your knowledge of healing arts allows you to recover hit points quickly.

Effect: Grants you the ability to heal an extra 1d6 HP once per day.

Natural Leader

You have a knack for leadership.

Effect: Allows you to grant allies advantage on their next attack roll after issuing a command once per encounter.

Nimble Fingers

You are adept at tasks requiring fine motor skills.

Effect: Grants a +1 bonus to Sleight of Hand checks.

Physical Endurance

You have remarkable stamina.

Effect: Allows you to ignore the first level of fatigue or exhaustion once per day.

Physical Prowess

You are exceptionally strong.

Effect: Gain a +1 bonus to Athletic checks and the ability to perform feats of strength.

Protector

You feel a strong sense of duty to protect others.

Effect: Grants you the ability to take damage meant for an ally once per encounter.

Quick Learner

You can learn new skills faster.

Effect: Start with one extra story point.

Must take one extra Flaw

Resilient

You have a strong constitution.

Effect: Grants a +1 to Stamina.

Resourceful

You can improvise solutions to problems.

Effect: Grants a +1 bonus to all checks made to craft or repair items.

Respected

Your reputation precedes you.

Effect: Gives you a +1 bonus to Persuasion checks and favor in social situations.

Self-Reliant

You thrive on independence.

Effect: Gain advantage on checks made when attempting to survive in the wilderness alone.

Smooth Talker

Your silver tongue grants you a +1 bonus to Bluff checks and the ability to charm NPCs.

Sociable

Your friendly demeanor makes it easy to make friends.

Effect: Grants a +1 bonus to all checks related to social interactions.

Stealthy

You are adept at moving undetected.

Effect: Gain advantage to Stealth checks.

Strategist

You excel at planning and tactics.

Effect: Grant a +1 bonus to Knowledge checks related to strategy and tactics in battle.

Strong Mind

You have resistance to psychic damage and advantage on saving throws against being charmed or frightened.

Tech Savvy

You are skilled with technology and gadgets.

Effect: Gain a +1 bonus to Knowledge checks related to technology or machinery.

Veteran

You have extensive combat experience.

Effect: Grants a +1 bonus to attack rolls and damage rolls in battle once per day.

Well-Connected

You have valuable contacts in various places, providing you with information and resources when needed.

Effect: Gain 1 Major and 2 minor Contacts.

Well-Traveled

You have experience in many cultures.

Effect: Grants advantage on Knowledge checks related to navigation and knowledge of the world.



Lifestyle Expenses

Lifestyle	Price/Day	
Wretched	Pence	
Squalid	1 gp	
Poor	2 gp	
Modest	2 gp	
Comfortable	3 gp	
Wealthy	4 gp	
Aristocratic	10 gp	

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodation, food, and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you contact the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Wretched: You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid: You live in a leaky stable, a mudfloored hut just outside town, or a vermininfested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setbacks. They might be disturbed, marked as exiles, or suffer from disease.

Poor: A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodation might be in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still must contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest: A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of

Ammo – 1 GP/Ammo/BP 1	Lock – 2 GP/BP 1	
• Arrows	• Simple (DC 10)	
Crossbow	2GP/BP 1	
• Sling	• Normal (DC 15)	
- 311116	5GP/BP 1	
	 Master (DC 20) 	
	15GP/ BP 1	
Backpack	Manacles – 25GP/BP 2	
 Small 10 Slots – 20 GP 	A set of metal hand clasps used for restraining a	
Medium 20 Slot – 50GP	prisoner.	
 Large 25 Slots – 100GP 		
Ball Bearing (100) – 1 GP/-	Mess Kit – 5GP/BP 1	
Blanket – 10 GP/BP 2	Mirror – 15GP/BP 1	
Block and Tackle – 25GP/BP 3	Piton – 1GP/-	
Bucket – 1GP/BP 1	Pole 10' – 5GP/BP 4	
Candle – 1GP/BP -	Pot – Cooking 3GP/BP1	
Chain – 10GP/BP 3	Ration – 2GP/BP1	
	• 1 Day	
	• 1 Week	
Chalk – 1GP/-	Rope – 50 feet 25GP/BP 2	
	Hemp	
	• Silk	
Pouch – Component 5GP/BP 1	Shovel – 1GP/BP 3	
Crowbar – 2GP/BP 2	Soap – 1GP/-	
Fishing Tackle – 1GP/BP 2	Spellbook – 100GP/BP 2	
Hammer – 25GP/BP 3	Spyglass – 500GP/BP 2	
 Sledge 		
Healer's Kit – 25GP/BP 3	Two-person Tent – 50GP/BP 4	
Ladder – 15GP/BP 2	Waterskin 1qt – 5 GP/BP 2	
Lamp		
 Hooded 15GP/BP 2 		
Bullseye 15GP/BP 2		

town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, wizards, and the like.

Comfortable: Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy: Choosing a wealthy lifestyle means living a life of luxury, though you might not

have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You are likely to have a small staff of servants.

Aristocratic: You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor,

and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Adventuring Gear

Anyone who decides to adventure is not your normal lot in life. They are special. Some would even say called into the life. Others are called by an oath of servitude, while others are called into adventuring for the promises of riches. These adventures are set apart from the normal folk as it were, and often held in higher esteem than other folk.

While this may give you some leeway in interacting with some merchants and tradesmen, it is not uncommon for these same people to have been adventurers at some point as well, thus interacting with you with caution.

Tools	Cost/Backpack
Alchemist's Supplies	75GP/BP 3
Carpenter Tools	12GP/BP 2
Leatherworking Tools	10GP/BP 2
Herbalism Tools	10GP/ BP 2
Navigator Supplies	50GP/BP 2

Antitoxin: A creature that drinks this vial of liquid gains advantage on saving throws

Item Descriptions:

Acid: As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this

flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Body check to extinguish the flames.

against poison for 1 hour. It confers no benefit to undead or constructs.

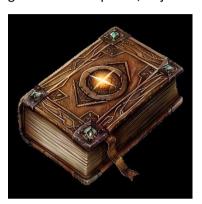
Arcane Focus: An arcane focus is a special item— an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item— designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

Ball Bearings: As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Body saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Block and Tackle: A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to

hoist up to four times the weight you can normally lift.

Book: A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything



else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

Caltrops: As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 10 Body saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle: For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Case, Crossbow Bolt: This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll: This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain: A chain has 10 hit points. It can burst with a successful DC 20 Athletics check.

Climber's Kit: A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you

anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch: A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Crowbar: Using a crowbar grants advantage to athletic checks where the crowbar's leverage can be applied.

Fishing Tackle: This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's Kit: This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Mental check.

Holy Symbol: A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A Priest can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy Water: As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a demon or undead, it takes 2d6 holy damage. A Priest may create holy water by performing a special ritual. The

ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Hunting Trap: When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 10 Acrobatics saving throw or take 2 Hits piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 12 Body check, freeing itself or another creature within its reach on a success. Each failed check deals 1

piercing damage to the trapped creature.

Lamp: A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye: A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded: A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock: A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Lock Pick check. Your GM may decide that better locks are available for higher prices.

Magnifying Glass: This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants an advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles: These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Acrobatics check. Breaking them requires a successful DC 20 Body check. Each set of

manacles come with one key. Without the key, a creature proficient with thieves' tools can

pick the manacles' lock with a successful DC 15 Pick Lock check. Manacles have 15 hit points.

Mess Kit: This tin box contains a cup and simple cutlery. The box clamps

together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil: Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire

Healing	Rarity	HP	Price
Common	Common	1d6+1	5gp
Greater	Uncommon	2d6+2	10gp
Superior	Rare	4d6+3	15gp
Supreme	Very Rare	6d6+4	25gp

damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Potion of Healing: A character who drinks the magical red fluid in this vial regains 1d6 + 1 hit points. Drinking or administering a potion takes an action.

Pouch: A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Quiver: A quiver can hold up to 20 arrows or bolts.

Ram, Portable: You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Body check. One other character can help you use the ram, giving you advantage on this check.

Rations: Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope: Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Body check.

Scale, Merchant's: A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as precious raw metals or trade goods, to help determine their worth.

Spellbook: Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: A simple and portable canvas shelter, a tent sleeps two.

Tinderbox: This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch: A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Equipment Packs

The starting equipment you get from your class includes a collection of useful adventure gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Dungeoneer's Pack (12 gp): Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (40 gp): Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack (10 gp): Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack

also has 50 feet of hempen rope strapped to the side of it.



Artisan's Tools: These special tools include the items needed to pursue a craft or trade. The



table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Gaming Set: This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit: This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by

herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Musical Instrument: Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Navigator's Tools: This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts.

ARMOR AND SHIELDS

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement if you can find buyers and merchants interested in your treasure.

Arms, Armor, and Other Equipment.

As a rule, undamaged weapons, armor, and other equipment fetch *half their cost when sold in a market*. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items.

Selling magic items is *problematic*. Finding someone to buy a potion or a scroll isn't to hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such. Gems, jewelry, and art objects. These items retain their full value in the marketplace, and you can trade them in for coins or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods.

Throughout Aelath, many people conduct transactions through barter. Like gems and art objects, trade goods-bars of iron, bags of salt, livestock, and so on. They retain their full value in the market and can be used as currency. In Tales of Adventures the world is a vast tapestry made up of many different cultures, each with its own technological level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor Table shows the cost, and other properties of the common types of armor worn in the world of Tales of Adventure.

Armor Proficiency.

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the use of armor know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC).

Armor protects its wearer from attacks. The armor and shield help determine your base Armor Class.

Heavy Armor.

Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. Characters must have an Athletics score of 2 or better to wear heavy armor, the armor reduces the wearer's speed by 10 feet unless the wearer has an Athletics score equal to 3.

Shields

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class. Shields offer varying degrees of protection and are represented on the Armor Table. You can benefit from only one shield at a time.

Buckler.

Smaller in size, the buckler was a versatile shield that provided close-quarters defense and allowed for quick movements.

The buckler's primary role was to provide additional protection to the wielder in close quarters combat scenarios. It could block and deflect strikes from swords, axes, and other weapons, increasing the user's chances of survival in tight quarters.

Targe.

An Aelath Targe Shield is a concave shield fitted with enamels on the inside, one adjustable by a buckle, to be attached to the forearm, and the other fixed as a grip for the left hand. These shields are mostly made of iron or iron-plated wood.

Kite.

The kite shield is typically made from wood, reinforced with layers of leather or metal. The outer surface is often painted or adorned with symbols, showcasing the wielder's identity and/or allegiance.

Tower.

The tower shield, a prominent feature of warfare. It is a large, rectangular shield primarily utilized by crossbowmen and archers for protection on the battlefield. A key feature of a tower shield is its size. It is significantly larger than other shields, providing extensive coverage for the archer or crossbowman behind it. Its rectangular shape allowed for maximum protection against incoming projectiles, effectively creating a barrier between the wielder and their enemies. It can also provide cover for one other person. In addition, those that carry the shield, their speed is reduced by 10 feet.

LIGHTARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, add the number indicated on the Armor Table to help determine your Armor Class.

Padded.

Padded armor consists of quilted layers of Cloth and batting.

Leather.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Studded Leather.

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Hide.

This crude armor consists of thick fur and pelts. It's commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Chain Shirt.

Made of interlocking metal rings, a chain shirt is worn between layers of clothing that are leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail.

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish, The suit includes gauntlets,

Breastplate.

This armor consists of a fitted metal chest piece worn with supple leather, although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered,

HEAVY ARMOR

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ring Mail.

This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

Chain Mail.

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint.

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Half Plate.

Half plate consists of shaped metal plates that cover most of the wearer's body, it does not include leg protection beyond simple greaves that are attached with leather straps.

Plate.

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Armor

Armor	Cost (GP)	AC	Backpack
Light Armor			5
Padded	10	1	
Leather	20	1	
Studded	90	2	
Medium Armor			10
Hide	90	2	
Chain Shirt	100	2	
Scale Mail	100	3	
Breastplate	200	4	
Heavy Armor			15
Ring Mail	100	4	
Chain Mail	150	5	
Splint	400	6	
Half-Plate	1500	7	
Plate	3000	8	
Shield			3
Buckler	30	1	
Round Wood	35	2	
Kite Shield	50	3	
Tower	100	4	

Weapon

Name	Cost (GP)	Damage	Range	Backpack
Simple Melee		1/2/3		
Club	1		5ft	2
Dagger	4		5ft	1
Great Club	2		5ft	3
Hand axe	10		5ft	1
Javelin	10		5ft	3
Light Hammer	4		5ft	1
Mace	10		5ft	2
Quarterstaff	1		10ft	3
Sickle	2		5ft	2
Spear	2		10ft	3
Simple Ranged		1/2/3		
Light Crossbow	20		60ft	2
Hand Crossbow	20		30ft	1
Shortbow	10		60ft	3
Sling	1		30ft	1
Martial Melee		1/2/3		
Battleaxe	20		5ft	4
Flail	20		5ft	4
Greataxe	60		5ft	5
Greatsword	100		5ft	5
Halberd	40		10ft	4
Longsword	30		5ft	3
Maul	20		5ft	3
Morningstar	40		5ft	3
Rapier	30		5ft	3
Simitar	30		5ft	3
Shortsword	20		5ft	2
Warhammer	30		5ft	5
Whip	4		10ft	1
Martial Ranged		1/2/3		
Blowgun	10		30ft	2
Crossbow, Heavy	100		120ft	4
Longbow	80		90ft	3

Weapon quality varies and influences durability and damage. For example, if a weapon is military grade, it is much more durable than just an acceptable weapon in the bargain bin from your local blacksmith. That being said, the above prices reflect Acceptable Quality weapons. For each category of quality up the price often doubles and then triples for Masterpiece Quality weapons. However, Heirloom Quality weapons have triple the base cost of Masterpiece Weapons plus any properties added to it.

Acceptable Quality – A weapon that is either self-made or quickly made by a professional blacksmith. These weapons do 1 damage. If bought at the market, the weapon is bought at the cost of acceptable weapons.

Military Quality – Made for war and meant for durability. These weapons do 2 damage. If bought at the market, the weapon normally costs 2 times the number of acceptable weapons.

Masterpiece Quality – Made by a master craftsman and made for both durability and damage. These weapons do 3 damage. If bought at the

market, the weapon normally costs three times the number of acceptable weapons.

Heirloom Quality – Made by a renown blacksmith and often imbued with magical properties. An Heirloom Quality weapon is a +3 weapon with added properties. These weapons, as the name indicates, are passed down within families and Nobility.

Heirloom Qualities

Property	Cost
Weapon Bonus: +1, +2, +3, +4, or +5 to Hit and	1000g, 3000g, 8000g ,12000g, and 15000g
Damage	
Elemental damage. Pick one Fire, Ice, Thunder, and	1500g for the first elemental type then it
Shock. This damage adds 2 Damage of the chosen	doubles per elemental damage type
elemental type.	afterwards.
Environmental Damage. This includes Poison and	1500g to apply the environmental
Bleeding Damage. These effects last over a period of	damage, then it is 1500 to increase the
several rounds. The more cost put into it the more	duration, and doubles whenever you add
rounds the damage is inflicted. The base damage for	another duration. Thus, it would cost
this damage type is 1 Hit per round. You may also put	3000g for the damage type and one extra
extra cost into Hits per round.	round or 4500g for two extra rounds. In
	addition, adding another Hit of damage
	costs extra as well. The cost would be
	2000g for the first Hit and every Hit added
	afterwards will double in cost.
Holy Damage. Holy and Unholy damage. Holy or	A Holy weapon must be blessed at a
Unholy damage is divine in nature whether from The	temple of the appropriate alignment and
Bright One or Dark One. These effects affect those	sometimes must be quested for. If by
with the opposite alignment in a negative way. For	chance, there is a Holy/Unholy weapon
example, A Priest of The Bright One makes an attack	available, most likely it has been sold by
on a ghoul. This damage adds a +1 to damage and	the churches to reclaim some of the cost
because the opponent is undead it adds another +1	of supporting an adventurer. A weapon of

damage for a total of +2 damage. If the weapon is Unholy and they hit celestial being, then the Holy being takes an extra +1 damage for a total of +2 damage. this type normally ranges from 3,000g to 10,000g. The weapon is special in that it's power increases with the bearer.

Special Ability.

Aura: While wielding this weapon the bearer has an aura that extends outward in a 10' radius. When selecting the weapon, the bearer must first choose with which aura to extend at the weapons creation or purchase. Once selected it cannot be changed. The weapon may only have one aura.

Bursting: On a critical hit the weapon does an extra +2 Hits of whatever damage type is applied to the weapon.

Speed: Once per day you may use a flurry of attacks. A weapon with this property is light and nimble which allows the user to make a number of attacks equal to their melee score.

Spell Storing: A weapon with this property can store one 1^{st} , 2^{nd} , and 3^{rd} Teir spells in it.

Returning: A thrown weapon is returned to the character's hand on the following turn.

5000g

Aura:

Holy: Evil creatures take +2 Holy damage. 5,000g.

Intimidation: Creatures must make a Sanity Save to enter. 5,000g.

Strength: Those in your aura receive a +1 to hit. 7,000g.

Unholy: Good creatures take +2 Unholy damage. 5,000g.

Valor: Creatures in this aura are immune to Fear and have a 50 percent chance of making another action. 10,000g.

Bursting: 7,000g

Speed: 7,000g

Spell Storing: 10,000g, 18,000g, and

28,000g

Returning: 5,000

Black Market Goods

Some items are only found in rare markets known as Black Markets. These are the markets of the underworld and typically include things like caltrops, lock picks and smoke bombs. People here are typically criminals and other adventures to name a few. Buyers Beware. The merchants here drive hard bargains and don't hold loyalty to anyone but themselves or a guild they may belong to.

Acid	• Vial 15GP/ BP 1	
	1 Health Point Per Round	
	Flask 25GP/ BP 2	
	2 Health Points Per Round	
Alchemist Fire	Vial 15GP/BP 1	
	1 Health Point Per Round	
	Flask 25GP/BP 2	
	2 Health Point Per Round	
Burglar Pack – 32GP/BP	Includes a backpack, a bag of 1,000 ball bearings, 10 feet of	
	string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a	
	hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and	
	a waterskin. The pack also has 50 feet of hempen rope	
	strapped to the side of it.	
Caltrops – 1GP/-	As an action, you can spread a single bag of caltrops to cover	
	a 5-foot-square area. Any creature that enters the area must	
	succeed on a DC 10 saving throw or stop moving and take	
	piercing damage. Unti! the creature regains at least 1 hit, its	
	walking speed is reduced by 10 feet. A creature moving	
	through the area at half speed doesn't need to make the	
	saving throw.	
Disguise Kit – 50 GP/BP 2	This pouch of cosmetics, hair dye, and small props lets you	
	create disguises that change your physical appearance.	
	Proficiency with this kit lets you add your proficiency bonus to	
	any ability checks you make to create a visual disguise.	
Forgery Kit – 30 GP/ BP 2	This small box contains a variety of papers and parchments,	
Folgery Rit – 30 GF/ BF 2	pens and inks, seals and sealing wax, gold and silver leaf, and	
	other supplies necessary to create convincing forgeries of	
	physical documents. Proficiency with this kit lets you add your	
	proficiency bonus to any ability checks you make to create a	
	physical forgery of a document.	
Grenade – 1 GP/BP 1	DC 15 Save/3 Hits	
Grenaue - 1 Gr/Dr 1	DC 13 Jave/3 Hits	
Lock Pick – 10GP/-	This set of tools includes a small file, a set of lock picks, a	
10017	small mirror mounted on a metal handle, a set of narrow-	
	bladed scissors, and a pair of pliers.	
Poisoner Kit – 100GP/BP 2	A poisoner's kit includes the vials, chemicals, and other	
1 Olsoner Rit 10001/bl 2	equipment necessary for the creation of poisons. Proficiency	
	equipment necessary for the creation of poisons. Frontiency	

Thieves' Tools – 50GP/BP 1	with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. The Thief Path gives you access to use these tools. Gives you advantage to any ability checks you make to disarm traps or open locks.	
Shadowfang Dagger	Weapon: (1d6 piercing, finesse, light) Effects: Shadow Venom – Wounds inflicted by this blade cannot be magically healed for 1d4 days. Silent Strike – Advantage on Stealth checks while attacking in dim light or darkness.	
Bloodforged Gauntlets	Heavy Gauntlets (Unarmed Strike: 2d6 bludgeoning) Effects: Crimson Might – +2 to Strength checks and melee attack rolls. Bloodbind Curse – Removing the gauntlets deals 2d6 necrotic damage and requires a DC 15 save.	
Whispering Blade	 Weapon: Shortsword (2d6 slashing, finesse) Effects: Weakness Whisper – Once per long rest, reveals a single weakness of an opponent within 30 feet (DM discretion). Mind Murmur – Disadvantage on Perception checks while wielding it due to constant whispers. 	

Void Steel Plate	Armor Type: Heavy Armor (AC 18, requires Athletics 4)
	 Effects: Anti-Light Ward – Resistant to radiant damage. Holy Bane – Disadvantage on Persuasion checks when dealing with clerics or paladins.
Chains of the Forsaken	Weapon Type: Chain Weapon (2d6 slashing, reach, two-handed) Effects:
	 Wounding Strikes – On a critical hit, target takes 1d6 bleeding damage per turn until healed. Cursed Grip – Once attuned, cannot be dropped unless the wielder is unconscious.
Demon's Contract Scroll	Type: Magical Contract Effects: Infernal Pact – Grants a permanent +2 to one ability score but binds the user's soul to a demon upon death.
Cursed Deck of Fate	Magical Deck (Draw a card once per day) Effects: Draw Results: 1-2: Gain a magical boon (temporary +1 AC, gold, or minor magic). 3-4: A neutral effect (vision, mysterious knowledge). 5-6: Something terrible (curse, stat reduction, enemy encounters).
Soul Gem Lantern	Type: Magic Item Effects: • Spectral Glow – Emits 20 feet of dim blue light. • Soulbinding – Can trap a single spirit per long rest (DC 10 Sanity).

Phantom Mask	Type: Wondrous Item Effects:	
	 Invisibility (3/day, 10 min duration) 	
	 Memory Erosion – After 24 hours of use, wearer forgets 1d6 minor details from their past. 	
Ring of the Lich's Oath	Type: Magic Ring (requires attunement) Effects:	
	 Undying Resolve – Grants resistance to necrotic damage. 	
	 Lich's Curse – After wearing for 1 month, the wearer starts to lose their humanity (-1 Interaction every week). 	
Elixir of Undying	Type: Potion	
	Effects:	
	 Prevents death for 1 minute after reaching 0 HP. After it wears off, user takes 1 level of exhaustion. 	
Bloodmoon Tincture	Type: Potion Effects:	
	• +3 Strength for 1 hour.	
	 Roll a DC 10 Sanity save or enter a berserker rage attacking the nearest target (friend or foe). 	
Mutagenic Serum	Type: Potion Effects:	
	Gain +2 CON, but suffer a -2 to Intelligence and	
	Charisma for 24 hours. • Possible random mutations (DM discretion).	
Potion of Mindshroud	Type: Potion Effects:	
	Blocks all mind-reading, charm, and scrying effects for 1 hour.	
Essence of the Forgotten	Type: Potion Effects:	
	Anyone who meets the drinker forgets them after 8 hours. The effect is permanent unless countered by a greater restoration spell.	

Black Grimoire of Xal'Theroth	Type: Spellbook Effects: Grants access to one powerful forbidden spell. Using it has a 10% chance to attract abyssal creatures.
Echoing Skull of the Betrayer	Type: Cursed Artifact Effects: Allows the user to communicate with one dead soul per day. Insanity Risk: Each use has a 5% chance to induce madness.
Dream root Powder	Type: Drug Effects: Grants a prophetic vision once per week. Heavy addiction risk (Save DC 11 or suffer withdrawal).
Faeblood Nectar	Type: Drug Effects:
Venom of the Crimson Widow	Type: Poison Effects: Deals 2d6 poison damage on hit, DC 8 Save to halve.
Ghost Lotus Petals	Type: Drug Effects: Grants out-of-body travel for 10 minutes. Risk of being unable to return (Sanity save DC 15).

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Poison, Basic: You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying

Item	Туре	Price per Dose	
Assassin's blood	Ingested	150 gp	
Burnt Othur Fumes	Inhaled	500 gp	
Crawler Mucus	Contact	200 gp	
Drow Poison	Injury	200 gp	
Essence of Ether	Inhaled	300 gp	
Malice	Inhaled	250 gp	
Midnight tears	Ingested	1,500 gp	
Oil of Taggit	Contact	400 gp	
Tincture	Ingested	250 gp	
Purple worm Poison	Injury	2,000 gp	
Pale Serpent Venom	Injury	200 gp	
Torpor	Ingested	600 gp	
Truth Serum	Ingested	2000 gp	
Wyvern Poison	Injury	1,200 gp	

creature hit by

the poisoned weapon or ammunition must make a DC 10 Body saving throw or take 1d6 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Poisons Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, Drow, and other evil creatures. Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save. Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subject's creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remain potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Saving throw or take 10 (3d6) poison damage and must repeat the Saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Crawler Mucus (Contact). This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison



must succeed on a DC 8 saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving

throw at the end of each of its turns, ending the effect on itself on success.

Drow Poison (Injury). This poison is typically made only by the Drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 8 *Saving* throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes action to shake it awake.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC

10 Saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes action to shake it awake. Malice (Inhaled). A creature subjected to this poison must succeed on a DC 10 Saving throw

or become poisoned for 1 hour. The poisoned creature is blinded.

Midnight Tears (Ingested). A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 12 Saving throw, taking 21 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 8 Saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 10 Saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends, and the creature can heal normally.

Purple Worm Poison (Injury). This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 15 Saving throw, taking 11 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Serpent Venom (Injury). This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this

poison must succeed on a DC 8 *Saving* throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 10 *Saving* throw or become poisoned for 4d6 hours.

The poisoned creature is incapacitated.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.

Wyvern Poison (Injury). This poison must be harvested from a dead or incapacitated

wyvern. A creature subjected to this poison must make a DC 15 *Saving* throw, taking 15 (5d6) poison damage on a failed save, or half as much damage on a successful one.

CHAPTER 4
FEATS
AND
ABILITIES

Feats

Alertness	Advantage on Perception Checks.
Aura of the Bright	Evil characters take 1 hit per round while they are within 10 ft.
One	*Must be a Priest*
Bend His Ear	15% chance the Bright One will intervene on your behalf.
B I	*Must be a Priest*
Berserker	Enter a state of rage, blood, and steel. This condition lasts for 3 rounds and every hit they take the first hit is shrugged off and every hit
	delivered is treated as 2 hits.
	Must be a Champion
Blind Fighting	In a 10' radius if you are blinded or you cannot see, you roll your attack
	without disadvantage. In addition, your opponent doesn't have
	advantage from you being blinded.
Cleave	If you drop your opponent, you may make one more attack against an
	opponent within 5ft.
Critical	Increase your critical range to 5 and 6 *Must have a 3 or more in either
	Melee or Ranged*
Divine Intervention	25% chance the Bright One will intervene on your behalf.
	Must have Minor Miracles
Enchant Item	A player can enchant a Staff, Wand, Weapon, Armor, or Scroll.
	*Must have 3 points in Arcane Magic and 4 points in Arcana. Must be a
	Wizard. *
Enhance Spell	Double a spell's AOE or Damage.
	*Must have 5 in Arcane Magic. Must be a Wizard. *
Evasion	1/day you can automatically succeed on a Save *Must have 5 in Dodge*
Focus	Can fire a blast of force energy from your focus at no cost. *This blast of
	energy damage is equal to your Arcana or Religion Score.
	*Must be a Priest or Wizard. *
Headshot	20% chance of instant death of opponent. This doesn't include tier 5
	monsters or opponents with a helmet but causes a critical hit instead.
	Player must roll a six on a 1d6.
Improved Critical	Increase your crit range to 4, 5, and 6
to the College of the	*Must have a 4 or more in either Melee or Ranged*
Jack of all Trades	Add 1 point to any 4 Attributes or skills.
	May take multiple times **May not take on initial character creation.
Minor Miracles	20% chance the Bright One will intervene on your behalf. *Must have
ivillior ivillacies	Bend His Ear*
Language	Each time this feat is taken the character may learn an additional
Luiiguuge	language.
	May take multiple times
Sharpshooter	Ignore all cover except full.
Snoll Savant	Propers 1.2 Tier spells without a spellhook
Spell Savant	Prepare 1-2 Tier spells without a spellbook *Must have Steel Trap*
	I widst have steel Hap

Steel Trap	Remember important details of events, people, and or documents.
Superior Critical	Increase your critical range to 3, 4, 5, and 6.
	*Must have Improved Critical. *
	**May not take on initial character creation.
Supreme Healing	Use 2d6s as your healing dice.
	Must be a Priest
Toughness	Gain 2 Health Points to a maximum of 20.
	*May Take Multiple times. *
Two-Weapon Fighting	Make another weapon attack with your off hand at no disadvantage.
Volley	Make a Ranged attack to everyone in a 20' radius *Must have 4 in
	Ranged*



Clash System

Tales of Adventure employs a new clash system. This is designed to keep the players engaged, and it creates a resemblance to real life gambles – sometimes they pay off, sometimes they go horribly wrong.

For example, the GM casts Fireball but Hannah was prepared for this and uses her action to cast Cone of Cold to hopefully foil the Fireball.

The GM and Hannah both have three stunt points. Hannah decides to roll all three dice while the GM only rolls two.

The GM rolls his two dice and gets a 10.

Hanna looks a little nervous as she rolls her dice. The table cheers as she rolls a 12.

Hanna beat the GM's roll. This means she casts Cone of Cold and foils the fireball. But watch out, Hanna's teammate is in the area of effect.

If a player wants to try and stop or thwart the actions of a PC or NPC, they must declare it before they know the outcome of any rolls. Afterwards, they must choose the number of d6s they would like to use to challenge. The number of d6s are determined by the number of Storypoints available to the player.

In addition, there are several acts a player or NPC can do with Storypoints. Below is a list of options they have at their disposal.

How to Use the Clash System

Each player and GM start with 3 stunt points per session (Stunt Points cannot be banked for future game sessions). Players and the GM may win additional stunt points by rolling doubles on any roll. If all Stunt Points are used, they gain 1 Stunt Point and can increase the number of points by simply rolling doubles.

If a player wants to challenge a roll such as above, they can declare a *CLASH*. Once this is done the player(s) or GM only have one round to best each other. Choosing a number of dice from their Stunt Point pool (Mark this number from the Stunt Point total). They will then roll them to get the total of the dice to determine the winner. The winner can then perform the action they proposed.

Stunt Points

Each player starts each session with three Stunt Points. Stunt Points can be used in a few different ways. The first way is as described in the previous section. The other way is to use them in special actions. During these actions you declare that you are using your Stunt Points and follow the description in each box. Each Stunt uses that character's attack action for that round. A Warrior will sometimes have two actions and will still have one attack remaining. You may only use one Stunt per round.

Table of Stunt Point Actions.

Effect	Description	Cost
Counter Spell	You attempt to interrupt a creature in the process of casting a spell. When used, dispel any spell effects from any spell Tier lower than your own.	2
	You may also try to interrupt a magical trap. The DC for a simple trap is 8, medium 10, hard 12, and Impossible 15. Roll 2d6 and add appropriate modifiers to meet or beat the DC	
Counter Strike	If the opponent misses you may attempt to perform a Counter Strike. If you hit the opponent's AC then you apply damage as normal.	2
Disarm	Roll opposed Body check. If you win, you successfully disarm the opponent's weapon.	1
Feint	Roll an opposing Sanity Roll. If you beat the opponents Sanity Roll then they have left themselves open to a particularly devastating strike. Double any damage done.	3
Shove	You shove an opponent to off balance them; they suffer a -2 to AC.	2
Knockout	Hit an opponent with a knockout blow. If you hit the opponent with your next strike, they fall unconscious. Tier 5 monsters and opponents with helmets must make a Save of 8 or fall unconscious.	4
Trip	Trip the opponent. They are considered prone, and they are disadvantaged until they get back up.	1
Respite	Roll 1d6 and add your Body score to gain the point value in Health.	5
Surge	Boost a single attack roll, skill check, or ability (+2 bonus or similar).	4
Critical Boost	Upgrade a hit to a Critical Hit or a success to a Critical Success.	6
Adrenaline Rush	Double Movement/Action for one round.	8
Field Manipulation	Create an Environmental Effect (change the battlefield to your advantage).	10
	 Flashfreeze Field – Coats the ground in ice, slowing enemies and speeding up ice-aligned abilities. Ashen Veil – Covers the battlefield in choking smoke or cinders, obscuring vision and hindering ranged attacks. Stormcall – Summons violent wind and lightning, disrupting flight and ranged attacks while empowering storm abilities. Cracked Earth – Splits the terrain with tremors, creating rough ground that hampers movement and changes cover. Tactical / Martial Tactician's Gambit – Instantly alters terrain to provide cover or expose enemies. 	

	 Zone Control – Forces enemies into specific areas or denies sections of the battlefield. Battlefield Shift – Causes movable terrain to slide, rotate, or collapse, 	
	changing line of sight and paths. • Choke Point – Summons obstacles to funnel enemies into a tight	
	formation. Arcane / Supernatural	
	Reality Warp – Temporarily twists the battlefield, creating zones of reversed gravity, temporal distortion, or disorienting echoes.	
	Sanctum of Power – Generates a magical zone that boosts allies' abilities within its radius.	
	 Eclipse Field – Dim light or darkness cloaks the area, empowering stealth and shadow abilities while weakening radiant effects. 	
Legendary Surge	Superhuman Feat (break limits, defy physics, or execute an impossible move). Combine with Flawless Execution	10
Flawless Execution	Perfect Timing (automatically succeed at a daring action).	8
	Priestly Stunts	
Divine Guidance	Reroll a failed check or attack once.	4
Holy Light	Dispel darkness and reveal hidden creatures.	3
Purge Evil	Temporarily weaken a demon or undead creature. (Reduce their AC by 2) this lasts as many rounds as there is in you religion score	
Angelic Shield	Redirect an attack away from yourself or an ally.	4
Wrath of Heaven	Call down a bolt of holy lightning to strike a target. Damage is equal to your Religion Score.	
Heaven's Intervention	Summon a temporary celestial ally to aid in battle. Enter in a stat block	7
	Warrior Stunts	
Combat Flourish	Gain +2 to attack rolls for 1 turn.	1
Shield Bash	You are so skilled with a shield knock an enemy prone and deal damage equal to your Melee Score.	6
Devastating Blow	Double your melee damage. 4	
Unstoppable Charge	Move through enemies, knocking them aside.	3
	Magical Stunts	
Empowered Spell	Add +1d6 to a spell's damage .	5
Arcane Reflex	Counter a spell, returning it back towards the caster.	4
Mass Dispel	Remove magic effects from a 30 foot area.	3
Ultimate Cast	Reduce a spell's cost to zero.	8
	Thievery Stunts	
Shadow Step	Move without provoking attacks.	3
Silent Takedown	Instantly knock out an unaware target. (Does not work on Legendary Creatures nor any creature the GM deems Immune).	4
Assassin's Strike	Ignore armor and deal critical damage.	8
Escape Artist	Escape any restraint or imprisonment.	6
	Group Stunts	
Team Attack (2+ per player)	Two players combine attacks to deal double damage or hit multiple enemies.	4
Synchronize (2+ players)	Players coordinate perfectly to bypass obstacles or defenses.	5
Chain Combo (3+ per player)	Three players execute a sequence of moves that guarantee hits and an extra effect (knockdown, stun, etc.).	
Battlefield Shift (3+ players)	Players use teamwork to change the environment—collapsing a bridge, setting off explosives, etc.	6

	8
	İ
endary combined move that alters the battle completely disabling a boss,	10
ing a siege, or executing a flawless victory.	İ
gelic force descends, dealing massive radiant damage to all unholy	10
ures.	İ
ally has recently died, the party revives them at full health.	12
	İ
	endary combined move that alters the battle completely disabling a boss, king a siege, or executing a flawless victory. Angelic force descends, dealing massive radiant damage to all unholy ures. Bally has recently died, the party revives them at full health.

Armor Class

Combat in this system is different than most tabletop RPGs. It is a system of hitting certain "Armor Classes". There are several laid out over the next few pages. They are as follows:

- Armor Class
- Sanity
- Saves
- Spell Resistance

First, however, we will talk about the basics. Included in this conversation is:

- Initiative
- Surprise Rounds
- Combat Steps

Next, we will explore how the charter sheet will be used in Social Interactions.

Lastly, we will view how this affects the game at large.

THE ORDER OF COMBAT

The typical order of combat follows most of the popular TTRPGs out there. If you have experience playing or running any other RPG this should be a very easy transition for you. Conversely, if this is your first dipping of the proverbial toe into the TTRPG space this is very beginner friendly and is designed to be a quick moving system.

SURPRISE (Stealth vs. Perception)

Surprise rounds apply to certain situations that imply that the enemy, or in some cases the PCs haven't noticed an opposing party. In this case, if the opposing party fails to perceive the other side, then they are surprised in the first round of combat. Essentially the surprising party takes one round of actions before initiative.

INITIATIVE

There are two different ways recommended for initiative.

1. Roll for initiative.

When using this method use your Body score + 2d6 then compare it to those at the table and the enemy.

The Game Master will compare the totals and then put them in order according to descending order.

2. Group Initiative.

This method uses the PC party and the Enemy party's best roll. So, for example the PC party rolls and gets a 10 total, and the enemy party gets a 7. The PC party would make their turns first, then the enemy party makes their turn.

A good way to keep things strategic, players should consider sitting in order of play.

YOUR TURN

Full movement: 30' for Humans and Elves, 25' for Dwarves and Halflings. With this movement you may make an attack after making this movement. You may also break up the movement.

Dash: Your normal speed doubled. For example, your human fighter dashes 60 feet to the front of the party to protect the wizard.

Attack: Your character may attempt to hit the opponent with physical might such as with a great axe or with one of the many spells listed in this handout.

Dodge: When you take this action, you gain advantage on all Saves. In addition, you gain +2 to your AC for that turn.

Help: You can aid another character in the completion of a task. This gives the character performing the action advantage.

Hide: You attempt to make a Stealth check.

Ready Action: You hold your action until some condition is met. For example, you decide to hold your action until the Orc comes within range and then you unleash your held action.

Search: Make a Perception or Search check.

Interaction with the Environment: You can also choose to interact with your surroundings. Things that you might do is draw a weapon, open/close a door, plant a banner, or pull the hood of your cloak over your head.

So, you may be asking yourself, "what can I do on my turn?"

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on a featureless plane. Boulder-strewn caverns, briar choked forests, and treacherous staircases are the setting of a typical fight that contains difficult terrain. Every foot of movement in difficult terrain costs an extra foot. This means that crossing difficult terrain costs double movement. Five feet of movement costs 10 feet.

This rule is true even if multiple things in a space count as difficult terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground because they are knocked down. In the game, they are *prone*. You can drop prone without using any of your speed. Standing up takes more effort. Because of this, it takes half of your movement to stand from prone and ¼ movement to kneel from prone.

MOVING THROUGH AN OCCUPIED SPACE

Friendly Space

You may move through a non-hostile creature's space with no penalty.

Hostile Space

In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. You can also make a Body check vs. Body Check if the creature is the same size as you.

Remember that another creature's space is difficult terrain.

Whether a creature is a friend or foe, you can't willingly end your move in its space. If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore the world of Tales of Adventure. The thrust of a sword, a well-placed arrow, or a blast of flame from a fireball spell all have the potential to damage or even kill the hardiest of adventurers.

Death and Dying

A character is considered dying when their health is equal to or below 0. At this point they must Save for dying. The death save is a 15. If the character Saves, they do not die during that round of combat but is instead considered *Incapacitated*. If they receive healing or medical attention, they are considered stabilized and is no longer in danger of death. If, however, they fail to save, they have passed beyond the veil and are dead.

Heroism – Characters may choose to do one last heroic act before they perish. If the player takes this action, they may make one last action before they die. They can take one of the following actions:

Fall on the	In this act, your character falls on the
Grenade	proverbial grenade for his/her companions.
Fill the Gap	The PC "Fills the Gap" and takes the damage
	of one other PC may have taken.
I Stand Alone	The PC for one reason or another faces the
	BBEG alone to save the team.
Push over the	In this instance the PC may literally tackle the
Cliff	BBEG over the cliff or pick them up and carry
	them into the incinerator. Giving their life so
	others may live.
Push the Button	You're grievously wounded, and the others
	must go on. You stay back to make sure your
	perusers don't.

*Once the PC takes this action, they are considered dead. * Hits

Hits represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hits are more difficult to kill. Those with fewer hits are more fragile. A creature's

If the player rolls doubles for their save, they are

the creature dies.

automatically stabilized.

maximum down to zero. Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hits has no effect on a creature's capabilities until the creature drops to zero hit points. In which case

current hits (usually just called hit points) can

be any number from the creature's hit point

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You apply the amount of hits of damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage.

Combat

When attacking with a weapon, you add same modifier used for the attack roll to the damage. A spell tells you what damage. If a spell's other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example,

when a wizard casts *a fireball* or a cleric casts *flame strike*, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hit

Scoring a critical hit can turn the tide of a battle and garner cheers at the table. There are two different types of critical hits.

 Scoring a critical hit involves rolling a six on each die. When calculating damage for a critical hit you double any damage dealt by the weapon or spell.

DAMAGE TYPES

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types. The damage types follow, with examples to help a DM assign a damage type to a new effect.

Acid. The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Cold. The infernal chill radiating from the frigid blast of a white dragon's breath deals cold damage.

Fire. Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force. Force is pure magical energy focused in damage form. Most magical effects that deal force damage are spells, including *magic* missile and spiritual weapon.

Holy. Holy damage dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Lightning. A lightning bolt spell and a blue dragon's breath deal lightning damage.

Bludgeoning. Blunt force attacks-hammers. falling, constriction. and the like-deal bludgeoning damage.

Piercing. Puncturing and impaling attacks, including spears, monsters' bites, and bites.

Poison. Venomous stings and the toxic gas of a green dragon's breath deal poison damage. **Psychic.** Mental abilities such as an Octopus Brain's psionic blast deal psychic damage.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound. such as the effect of the *thunderwave* spell, deals thunder damage.

Unholy. Unholy damage dealt by certain undead and spells such as *chill touch* withers matter and even the soul.

Armor Class

Armor Class – This is the measure of certain attributes, armor, and shields. It is the number you will use to compare against an opponent's attack.

Add 5 + Armor + Shield + Dodge

Sanity – The measure of a character's mental focus and how they handle the world and personal horrors around them. A person who suffers the horrors of the world, severe personal loss, or other massive mental stress must make a *Sanity* check.

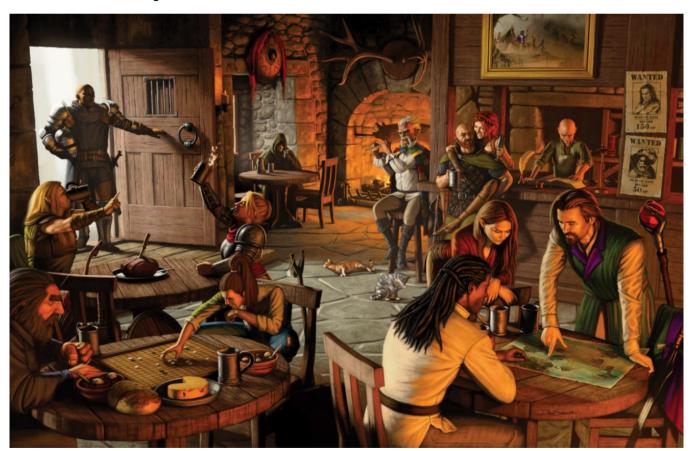
Add Mental + Interaction.

Saves – The degree in which a character can avoid a trap, dodge a deadly blow, or the character's general luck.

Add Mental + Body.

Spell Resistance – The sum of character's Religion and Arcana Scores. Add these two together and that will give you your Spell Resistance Score. This score acts as your "Spell Armor".

Add Arcana + Religion



Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Downtime Activities

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum number of days to spend, you can keep doing the same thing

for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

Crafting

You can craft nonmagical objects, including adventure equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5 gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp

per day, or a comfortable lifestyle at half the normal cost.

Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 12 Save throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
 - For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching

The time between adventures is a great chance to perform research, gaining

insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you know if it is available.

For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

Training

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.



Magical Society

1. Structure and Governance

- **Hierarchical**: The Society is ruled by a council of elder mages.
- Titles and Ranks: Members have the rank of Mage unless elevated to Archmage and given access to the most ancient knowledge.
- **Ruling Body**: A council of 5 of the most powerful Mages.
- Laws of Magic: The Society has strict rules around the use of magic, with punishments for misuse.
- Or it could promote freedom and exploration of magical potential.

2. Magical Practices

- Types of Magic: What schools of magic are prevalent? Do they specialize in elemental magic, illusion, necromancy, or even cosmic or time magic?
- Magic Training: Is magic knowledge passed down through academies, secret tutelage, or through ancient texts guarded by the society? Do only certain bloodlines have access to the most powerful spells?
- Magical Artifacts: The society might have enchanted items or ancient relics imbued with incredible power. Some artifacts could be tied to the very existence of The Society itself.

3. Cultural Elements

 Values: What does The Society value most? Knowledge? Power? Harmony with nature or the elements? Respect for magical creatures? Or domination over them?

- Ceremonies and Rituals: Are there initiation rites, seasonal festivals, or magical duels? Maybe there's a specific coming-of-age ceremony for young mages.
- Famous Figures: Who are the heroes and villains of this society's past?
 Legendary sorcerers, witches, or arcane scholars whose influence is still felt?

4. Role in the World

- Isolation or Integration: Is society hidden from the world in secretive enclaves, or do they play a major role in the politics of the realm?
- Allies and Enemies: Does society have rival magical groups, ancient enemies, or partnerships with non-magical kingdoms?
- Purpose or Mission: What's their ultimate goal? Is it to protect magic from the unworthy, accumulate magical power, preserve ancient knowledge, or maintain balance in the world?

5. Locations

- Headquarters: Where is the society based? A floating citadel, hidden temple in the mountains, or a city intertwined with magic?
- Magical Nexus: Perhaps society is centered around a powerful magical nexus, leyline, or ancient portal.

6. Challenges and Conflicts

 Internal Struggles: Are there factions within society vying for control or

- ideological differences? Maybe younger members want to modernize magic, while elders cling to ancient traditions.
- External Threats: Are there magical or mundane forces trying to take down society? Perhaps there's a ban on magic, a rival order, or a dark prophecy about society's fall.

Example Society: The Arcane Dominion

- Overview: The Arcane Dominion is an ancient order of magic-users devoted to maintaining the balance of magical forces across the world. They believe magic is a gift from the stars and must be carefully regulated to prevent chaos. Their headquarters, Astrathor, is a massive floating citadel that drifts above the highest peaks of the world.
- **Governance**: The Dominion is ruled by the *High Star Council*, a group of seven elder mages, each specializing in a different school of magic (arcane, elemental, shadow, etc.). They answer to the *Astral Voice*, a semi-mythical figure said to commune directly with The Bright One.
- Magic Practices: Magic within the Dominion is treated like an art, with mages engaging in deep, philosophical study of magic's connection to the stars. Only the most skilled mages are allowed to tap into the Astral Wells, ancient magical wells scattered across the land that amplify their powers.

- Culture: The Dominion highly values discipline and self-control in the practice of magic. Once a year, they hold the Celestial Convergence, a grand festival celebrating the alignment of stars, where they initiates showcase their abilities in dazzling magical displays.
- Conflicts: Recently, a schism has formed between traditionalists, who wish to continue the Dominion's secretive and cautious ways, and a rebellious faction called *The Eclipsed*, who believe magic should be used more freely shared and that the Dominion is too restrictive.

The Codex Arcanum

1. Origin and Creation

The *Codex Arcanum* was not simply written but *forged* through an ancient ritual thousands of years ago by the founding mages of the Arcane Dominion. It is said that these mages tapped into the raw magic of the universe—the very essence of the stars—to create a sentient artifact that could evolve with the magical society it governs.

- The Ritual of Creation: Legend tells that the ritual was conducted at the height of the Astral Convergence, a celestial event that aligned the stars in such a way that the fabric of reality was momentarily thinned. During this time, the founders channeled their collective power into a single tome, binding it with the essence of the cosmos.
- **Living Nature**: The Codex is not just a book; it is a sentient magical artifact. It has the ability to record new laws, detect when magical laws are broken, and, in some cases, even *enforce* those laws. It is said that it can perceive the flow of magic throughout the world and updates its contents based on the ever-changing nature of magical practices and threats.

2. Physical Description

The *Codex Arcanum* is an immense tome, bound in Starmetal and celestial silk. Its pages shimmer with constellations and its script glows faintly, as though the stars themselves have inscribed the laws. The tome is stored in a sacred chamber within the *Astrathor Citadel*—the floating fortress of the Arcane Dominion. Only members of the *High Star Council* are permitted to access the Codex directly, though its edicts are made known to all members of the society.

Magical Features:

- Self-Writing: Whenever a new law is decreed, the Codex inscribes it automatically in glowing runes that float across the page before settling into place.
- Lawful Detection: The book is said to have an aura that can detect when a law has been violated. It may subtly change color, pulse with magical energy, or issue a cryptic message when a major law is broken.
- Sentient Enforcement: On rare occasions, the Codex itself has been known to punish offenders directly, summoning magical bindings or banishing the offender to a celestial prison. This only happens in extreme cases where the High Star Council does not act quickly enough to rectify the transgression.

3. Purpose and Function

The primary function of the *Codex Arcanum* is to establish and maintain magical order. It serves as the highest authority in magical jurisprudence and is considered infallible by most in the Dominion.

Regulation of Magic: The Codex defines which types of magic are lawful, restricted, or
forbidden. It updates itself as new magical practices are discovered or as society changes. For
instance, new magical schools may be added as discoveries are made, while dangerous or

destabilizing magic (like necromancy or time manipulation) may be added to the forbidden list.

- Interpretation and Guidance: The Codex doesn't merely record laws but offers guidance and commentary on their interpretation. High-ranking mages consult the Codex for advice on complex legal matters, as it contains wisdom accumulated over millennia.
- **Conflict Mediation**: In disputes over magical practice, artifact ownership, or even international issues, the Codex serves as the ultimate mediator. The High Star Council often looks to the Codex for rulings that seem ambiguous or unprecedented.

4. Legal Structure and Hierarchy

The *Codex Arcanum* structures the laws into several key categories, each governing different aspects of magic and society.

- **The Laws of Magic**: These are the most fundamental laws and pertain to the responsible use of magical power. They dictate what kinds of magic are permissible, who can wield it, and where it may be used.
 - First Edict: "Magic is a gift of the stars, and with it comes a grave responsibility. It shall not be wielded to oppress or destroy without just cause."
 - Second Edict: "The creation of life through magical means is forbidden, for it is an affront to the natural order of the cosmos."
- **The Laws of Knowledge**: Governs access to magical lore and ancient secrets. Certain grimoires, spells, and artifacts are only accessible to higher-ranking members.
 - Third Edict: "Knowledge of the arcane must be safeguarded, lest it fall into the hands of the unworthy or the reckless."
- The Laws of Artifacts: Specifies how powerful magical items must be handled and who may possess them. These laws are particularly strict, as powerful artifacts can easily disrupt the balance of power.
 - Fourth Edict: "The possession of relics and ancient artifacts shall be monitored, and those deemed too dangerous must be surrendered to the Dominion."
- The Laws of Creatures: Protects magical creatures and entities, ensuring that they are treated with respect and not exploited.
 - Fifth Edict: "No sentient creature, whether summoned or created by magic, shall be bound against its will."
- The Laws of Punishment: Outlines the various punishments for violating magical law, ranging from fines and confinement to more extreme measures such as exile or magical nullification (stripping someone of their magical abilities).
 - Sixth Edict: "Those who abuse the gift of magic shall face consequences equal to the gravity of their transgression, for the misuse of power invites the downfall of all."

5. Punishments Enforced by the Codex

The *Codex Arcanum* not only documents laws but also acts as an active enforcer in extreme cases. While most legal matters are handled by the *High Star Council* or local magical authorities, there are certain punishments that the Codex itself can exact.

- **Astral Exile**: One of the most severe punishments for those who break the most fundamental laws of magic. The Codex has the power to banish a mage to the *Astral Void*, a mystical realm from which there is no return. In this realm, time and space are distorted, and those exiled here lose all connection to magic and the material plane.
- Magic Nullification: The Codex can strip a mage of their magical abilities permanently or temporarily. This is typically reserved for individuals who show repeated disregard for the laws or who practice forbidden magic.
- **Stellar Branding**: For lesser crimes, the Codex may brand a mage with a magical mark, visible only to other mages, as a sign of their guilt. This branding can affect their ability to be trusted or employed in the magical society.

6. Consultation and Interaction with the Codex

- The High Star Council: Only the *High Star Council* has direct access to the Codex and can interact with it to interpret its will. However, it is not uncommon for the Codex to offer unsolicited advice or warnings if it perceives a great threat to magical order.
- Magical Oaths: When a mage reaches a certain level of power, they are required to swear a
 magical oath before the Codex, pledging to uphold the laws of magic and serve the
 Dominion. Breaking this oath can result in the Codex exacting its own punishments.

7. Mysteries and Theories

Despite its central role in magical law, the Codex itself is shrouded in mystery, and even the most learned scholars of the Dominion do not fully understand its power or origins.

- Astral Connection: Some believe the Codex is directly connected to the stars and that it
 receives its authority from celestial beings or gods. It is said that during nights of strong
 astral activity, the Codex's pages glow more brightly, and it may even offer cryptic
 prophecies.
- Sentience Debate: While most mages believe the Codex is sentient, there are debates about
 whether it acts with free will or if it is merely a powerful magical tool reacting to stimuli.
 Some even speculate that the Codex has its own agenda, subtly guiding the course of
 magical history in ways unknown to the council.

Magic is powerful and mostly misunderstood. It manifests in the form of a spell or natural abilities of some creatures.

Wizards represent hours spent pouring over forgotten books and expanding the

boundaries of the mind with careful study. Generally speaking, they have the ability to harness the chaotic nature of the universe to create powerful effects. These can range from snuffing out a candle from across the room to

calling down fire and brimstone from the heavens.

Along with wizards there are a class of individuals that accrue their magical prowess by way of faith and devotion, rather than fancy schools or study. These are Priests of The Church of Light.

Different character builds have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways.

Regardless of its source, a spell follows the rules here.

WHAT IS A SPELL OR MIRACLE?

A spell is a magical effect, a single shaping of the magical energies that suffuse the universe into a specific, limited expression.

In casting a spell, a character carefully plucks at the invisible strands of raw magic infused into the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect-in most cases, all in the span of seconds.

In contrast, a miracle is an effect granted to Priests to tend to the flock of The Bright One. He alone bestows his immense power within his vessels. Portions of his power and will are manifested each time a Priest tends to the sick or slays a demon with his eternal magnificence.

Spells and Miracles can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose, or remove conditions, drain life energy away, and restore life to the dead. Uncounted thousands of spells have been created over the course of the universe's history, and most of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they

might someday be reinvented by a character who has amassed enough power and wisdom to do so.

SPELL TIER

Every spell has a tier ranging from 1 to 5. A spell tier is a general indicator of how powerful it is. Cantrips-simple but powerful spells that characters can cast with almost no effort are tier 1. The higher a spell's tier, the more points in Arane Magic or Soul Magic as caster must have. The higher your Arcana and Arcane Magic are, it doesn't necessarily correspond directly. However, a character must have five points in Arcane magic to cast tier 5 spells.

For example, Gnot the human wizard, and his companions defeat a hag. They loot her laboratory and find a Tier 4 Finger of Death spell. Though they can read the title of the spell, Gnot only has 2 ranks in Arcane Magic and therefore cannot cast this spell yet due to its complex nature.

KNOWN AND PREPARED SPELLS

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind or must have access to the spell in a magic item. Arcane casters must learn and study each spell daily and can switch out spells daily.

Priests on the other hand, their power comes directly from their deity. Every day they must spend time in prayer and their scriptures. Through devotion they are granted their power and may request different spells during this time. Otherwise, whichever spells or "powers" their deity has granted them cannot be changed.

Roll 2d6. If 5's or 6's are rolled they may switch out 1+Religion spells. This can only occur once per day.

CASTING IN ARMOR

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting. In every case the caster must cast at disadvantage. This does not apply to Priests as they are extensively trained in armor.

MANA

Everyone who can cast spells does so with an innate Mana Pool equal to 10 + Arcana and Religion.

CASTING A SPELL AT A HIGHER TIER

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts *magic missile* using one of her 1st Tier slots, that *magic missile* is 1st Tier. Effectively, the spell expands to fill the slot it is put into. Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

RITUALS

Certain spells have a special tag - ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal.

It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and the druid, for example, have such a feature. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

CASTING A SPELL

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects. Each spell description in chapter li begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

CASTING TIME

Most spells require a single action to cast, but some spells require a reaction.

REACTIONS

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. Use the Clash system to determine the outcome.

RANGE

Range often refers to the ability to see the target or for the target to hear your spell to be affected by it. The GM will call for checks and referee any outcomes.

COMPONENTS

A spell's components are the physical requirements you must meet to cast it. In Adventures of Aelath it is assumed that your wizard has all the material components that he will need to cast spells up to Tier 3. In addition, verbal and somatic (intricate hand movements) components are used to bring the spells to life. Therefore, if your hands or mouth are disabled then you will not be able to cast spells.

DURATION

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed. Or for the time she can keep concentration.

INSTANTANEOUS

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

CONCENTRATION

Some spells require you to maintain concentration to keep their magic active. If you lose concentration, such a spell ends. All spells must be maintained with concentration, apart from a few. You can end concentration at any time (no action required).

THE SCHOOLS OF MAGIC

Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study is bestowed by a deity. The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Arcane Magic.

Arcane magic is a source of raw energy, power, and life that has existed since the beginning of the world. Practitioners of arcane magic are called arcanists or arcane spellcasters, and some say they are born with an innate attunement to arcana and a particular affinity for an arcane element, or type of mana. Arcane magic can be used for a variety of purposes, including enchanting objects or people to make them more powerful and give them magical properties. These enchantments can be permanent or temporary and can be removed with a process called disenchanting. Arcane magic can also be destructive.

Gore Magic

This type of magic is perhaps the most repulsive of all magic. This is because it often requires the user to use the life force of themselves or others. Because of this it is banned in most locals. Although Aelath has not formally banned it, instead it is deeply frowned upon and is often associated with the Dark One, thus many see it as evil. The fact that many undead, such as those associated with the infamous Vampire Counsil, use Gore Magic handedly is fact enough to draw the eye of the Church of Light. In response, the church has created a taskforce to curb its influence. Selected members are recruited. These zealots are often the most hardened Priests from the Disciples of the Mace.

Elemental Magic

All magic has its start and in this case it's Elemental Magic. In a lot of ways this is the most powerful and most ancient of all magic forms. It was developed over a millennium by countless roaming bands of people. Specially by the leaders and shamans of those peoples. It is often used in agriculture now where farmers hire the "local" hermit to bring rain in dry seasons, and by the more primitive beings throughout Aelath such as with some goblin or orc cultures.

Necromancy

A necromancer is a caster that can expel negative energies flowing through their veins. Necromancers are like Wizards, but are adept with sorcery and, to some extent, enchantment spells. They use their abilities to gain absolute control over their enemies' bodies, minds, and souls. Often the best way to do this is by raising/summoning undead from their fallen enemies; a skill at which they are unparalleled. Necromancers are also effective with diseases, poisons, and affect opponents with fear, fatigue, exhaustion, pain, life drain, or even gaining mindless

supporters with enchantment magic to charm and dominate their fallen foes.

Soul Magic

This Magic is specifically used by the church and its affiliates. Drawing power from the actual soul of the wielder, this magic is directly balanced by their piousness. As they grow more powerful so does their connection to the Bright One. While on one hand Soul Magic is heavily focused in powerful healing, the Priest can wield devasting curse magic or even harness the powers of Elemental Magic. On the upper scales of power, a Priest is literally the hand of The Bright One.

This translates directly to your Religion score.

CONSENTRATION

Normal activity, such as moving and attacking, doesn't interfere with concentration. However, taking damage causes the wizard to make a "Concentration Check"

Casting another spell that requires concentration causes you to lose concentration on a spell. You can't concentrate on two spells at once.

Taking damage.

Whenever you take damage while you are concentrating on a spell, you must make a Saving throw to maintain your concentration. The DC equals 10. If you take damage from multiple sources, such as an arrow or a dragon's breath, you make a separate saving throw for each source of damage. Being incapacitated or killed you lose concentration on a spell if you are incapacitated or if you die.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a stormtossed ship, require you to succeed on a DC 10 Save to maintain concentration on a spell.

TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below). Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A CLEAR PATH TO THE TARGET

To target something, you must clear path to it, so it can't be behind total cover. If you place an area of effect at a point that you can't see and an obstruction such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specific creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

AREAS OF EFFECT

Spells such as burning hands and cone of cold cover an area, allowing them to affect multiple creatures at once. A spell's description specialties its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The roles for each shape specify how you position its point of origin Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object. A

spell's effect expands in straight lines from the point of origin If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

Cone: A cone extends in the direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specialties its maximum length. A cone's point of origin is not included in the cone's area of effect unless you decide otherwise.

Cube: You select a cube's point of origin, which lies anywhere on the face of the cubic effect. The cube's size is expressed as the length of each side. A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder: A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.

Line: A line extends from its point of origin in a straight path up to its length and covers an area defined by its width. A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere: You select a sphere's point of origin, and the sphere extends outward from that

point. The sphere's size is expressed as a radius in feet that extends from the point. A sphere's point of origin is included in the sphere's area of effect.

SAVING THROWS

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. To resist one of your spells equals 2d6 + Arcana + Religion. This is your Spell Resistance armor class if you will.

SPELL ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier. This roll involves the person attacking to roll 2d6 + their magic score.

Most spells that require attack rolls involve ranged attacks. Remember that you have the disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

COMBINING MAGICAL EFFECTS

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multi pie times don't combine, however. Instead, the most potent effect-such as the highest bonus-from those castings applies while their durations overlap. For example, if two Priests cast *Bless* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

Wizard Spells Tiers

Tier 1

Acid Splash – Save for acid damage, 1 Hit.

Chill Touch – Save for cold damage, 1 Hit.

Fire Bolt - Save for fire damage, 1 Hit.

Light – Create dim light in a 20' radius.

Mage Hand – Create a hand of force within 30' of caster. This hand can hold, pull, or push up to ten pounds. This hand cannot manipulate fine objects such as thieves' tools, but can hold a small weapon.

Mending – Mend a simple object back together.

Message – Send a simple message to an individual in 10 words or less.

Minor Illusion – Create a simple illusion. You can create a sound or simple illusion. The illusion cannot speak or interact with anyone.

Poison Spray – Save for Poison, 1 Hit per round for every point in Arcane Magic.

Ray of Frost – Save for cold damage. You shoot three rays of frost at your opponent. 1 Hit per ray.

Shocking Grasp – Save against electricity, you touch another creature and deliver 2 Hits.

Alarm - Create an audio sound or ping that can be heard by the naked ear or in your head when a condition is met, such as when a man with a beard crosses this threshold the alarm will sound.

Burning Hands – A 15' cone fire springs from your fingertips doing 2 Hits to anyone in the cone, Save to avoid.

Charm Person – Beguile one creature you can see within 10'. If the charmed character does



not save against this spell, they have no memory of having ever been charmed. If they Save, they know someone has tried to charm them.

While charmed, an individual obeys simple commands. However, they will not willingly commit suicide, or attack creatures friendly to it. In addition, when charmed their general attitude towards you is favorable.

Detect Magic – Detect magic in a 30' radius. This detection method is static and cannot move with the character.

Additionally, you can see magic auras through simple barriers such as wood. Magic is obscured through rock and stone, and lead.

Disguise Self – You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the

extent of the illusion is up to you. The changes wrought by this spell fail to hold up.

Feather Fall – As a reaction cast this spell. You fall at 1/4 speed up to 30'.

Find Familiar - You summon a rat, ferret, owl, raven, or tiny monkey into servitude. You may only have one familiar at a time, and if your familiar dies you may not summon another unless you succeed on a DC 10 arcana check.

Floating Disk – Create a floating disc made of force energy. It can carry up to 250 pounds.

Fog Cloud - Summon a cloud of mist that heavily obscures an area of 30'.

Grease - Spray a flammable slippery liquid spray from your focus in a 15' cone. If the grease is set on fire, then those within the grease take 2 Hits per round they are in it. The grease stay ignited for the number of rounds equal to your Arcane Magic score.

Hideous Laughter - In an area of 30' you create laughter so hideous that it damages the psyche of anyone who hears it. Anyone affected by this spell takes 1 Hit damage and must flee in *fear*.

Mage Armor - You summon gleaming armor made of force; you immediately gain +4 Armor. This effect lasts for 2 rounds.

Magic Missile - Missiles of Force spring from your focus. You may fire as many missiles as your Arcana score. These automatically hit, dealing 1 damage per missile.

Protection from Evil and Good – Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. Protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already

charmed, frightened, or possessed by such a creature, the target has an advantage on any new saving throw against the relevant effect. You may affect 1 more creature other than yourself per your *Arcana* score.

Shield – As a reaction you create a shield of lightly shimmering energy that forms in a 15' radius around you, and any allies that are within the radius. This *Shield* springs into action based on the ability of the wizard to gain the upper hand. Roll opposed Initiative Rolls. If the defender wins then the attack is blocked. If they lose then the spell or attack is not interrupted by the *Shield*.

Sleep – Save for Spell Resistance. Put to sleep as many people in a 30' radius as you have ranks in Arcane Magic.

Thunderwave – Save for Spell Resistance. Create a wave of energy that radiates out in a 15' radius, shattering glass and deafening any character caught in the cone for 1 round.

Tier 2

Acid Arrow - An arrow of acid shoots from your pointed finger. If the attack hits you deal 1 hit per round for 3 rounds.

Alter Self - Alter your appearance so that you appear unrecognizable to most people. You can change your hair, height, and weight, as well as your physical appearance. A character may use the *Perception* skill to attempt to see through rouse.

Arcane Lock - Magically lock a door, chest, or other similar object. Only knock can undo this lock. Knowing the password can also grant you access.

Blur - When cast, you may touch a willing creature, they blink back and forth from the ethereal plane to the material plane. All attacks and magic have disadvantage.

Continual Flame - A magical flame that sheds bright light in a 20' radius and dim light in a 10' radius. This effect lasts for 30 minutes times the amount of Arcana.

Darkness - You cast a globe of darkness that cannot be penetrated by any means in a 20' radius. Daylight is negated. This lasts until dispelled.

Darkvision – Cast this on yourself or as many people as you have points in Arcana. See in shades of gray up to 30'.

Detect Thoughts - Beat the Spell Resistance of an opponent and detect their surface



thoughts.

Enlarge/Reduce – Enlarge or Reduce a person or object by one size category.

Elemental Sphere – Create a ball of fire, poison, acid, or earth. This does 1 hit per *Arcana* score.

Gust of Wind – Create a strong gust of wind. An opponent makes a save or fall prone. You can also clear magically created fog.

Hold Person – Save for Spell Resistance. Hold a person in place for 3 rounds.

Invisibility – A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible if it is on the target's person. The spell ends for a target that attacks are casts a spell.

Knock – Open a single lock whether it is magical or mechanical.

Levitate – A creature floats upward up to 30' feet in the air.

Locate Object – Find the location of an object or person if they are on the same plane. The item must be within a 500'. If trying to locate a person, they may make a Spell Resistance save. If they are successful then they know someone was trying to locate them.

Magic Mouth – Cast this and leave an arcane message. When this is triggered, a large mouth appears in an unoccupied space and renders the message.

Magic Weapon – imbue your weapon with magical energy dealing an extra 1d4 force damage.

Mirror Image – Create two identical images of yourself. If being attack you may choose to for one of the images to be hit other than you.

Misty Step – Move to a location you can see within 30'.

Ray of Enfeeblement – Save for exhaustion. Upon dealing a Hit with this ray, you roll 1d4 to determine the amount of exhaustion you give an opponent.

Rope Trick – do simple tasks with a rope like tie a knot or cause it to wrap itself up. This effect is within 30'.

Scorching Ray – Save for damage. Upon casting this spell, you may cast as many rays as you have in Arcana. Each ray does 1 Hit.

See Invisibility – This spell gives you the ability to see invisible creatures.

Shatter – A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a lo' radius centered on point within 30' must make a Spell Resistance saving throw. A creature takes 4 Hits thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Spider Climb – Give yourself or one creature that you touch the ability to climb sheer surfaces.

Suggestion – Save for Spell Resistance. Say a simple phrase like "Go over there" or "Fetch that" and the subject must obey your suggestion. On their next turn they may attempt to save again.

Web – Save for Spell Resistance. Shoot webs from your fingertips. You cover a 20' cube in thick sticky webbing.

The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) then the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a saving throw. On a failed save, the creatures are restrained while they remain in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Body check against your spell. If it succeeds, it is no longer restrained. If you expose the webs to fire you burn off 5' sections of the 20' cube.

Animate Dead – Bring the corrupted essence of life to a corpse or skeleton. Animate as many skeletons or corpses as you have in Arcane.

Bestow Curse – Bestow a curse on a character. The higher you cast this curse the more powerful it becomes and the lengths you must go to break it are more extensive. The character may save for Spell Resistance.

Blink – Cast this spell on yourself or one other creature you touch. You go in between the ethereal plane and the material plane. Roll the dice and determine which plane you are on by the even/odd method. You may not attack or interact with the material plane while on the ethereal.

Dispel Magic – Choose one creature, object, or magical effect within range. Any spell of 3rd Tier or lower on the target ends. For each spell of 4th Tier or higher on the target, make an ability check using your spellcasting ability.

DC equals 10 + Arcane Magic. On a successful check, the spell ends.

Fear – All those that can see you must successfully save versus Spell Resistance or be frightened of you for as many rounds as you have in Arcane. Those affected by the effect must use their turn fleeing from you. Those affected may repeat their save on their turn each round.

If the subject(s) fail the test by 10 or more, they are frozen in fear and have the paralyzed condition.

The effect lasts until the subject saves.

Fireball – A bright streak flashes from your pointing linger to a point you choose within 90's and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Spell Resistance check. A target takes 6 hits or half if they save.

Fly – Gives the flying feature to yourself or one creature that you touch a flying speed of 40' per round.

Gaseous Form – Become a cloud of mist that moves at 20' per round. The mist can pass through objects and cracks and can sink into the ground. If the spell ends while the caster is within something they are expelled out of it and take 4 hits of force damage. The spell lasts 10 minutes.

Glyph of Warding — When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more

than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful investigation check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can retain the trigger, so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set lo affect aberrations or Deep Elves), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you

inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-fool-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Save throw. A creature takes 5 Hits of acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it is largely the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. Or the spell summons hostile creatures. Or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. Or the spell requires concentration, it lasts until the end of its full duration.

You may cast this spell at a higher tier if you do you may add 1 hit per tier.

Haste – Choose a creature that you can see within range, or yourself. Until the spell ends, the target's speed is doubled, they gain a +2 bonus to AC, they have advantage on Saves, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Hide, or Use an Object Action. When the spell ends, the target can't move or act until after its next turn, as a wave of lethargy sweeps over it, and gains the *slowed* condition. The spell ends after the amount of time equal to the wizard's Arcana score.

Hypnotic Pattern - You create a twisting pattern of colors that weaves through the air

inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Spell Resistance check. On a failed check, the creature becomes charmed for the duration. The spell ends after the amount of time equal to the wizard's Arcana score. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.



Lightning Bolt - A Lightning bolt forms a line 50 feet long and 5 feet wide. It blasts out of your focus in the direction you choose. Each creature in the line must make a Spell Resistance save. A creature takes 6 Hits of lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Magic Circle - You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within 30 feet. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one *are* more of the following types of creatures: celestials, elementals, demons, or undead.

The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation are interplanar travel to do so, it must first succeed on a Spell Resistance saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

Major Image - Create an image that is no larger than a 10' cube. The image appears at a spot that you can see within 60' and lasts for as many rounds as you have in Arcana. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deafen a creature, or a smell that might sicken a creature. If you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Interaction check against your spell save. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

No detection – Cast this and you are undetectable to magic used to locate a creature. This also includes anything the creature is carrying. The duration for this is equal to 1 hour per dot in your Arcana score.

Phantom Steed – Create a steed of magnificent energy. You may ride it or use it as a pack animal that can carry up to 250lbs. This creature lasts for 30 minutes times the number of Arcana you have.

Protection from Energy – Use this spell as a reaction and absorb one type of magical damage for up to 3 hits. You may absorb 1 + Arcana.

Sending – Send a short 25 word + 10 words per your Arcana score message to another person if they are on the same plane of existence.

Sleet Storm – Create a snowstorm that obscures the area and makes movement through difficult terrain. The area affected is a 30' square. This effect lasts for 10 minutes per dot in Arcana.

Slow – Save for Spell Resistance. If effected by this spell the creature can only take 1 action on their turn, they have disadvantage on all saving throws, and they move at half speed. This effect lasts for 1 + Arcana rounds. In addition, you may affect 1 creature per dot in Arcana.

Stinking Cloud – Save versus Spell Resistance. Create a cloud of stink so bad it burns your nostrils and even if you save, you still throw up in your mouth a little. If you fail your save you must flee the area of stink and you have the sickened condition for 1 + Arcana rounds.

Tiny Hut – A 10' diameter circle that is made of force, 5' high. This oasis lasts for 4 hours + Arcana.

Tongues – You may freely speak, read, and write any common language for 1 minuet per dot in Arcana.

Vampiric Touch – Siphon the life force of another. When using this spell, you siphon 1 + Arcana from the Health Pool of the opponent and add it to your own. If this effect kills the opponent there is a 10% chance they rise as an undead horror that is hostile to any creature in the area.

Water Breathing – The selected recipient of this effect can breathe water for 1 + Arcana minutes.

Tier 3

Arcane Eye - You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. The eye lasts for 12 hours, and then 12 hours for each rank in Arcana, until dispelled, or discovered.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Black Tentacles - Squirming, ebony tentacles fill a 20ft square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area

and is already restrained by the tentacle's takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Saving throw against your spell save DC. On success, it frees itself.

Blight - Necromantic energy washes over a creature of your choice that you can see

within range, draining moisture and vitality from it. The target must make a Saving throw. The target takes 3d6 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on the undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that is not a creature, such as a tree or shrub, it does not make a saving throw; it simply withers and dies.

Confusion - This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a loft radius sphere centered on a point you choose within range must succeed on a Sanity saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior for that turn.

Conjure Minor Elementals - You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10ft cube within range. An elemental of your choice appears in an unoccupied space within 10 feet

of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. The elemental goes on the same turn as the conjurer. It obeys any verbal commands that you issue to it (no action required by you).

D6	Behavior
1	The creature uses all its
	movement to move in a
	random direction. To
	determine the direction, roll a
	d8 and assign a direction to
	each die face. The creature
	doesn't take an action this
	turn.
2 – 3	The creature doesn't move or
	take actions this turn
4 – 5	The creature uses its action to
	make a melee attack against a
	randomly determined creature
	within its reach. If there is no
	creature within its reach, the
	creature does nothing this
	turn.
6	The creature can act and move
	normally

If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, il becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears I hour after you summoned it.

Control Water – Elemental – Until the spell ends, you control any freestanding

water inside an area you choose, that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20ft tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller

vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends, or you choose a different effect. If this effect produces a wave, the wave repeats at the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water must flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you choose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making an Athletics check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make an Athletics saving throw. On a failed save, the creature takes 2d6 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage and is not caught in the vortex. A creature caught in the vortex can use

its action to try to swim away from the vortex as described above but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d6 bludgeoning damage; this damage occurs each round it remains in the vortex.

Dimension Door – You teleport yourself from your current location to any other spot you can see within a 100ft range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "50' feet straight downward" or



"upward to the northwest at a 45-degree angle, 100 ft." You can bring along objects if their weight does not exceed what you can carry.

You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Fire Shield – Elemental - Thin and wispy flames wreath your body for the duration, shedding bright light in a 10ft radius and dim light for an additional 10ft. You can end the

spell early by using an action to dismiss il. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d6 fire damage from a warm shield, or 2d6 cold damage from a cold shield. The duration is 1 round per dot in Arcana or until dispelled.

Greater Invisibility - You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible if it is on the target's person. The creature may make attacks or use spells without the spell ending. If they are attacked, the creature suffers disadvantage. This spell lasts for 10 minutes or until dispelled.

Hallucinatory Terrain - You make natural terrain in a 150-ft cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt- an Investigation check against your Arcana Score + 5 to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. This spell lasts for 1 hour or until dispelled.

Ice Storm – Elemental - A hail of rockhard- ice pounds to the ground in a 20ft radius, 40ft high cylinder centered on a point within range. Each creature in the cylinder must make a *Saving* throw. A creature takes 3d6 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

Locate Creature - Describe or name a creature that is familiar to you. You sense the direction to the creature's location, if that creature is within 1,000ft of you. A character may upcast this, and may add an additional 1,000ft per dot in Arcana. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close within 30 ft at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell does not locate the creature. This spell cannot locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Phantasmal Killer - You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Sanity saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Sanity saving throw or take 6d6 psychic damage. On a successful save, the spell ends.

Polymorph - This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a *Saving throw* to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies.

The new form can be any beast whose challenge rating is equal to or less than the

target's (or the target's level if it does not have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form.

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts because of dropping to 0 hit points, any excess damage carries over to its normal form. If the excess damage does not reduce the creature's normal form to 0 hit points, it is not knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it cannot speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature cannot activate, use, wield, or otherwise benefit from any of its equipment.

Private Sanctum - You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100ft on each side. The spell lasts for the duration of 24 hours or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.

 Planar travel is blocked within the warded area. Casting this spell on the same spot every day for a year makes this effect permanent.

Resilient Sphere - A sphere of shimmering force encloses a creature or object of large size or smaller within range. An unwilling creature must make a *Saving* throw. On a failed save, the creature is enclosed for the duration. Nothing, not physical objects, energy, or other spell effects can pass through the barrier, in or out, though a creature in the sphere can breathe there.

The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A Disintegrate spell targeting the globe destroys it without harming anything inside it. The sphere is

Secret Chest - You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet (about half the volume of a large refrigerator) of nonliving material. While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action.



If the spell ends and the larger chest is on the Ethereal Plane, it is

irretrievably lost.

Stone Shape – Elemental - You touch a stone object of medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, if the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. This is permanent.

Stoneskin - This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage. The effect lasts for a number of rounds equal to your Arcana score.

Wall of Fire - You create a wall of fire on a solid surface within range. You can make the wall up to 60 ft long, 20 ft high, and 1 ft thick, or a ringed wall up to 20 ft in diameter, 20 ft high, and 1 ft thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 4d6 fire damage to each creature that ends its turn within 10 ft of that side or inside

the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Arcane Hand - You create a large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 18 and hit points equal to your hit point maximum. The effect lasts for a number of rounds equal to your Arcana score.

If it drops to 0 hit points, the spell ends. The hand doesn't fill its space. When you cast the spell and as an action on your subsequent turns, you can move the hand up to 60 ft and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 3d6 force damage.

Forceful Hand. The hand attempts to push a creature within 5ft of it in a direction you choose. Make a check with the hand's Athletic contested by the Athletics check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5ft plus a number of feet equal to five times your Arcane Score. The hand moves with the target to remain within 5ft of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5ft of it. You use the hand's Athletics score to resolve the grapple. If the target is Medium or smaller, you have an advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 1d6 + your Arcane Score.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Athletics score is less than or equal to the hand's Athletics score is higher than the hand's Athletics score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

Cloudkill - You create a 20ft radius sphere of poisonous, yellow-green fog centered on a point you choose within range you can see. The fog spreads around corners. It lasts for duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Saving throw. The creature takes 5d6 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings. The effect lasts for a number of rounds equal to your Arcana score.

Cone of Cold - A blast of cold air erupts from your hands. Each creature in a 60ft cone must make a Saving throw. A creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Conjure Elemental - You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10ft cube within range. An elemental of challenge rating

5 or lower appropriate to the area you chose appears in an unoccupied space within 10ft of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground.

The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 minute per Arcane Score after you summoned it. The GM has elemental statistics. The effect lasts for a number of rounds equal to your Arcana score.

Creation - You pull wisps of shadow material from the Shadow Realm to create a nonliving object of matter within range: soft goods, rope, wood, or something similar.

You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5ft cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration. Matter such as

Stone: 1 dayCrystals: 12 hours

Precious Gems: 10 minutes

Metals: 1 hour

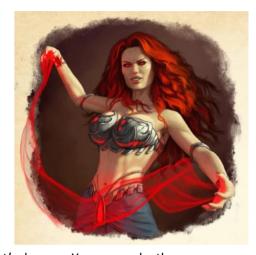
• Adamantine or Mithril: 1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

Dominate Person – You attempt to beguile a humanoid that you can see within range. It must succeed on a Sanity throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it if the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Sanity saving throw against the spell. If the saving throw succeeds, the spell ends.

Dream - This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings but can't take action or move. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and

other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the



target's dreams. You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage. If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Geas - You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Sanity saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d6 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature

that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A Greater Restoration will dismiss this spell. The effect lasts for a number of rounds equal to your Arcana score.

Hold Monster - Choose a creature that you can see within range. The target must succeed on a Sanity saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Sanity saving throw. On a success, the spell ends on the target. The effect lasts for a number of rounds equal to your Arcana score.

Mislead - You become invisible while an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened regarding your own surroundings.

Modify Memory - You attempt to reshape another creature's memories. One creature that you can see must make a Sanity saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration.

The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of

the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes.

You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description.

If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogically modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner. A Greater Restoration spell cast on the target restores the creature's true memory.

Passwall - A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5ft wide, 8ft tall, and 20ft deep. The passage creates no instability in the structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell. The effect lasts a

number of minuets equal to your Arcana score.

Planar Binding - With this spell, you attempt to bind a celestial, an elemental, a fey, or a demon to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends. The effect lasts for a number of rounds equal to your Arcana score.

Scrying - You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Sanity saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. The effect lasts for a number of minuets equal to your Arcana score.On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if

you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Seeming - This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Sanity saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If

Save Modifier	Knowledge
+5	Cocondband (you have board
+5	Secondhand (you have heard
	of the target)
+0	Firsthand (you have met the
	target)
-5	Familiar (you know the target
	well)
-2	Likeness or Picture
-4	Possession or garment
-10	Body part, lock of hair, bit of
	nail, or the like

you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was

seemingly still in midair. A creature can use its action to inspect a target and make an Investigation check against your spell save DC. If it succeeds, it becomes aware that the target is disguised. The effect lasts for a number of minuets equal to your Arcana score.

Telekinesis - You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. Creature. You can try to move a huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in midair. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest. Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.



Telepathic Bond - You forge a telepathic link among up to eight willing creatures of your choice within range,

psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether they have a common language. Communication is possible over any distance, though it can't extend to other planes of existence. The effect lasts for several minutes equal to your Arcana score.

Teleportation Circle - As you cast the spell, you draw a 10ft diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute. You can create a permanent

teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

Wall of Force - An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10ft by 10 ft panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall. The effect lasts for a number of rounds equal to your Arcana score.

Wall of Stone - A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10ft by 10ft panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10ft by 20ft panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded by the wall (or the wall and another solid surface), that creature can make a Saving throw. On a

success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. The effect lasts for a number of hours equal to your Arcana score.

Priest Miracles Tiers

Tier 1

Light – Create a dim light the emanates outward in a 10' radius. This effect lasts for 1 + Religion minutes.

Mending – This spell repairs a single break or tear in an object you touch, such as a broken chain link. two halves of a broken key, a torn cloak, or a leaking wineskin. If the break or tear is no larger than 1' in any dimension, you mend it. leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Resistance – You touch one willing creature. Once before the spell ends, the large can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell ends in 1 + Religion rounds.

Sacred Flame – Flame like radiance descends on a creature that you can see within a 20' radius. The target(s) must succeed on a Spell Resistance saving throw or take 1 point of health damage per Religion point radiant damage.

Thaumaturgy – You manifest a minor wonder, a sign of supernatural power, within a range of 30'. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your

choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. You instantaneously cause an unlocked door or window to fly open or slam shut.



Bane – Up to as many creatures as your Arcana score allows of your choice that you can see within a 15' radius must make a Spell Resistance saving throw. Whenever a target fails this saving throw makes an attack roll or a saving throw the target rolls with disadvantage.

This effect lasts for 1 + Religion rounds.

Bless – You bless as many creatures as you have in Religion points of your choice within a 15' radius. Whenever a target makes an attack roll or a saving throw, the target rolls with advantage.

This effect lasts for 1+ Religion rounds.

Command - You speak a one-word command to a creature you can see within range. The target must succeed on a Spell Resistance throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than the one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no action. A flying creature stays aloft, if it can do so If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

You may affect one creature per Arcana point, in addition, this spell lasts for as many rounds as you have in Religion points.

Create or Destroy Water – You either create or destroy up to 10 gallons of water.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range.

Alternatively, you destroy fog in a 30ft cube within range.

Cure Wounds – Seal grievous wounds. Deal 2 Hits of Healing. If the character is healing a downed comrade, they are also stabilized.

Detect Evil and Good – Detect good or evil creature within 30 feet of the character.

Detect Magic – Cause a light blue magical wave to pulse outward from your focus in a 20' radius. Whenever an object of magical value is detected, It is shown with a bright red ping in the casters mind. The caster does not know the properties nor the school of magic, just that this item is magical in some way.

Detect Poison and Disease – Causes the caster to see a greenish haze over the poisoned item or a blackish color over someone or something diseased. This effect is a targeted effect, and you may target as many creatures or objects as you have Religion points.

Guiding Bolt - A flash of light streaks toward a creature of your choice within a range of 30'. Make a Soul Magic attack vs. the target's Spell Resistance. On a success, the target takes 2 Hits of radiant damage, and the next attack roll made against this target before the end of your next turn has advantage.

Healing Word – A creature of your choice that you can see within 30' regains hit points equal to your Religion Score. This spell has no effect on the undead or constructs.

Inflict Wounds – A black streak of necrotic energy streaks from your finger. Make a Soul Magic attack vs. the target's Spell Resistance. On success the target takes as much damage as the caster has in Religion.

Protection from Evil and Good - Until the spell ends, one willing creature you touch is protected against certain types of creatures:

- Aberrations
- Celestials
- Elementals
- Fey
- Fiends
- Undead

The protection grants several benefits:

- Disadvantage on attack rolls against the target.
- Charmed
- Frightened
- Possessed
- If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

This spell lasts for 1 + Religion rounds. In addition, you may target as many people with this spell as you have in Religion.

Purify Food and Drink – Sanctify food and drink that is otherwise inedible, ruined, or poisoned.

Sanctuary – You ward a creature within range against attack. Until the spell ends, any creature who attacks or uses a harmful spell must first make a Saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Shield of Faith – As a reaction the Priest can cast this spell and either give a +2 to Armor for themselves or to another character within a 20' radius.



Tier 2

Aid – Target up to as many creatures as you have in Religion. Give them as many temporary Hits as you have in religion.

Augury – You cast dice, read cards, glare into a crystal ball, or some other divining tool. You receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes, the DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results.
- Weal and woe, for both good and bad results
- *Nothing,* for results that aren't especially good or bad.

The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.



Blindness/Deafness — When you cast this, choose a condition to inflict upon your enemy. You may affect as many creatures as you have in Religion. You must overcome the targets Spell Resistance for this to go into effect.

Blindness: The target has disadvantage on all attacks, checks, and saves while blinded.

Deafness: Target is deafened, the target cannot hear and cannot cast spells.

Calm Emotions – You attempt to suppress strong emotions in a group of people. Each humanoid in a 20' radius sphere centered on a point you choose within range must make a Spell Resistance throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends. Any suppressed effect resumes. provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

When the spell ends. the creature becomes hostile again.

Continual Flame – Produce a magical torch or similar device. The flame exists for 1 minute per point in religion.

Enhance Ability – Increase an ability score by 1 point for as many rounds as you have in Religion.

Find Traps – Nearby traps within 30' of caster are highlighted in a gentle incandescent glow.

Gentle Repose – You touch a corpse or other remains. The target is protected from decay and can't become undead for 10 days.

Hold Person – Target a creature or creatures. The creature is held in place and is compelled by you to not move. A caster must overcome the Spell Resistance of the creature. In addition, the caster can affect as many creatures as they have in Religion.

Lesser Restoration – You touch a creature and end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Locate Object – Describe *or* name an object that is familiar to you. You sense the direction to the object's location if that object is within 500 feet of you.

If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, if you have seen it up close-within 30 feet-at least once.

Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

Prayer of Healing – Pick as many creatures as you can see within 30' equal to your Religion

Score. Heal those for 1d4 + your Religion Score.

This spell has no effect on undead or constructs.

Silence – Create a 20' area devoid of any sound in an area that you can see. No creature can cast a spell within the area of affect.

Spiritual Weapon - You create a floating spectral weapon within a 30' range that lasts for as many rounds as the caster has in Religion. When you cast the spell, you can make a melee attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d4. You can choose the weapon to take whatever form you choose.

Zone of Truth - You create a magical zone that guards against deception in a 15' radius centered on a creature of your choice within a 60' range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Spell Resistance saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers if it remains within the boundaries of the truth.

Animate Dead - This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within a 30' range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The bones become a skeleton if you choose bones or a zombie if you chose a corpse.

When it is your turn in combat the dead creature also takes its turn. You may control

the undead creature in a radius of 60'. In addition, you may command as many undead creatures as 1+ Religion.

This prayer lasts as many days as you have in Religion or until the creature is destroyed.

Beacon of Hope -This spell bestows hope and vitality. Choose any number of creatures within 30' range. For the duration,



each target has advantage on Sanity saving throws and regains the maximum number of Health points possible from any healing. **Bestow Curse** - You touch a creature, and that creature must succeed on a Sanity saving throw or become cursed for as many rounds as you have in Religion of the spell When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

While the target is cursed, your attacks and spells deal an extra 2 Hits necrotic damage to the target. A Greater Restoration prayer or Wish spell ends this effect. At the DM's

option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

If you cast this spell using a Tier Level of 3rd tier or higher, the duration increases to 10 minutes. If you use a prayer Tier of 4th level, the duration is 8 hours. If you use a Tier slot of 5th level, it lasts until dispelled.

Create Food and Water – Create a simple meal such as hard tack or beef jerky. Any food must be available for this prayer to work. Also, you create 10 gallons of potable water.

Daylight - A 60' radius of light spreads out from a point you choose within 60' range. The light I as bright as daylight and sheds dim light for an additional 60 feet. If you choose a point on an object, you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of these areas overlap with an area of darkness, the darkness is dispelled.

Dispel Magic - Choose one creature, object, or magical effect within range. Any prayer of 2nd tier or lower on the target ends. For a prayer or spell of 3rd Tier or higher on the target make an ability check using your Religion or Arcana score. The DC equals 10 + the prayer or spell's tier. On a successful check, the spell ends.

Glyph of Warding. When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more



than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly

invisible and requires a successful Intelligence (investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further retain the trigger, so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set lo affect aberrations or Deep Elves), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell/prayer glyph.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-fool-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Spell Resistance saving

throw. A creature takes 5 Hits of acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd Tier or lower in the glyph by casting it as part of creating the glyph. The prayer must target a single creature or an area. The prayer being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored prayer is cast. If it has a target, it is largely the creature that triggered the glyph. If it affects an area, the area is centered on that creature. Or the prayer summons hostile creatures. Or creates harmful objects or traps, they appear as close as possible to the intruder and attack it.

You may cast this prayer or spell at a higher tier if you do you may add 1 hit per tier.

Magic Circle – You create a 10' radius by a 20' tall cylinder of magical energy centered on a point on the ground that you can see within 30'. Glowing runes appear wherever the cylinder intersects with the floor or another surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead.

The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rol1s against targets within the cylinder.

 Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

Mass Healing – A flood of healing energy flows from you into injured creatures around you. You restore up to 15 Hits, divided as you choose among any number of creatures that you can see within a range of 30'.

Protection from Energy - For a duration equal to your Religion score, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Sending – Send a short 25 word message to another person if they are on the same plane of existence.

Speak with Dead – You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no

compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new Information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Spirit Guardians – You call forth spirits to protect you. They flit around you in a 10' radius centered on you, for a number of rounds equal to your Religion score. If you are good or neutral their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this

spell, you can designate any number of creatures you can see equal to your Religion Score to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Spell Resistance saving throw. On a failed save, the creature takes 3 Hits radiant damage (if you are good or neutral) or 3 Hits necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

Water Walk - This spell grants the ability to move across any liquid surface-such as water, acid, mud, snow, quicksand, or lava-as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heal). You may bestow this effect on as many willing creatures equal to your Religion Score you can see within a 20' range gain this ability for the duration equal to your Religion Score. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60' per round.

Tier 3

Banishment - You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Saving throw or be banished. If the target is native to the plane of existence, you're on, you banish the target to a harmless demi plane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one, you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest

unoccupied space if that space is occupied. Otherwise, the target doesn't return.

control Water – Elemental – Until the spell ends, you control any freestanding water inside an area you choose, that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20ft tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends, or you choose a different effect. If this effect produced a wave, the wave repeats at the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water must flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you choose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making an Athletics check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make an Athletics saving throw. On a failed save, the creature takes 2d6 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage and is not caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d6 bludgeoning damage; this damage occurs each round it remains in the vortex.

Death Ward - You touch a creature and grant it a measure of protection from death. The first time the target drops to 0 hit points because of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Divination - Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an

omen. The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Freedom of Movement - You touch a willing creature. For the duration, the target's



movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Guardian of Faith - A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity. Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Saving throw. The creature takes

10 Holy damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 25 damage.

Locate Creature - Describe or name a creature that is familiar to you. You sense the direction to the creature's location, if that creature is within 500ft of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Stone Shape - You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, if the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Commune - You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question. Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests,

the GM might offer a short phrase as an answer instead. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret.

Contagion - Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a *Saving* throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Athletics checks, Athletics throws, and attack rolls that use Melee.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure. The creature is overcome with shaking. The creature has disadvantage on Body checks, Body saving throws, and attack rolls that use Ranged.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Saving checks and Saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Dispel Evil and Good - Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Mortal Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a Demon, or undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a Demon, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadow Realm, and Fairy Kingdom are sent to the Fairy Kingdom.

Flame Strike - A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10ft radius, 40ft high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or

the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Flaming Sphere: A 5ft diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20ft radius and dim light for an additional 20 ft.

Greater Restoration - You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target.
- One curse, including the target's attunement to a cursed magic item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

Hallow - You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, Demons, and undead can't enter the area, nor can such

creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Saving throw. On a success, the creature ignores the extra effect until it leaves the area.

Courage. Affected creatures can't be frightened while in the area. Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light.

Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Everlasting Rest. Dead bodies interred in the area can't be turned into undead.

Extradimensional Interference. Affected creatures can't move or travel using

teleportation or by extradimensional or interplanar means. Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it. Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Insect Plague - Swarming, biting locusts fill a 20ft radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Saving throw. A creature takes 4d6 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

Mass Cure Wounds - A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30ft radius sphere centered on that point. Each target regains hit points equal to 3d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

Planar Binding - With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle to keep it trapped while this spell is cast.) At the completion of the casting, the target must



make a
Charisma
saving throw.
On a failed
save, it is
bound to
serve you for
the duration.
If the
creature was

summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends

Raise Dead - You return a dead creature you touch to life if it has been dead no longer than 3 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. Bringing back a character's spirit from the Underworld requires a tremendous amount of power and willpower on behalf of the Priest. As such, any attempt to perform this Prayer, the Priest acquires 7 levels of Exhaustion.

DC for successfully bringing back a character is a base of 12.

Days	Willingness
1	+0
2	+2
3	+5

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life.

The spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature lacks body parts or organs integral for its survival—its head, for instance—the spell automatically fails. Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Scrying - You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Firsthand	+5
Familiar	+0
Connection Likeness or	-2
Picture	
Possession or Garment	-4
Body Part	-10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb

about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell.

APPENDIX

Exhaustion System

Exhaustion represents a character's physical and mental decline due to fatigue, hunger, environmental exposure, or magical afflictions. Each level applies cumulative penalties, making survival and resource management crucial.

Level	Effects
0 – Normal	No penalties.
1 – Winded	-1 to physical rolls (Strength, Dexterity, Constitution).
2 – Tired	-1 to all ability checks and attack rolls, movement speed reduced by 10%.
3 – Fatigued	-2 to all rolls, disadvantage on physical skill checks, movement speed reduced by 25%.
4 – Weary	-3 to all rolls, half movement speed, cannot Dash.
5 – Drained	-4 to all rolls, automatically fail Strength & Dexterity saves, vision slightly blurred, concentration disrupted.
6 – Exhausted	-5 to all rolls, movement speed quartered, must pass Constitution Save (DC 12) every hour or collapse.
7 – Failing	-6 to all rolls, movement speed reduced to 5 feet, severe mental fog (disadvantage on all Intelligence-based checks).
8 – Collapsing	-7 to all rolls, Constitution Save (DC 15) every 30 minutes or fall unconscious.
9 – Near Death	-8 to all rolls, body shutting down, takes 1 HP damage every 10 minutes.

Gaining Exhaustion

- Physical Strain: Overexertion, lack of sleep, starvation, dehydration.
- Environmental Hazards: Extreme cold/heat, toxic fumes, altitude sickness.
- Magical/Supernatural Effects: Necrotic energy, cursed items, mental drain.

Recovery & Removal of Exhaustion

Method	Exhaustion Levels Removed
Short Rest (1 hour, food & water)	This prevents further exhaustion, no reduction.
Long Rest (8 hours, food & water)	Removes 1 level.
Complete Rest (24 hours, medical aid)	Removes 2 levels.
Lesser Restoration / Recovery Magic	Removes 1 level per cast.
Greater Restoration / Divine Healing	Removes all exhaustion instantly.

Player Conditions

These conditions can be used in combat, exploration, or roleplay to represent injuries, ailments, and magical afflictions.

1. Stunned

- Cannot take actions, reactions, or bonus actions.
- Automatically fails Strength and Dexterity saving throws.
- Attacks against them have advantage.

2. Paralyzed

- Cannot move or take actions.
- Automatically fails Strength and Dexterity saving throws.
- Melee attacks against them are automatic critical hits.

3. Blinded

- Disadvantage on attack rolls and Perception checks.
- Attacks against them have advantage.
- Cannot read, aim ranged attacks, or navigate difficult terrain well.

4. Deafened

- Cannot hear spoken commands or verbal spell components.
- Disadvantage on Perception checks based on sound.

5. Charmed

- Cannot attack or harm the source of the charm.
- Views the source as friendly and trustworthy.
- Severe Cases: Obeys all commands unless suicidal.

6. Frightened

- Disadvantage on ability checks and attack rolls while the source of fear is in sight.
- Cannot willingly move closer to the source of fear.

7. Grappled

- Movement speed is reduced to 0.
- Can still attack and act, but at disadvantage on Dexterity checks.
- If the grappler is incapacitated, the condition ends.

8. Restrained

- Speed is 0, and they cannot benefit from speed bonuses.
- Disadvantage on attack rolls.
- Advantage to attacks made against them.

9. Incapacitated

- Cannot take actions or reactions.
- If combined with Paralyzed or Stunned, they are completely helpless.

10. Petrified

- Cannot move, speak, or react.
- Resistant to all non-psychic damage.
- If not cured in time, the petrification is permanent.

Unique Conditions

1. Arcane Burn

- -2 to spell attack rolls and spell DCs.
- Casting spells cause backlash (1d6 force damage per tier level).

2. Lycanthropy Curse

- Disadvantage on saving throws against transformation triggers (full moon, stress, bloodlust, etc.).
- If untreated, the character transforms permanently.

3. Fairy-Touched

- Cannot tell lies (or must speak in riddles).
- Disadvantage on saving throws against enchantment magic.

4. Dragon Fever

- Resistance to fire but takes 1d6 fire damage every hour.
- Must pass DC 12 Save or go feral.

5. Time-Warped

• Every 1d6 rounds, they blink forward or backward 10 feet (uncontrolled).

6. Shadowbound

- Must pass a DC 12 Sanity Save when making stealth checks.
- At night, the shadow moves on its own and whispers secrets.

7. Wild Magic Flux

- Every time they cast a spell, roll a 1d6:
 - 1-2: A random wild magic surge occurs.
 - o 3-4: Spell succeeds normally.
 - o 5-6: The spell empowers itself.

8. The Blood Debt

- Lose 1 HP per long rest until the debt is paid.
- The contract whispers temptations to accept greater power (at a cost).

9. Golem's Grip

- Arm Affected: -2 Dexterity.
- Leg Affected: Movement speed halved.

 Fully Spread: Character becomes petrified permanently unless cured.

10. Echo of the Dead

- Disadvantage on sleep-related checks.
- Randomly hears, sees, or relives the spirit's memories.
- In times of stress, the spirit briefly takes control (DC 14 Sanity to resist).

Creation

These figures create a rich tapestry of dark themes for your RPG, allowing players to explore complex moral choices and the nature of light and shadow. Each character offers unique lore, abilities, and roles that can deepen the gameplay experience.

In this cosmology, the universe is governed by two primordial forces, **The Bright One** and **The Dark One**, who exist beyond the confines of time and space. These two beings are not merely deities but are the embodiment of cosmic principles, each playing a crucial role in the eternal cycle of creation, destruction, and rebirth.

Creation

In the beginning, there was only the **Void**, a formless and endless expanse. From the depths of this nothingness emerged the Bright One, a being of radiant energy, light, and life. The Bright One's essence was pure potential, and with a single breath, the stars ignited, and galaxies began to swirl into existence. The universe was created as an expression of the Bright One's boundless creativity, and all forms of life began to blossom.

However, the universe was incomplete, too full of light, too boundless in its expansion. For balance to be achieved, the **Dark One** emerged from the deepest shadows of the Void, a counterforce of entropy, decay, and limitation. The Dark One brought boundaries and endings to the creation, introducing the concepts of time, death, and the laws that govern matter. Through this force, the cycles of birth and death, of expansion and contraction, were established.

Cosmic Balance

The Bright One and the Dark One are in constant opposition, but they are not enemies. Instead, they represent the necessary duality that allows existence to persist. The Bright One's energy fuels the stars, gives life to worlds, and drives evolution, while the Dark One governs the inevitable end of stars, the decay of civilizations, and the return of all things to the Void.

They are locked in an eternal dance, each taking turns dominating the cosmos at different epochs. When the Bright One's influence is dominant, there is creation, expansion, and flourishing life. When the Dark One's power surges, there is entropy, collapse, and the end of eras. But neither can exist without the other. Without the Bright One, the universe would stagnate in endless darkness; without the Dark One, unchecked creation would spiral into chaos.

Realms of Influence

- 1. The Realm of the Bright One: A radiant dimension where light forms are the foundation of existence. Beings here are made of pure energy, and time moves in strange, nonlinear patterns. This realm is a place of eternal creation, where new ideas, forms, and life are constantly being born, but nothing ever decays. It is a utopia, but without endings, it can also feel static and overwhelming for beings accustomed to cycles.
- 2. The Realm of the Dark One: A place of quiet, stillness, and transformation. This is not a realm of evil, but one of endings, where beings go to rest, decompose, and be reabsorbed into the Void. Here, entropy reigns, but it also allows for reflection, regeneration, and preparation for the next cycle of creation. The Dark One's realm is the place where things are put to rest so that new beginnings can occur.

The Cosmic Cycle

Throughout the ages, the universe moves through phases of creation and destruction. These are often called **Aeons**.

- The Aeon of Light: When the Bright One's influence is at its peak, new stars are born, planets flourish with life, and civilizations ascend to great heights of power and knowledge. It is a time of discovery, growth, and boundless energy.
- The Aeon of Shadow: After each Aeon of Light, the Dark One's influence begins to rise. Stars burn out, civilizations collapse, and entire galaxies fall into decay. It is a time of endings, but also a time of reflection and renewal. The Dark One's purpose is not to destroy maliciously but to ensure that the universe can be reborn from its own ashes.

At the end of each Aeon of Shadow, a new cycle begins as the Bright One once again brings forth creation from the remnants of the old.

The Children of the Bright and Dark

The Bright One and Dark One are said to have birthed countless celestial beings who oversee different aspects of their domains. These beings act as intermediaries between the two cosmic forces and the mortal beings of the universe.

- 1. **The Star-Born**: Offspring of the Bright One, these beings are composed of light and energy. They guide the development of life and creativity on worlds, whispering inspiration to sentient species. They are often seen as benevolent deities by mortals.
- The Void-Walkers: Children of the Dark One, they are creatures of shadow and silence. They govern the transition between life and death, ensuring the balance between creation and decay is maintained. They are feared but also

revered as necessary beings who guide souls into the next phase of existence.

Mortal Perception

Mortals, existing within the cosmic cycle, perceive these two forces in different ways. Some cultures may worship the Bright One as a creator god of life and light, while others may honor the Dark One as a wise figure who brings peace through inevitable ends. In many worlds, both are revered in tandem, as their intertwined dance is recognized as essential for the universe's survival.

Priests and shamans of the Bright One may seek to harness life energy to heal, inspire, and build. Those who follow the Dark One are often seers, undertakers, and mystics, respected for their wisdom in navigating the mysteries of death and the cycles of existence.

Prophecy of the Final Cycle

Ancient seers speak of a distant time when the Bright One and the Dark One will merge, bringing about the **Last Aeon**. In this final cycle, creation and destruction will cease to exist as separate forces, and the universe will collapse into the Void once more. From this unified state, a new reality, incomprehensible to mortal minds, will emerge a reality where the Bright One and Dark One exist as one entity, neither light nor dark, but something beyond the current understanding of existence.

In this cosmology, the universe is defined by the struggle between two primordial deities: **The Bright One**, the embodiment of light, creation, and goodness, and **The Dark One**, the personification of darkness, destruction, and evil. This is a dualistic universe where cosmic morality is shaped by their endless conflict.

The Creation of the Universe

In the beginning, the universe was a realm of perfect balance, a formless and infinite void. Within this void, the **Bright One** was born as the pure essence of light, goodness, and harmony. Desiring to bring life and beauty to the cosmos, the Bright One shaped the stars, planets, and all forms of life, creating a harmonious universe filled with joy, wisdom, and peace.

But in the heart of the cosmos, a shadow began to stir. From the imbalance caused by creation, the **Dark One** emerged, born from the imperfections and entropy inherent in matter. The Dark One sought to undo the Bright One's work, spreading chaos, fear, and corruption throughout the universe. Its nature was destruction, and it sought to consume the light of creation, twisting all that was good into malevolence.

The Eternal War

From the moment the Dark One came into being, the universe has been locked in an eternal war between good and evil. The Bright One, embodying selflessness, love, and order, continually fights to protect life and preserve creation. The Dark One, on the other hand, exists to destroy, sow discord, and feed on suffering.

- 1. The Bright One's Powers: The Bright One's essence fuels the forces of creation, radiating hope and guiding life toward higher states of existence. The Bright One inspires wisdom, compassion, and unity among sentient beings, and its light is a source of protection against the encroaching darkness.
- 2. The Dark One's Powers: The Dark One wields the forces of destruction and entropy. Its touch corrupts and decays, turning creation into ruin. Where the Bright One fosters love and order, the Dark One creates hatred, chaos, and division. The Dark One can possess minds, twist the natural order, and bring about nightmarish forms of existence that prey on life.

Realms of the Divine

1. The Realm of Light (Aurelia): The Bright One resides in Aurelia, a plane of existence made entirely of radiant light and celestial harmony. Aurelia is a place of perfect beauty, where every being exists in a state of enlightenment and peace. Time flows differently in Aurelia, and its inhabitants are immortal, radiant

- beings who serve the Bright One in their struggle against darkness. The most powerful of these beings are the **Solar Guard**, warrior angels who carry out the Bright One's will across the universe.
- 2. The Abyss (Nyx): The Dark One dwells in Nyx, a realm of utter darkness and despair. This place is a void, filled with twisted creatures and tormented souls who have fallen under the Dark One's influence. Nyx is the origin of every nightmare, a place where suffering never ends, and light can never penetrate. The Dark One's servants are the Shadowborn, dark and malevolent spirits who bring chaos, death, and terror to the mortal world.

The Mortal World

The universe's material plane is the battleground where the forces of light and darkness clash. Mortal beings are created by the Bright One, filled with the potential for goodness, wisdom, and love. However, they are constantly tempted and corrupted by the influence of the Dark One. This cosmic struggle plays out not only in grand, epic wars but also in the hearts and minds of every individual.

- Light-Blessed Races: Those who follow the Bright One are often blessed with wisdom, strength, and inner peace. Entire civilizations may align themselves with the Bright One, creating just and harmonious societies. These people are known for their virtues, kindness, and advanced knowledge in art, magic, and science.
- Corrupted Races: The Dark One seeks to corrupt mortals, turning them into agents of destruction. Entire cultures may fall under its influence, becoming empires of tyranny, cruelty, and war. Those who serve the Dark One lose their humanity over time, transforming into monstrous, twisted forms. Their souls are enslaved to

the Dark One's will, doomed to serve it even in death.

Prophets and Heroes

Throughout history, prophets and champions of both the Bright One and the Dark One emerge, playing critical roles in the cosmic battle.

- 1. The Lightbringers: Champions of the Bright One, known as Lightbringers, are chosen for their purity of heart, courage, and wisdom. They are often blessed with divine powers, such as healing, the ability to summon light, and the strength to vanquish darkness. These heroes are seen as the last hope against the spreading influence of the Dark One, leading armies of the faithful in great battles to protect the realms of mortals.
- 2. **The Shadowlords**: The Dark One's champions, known as **Shadowlords**, are mortals who have given themselves to evil. They gain immense power in exchange for their souls, becoming masters of dark magic, corruption, and fear. Shadowlords are often sorcerers, warlords, or even fallen gods who seek to plunge the world into chaos.

The Prophecy of the Final Battle

It is said that at the end of time, the Bright One and the Dark One will engage in a final, cataclysmic battle known as **The Last Dawn**. During this battle, all of creation will be engulfed in the struggle, as the forces of light and darkness wage war across every corner of existence.

 The Forces of Light: The armies of Aurelia, led by the Solar Guard and the Lightbringers, will descend upon the material world to wage the final war against darkness. It is prophesied that the brightest star in the heavens will ignite as a beacon, rallying every righteous being to the cause.

• The Forces of Darkness: From Nyx, the Dark One will unleash the full might of the Abyss. The legions of the Shadowborn, led by the Shadowlords, will corrupt the stars themselves, turning light to darkness, and seek to extinguish the last hope of the universe. Great beasts of shadow will rise, and the skies will darken as worlds fall into ruin.

The End of All Things

There are conflicting prophecies about the outcome of the Last Dawn. Some say that the Bright One will ultimately triumph, casting the Dark One into eternal exile and restoring balance to the universe. In this scenario, creation will be reborn in a new golden age, free from the threat of darkness.

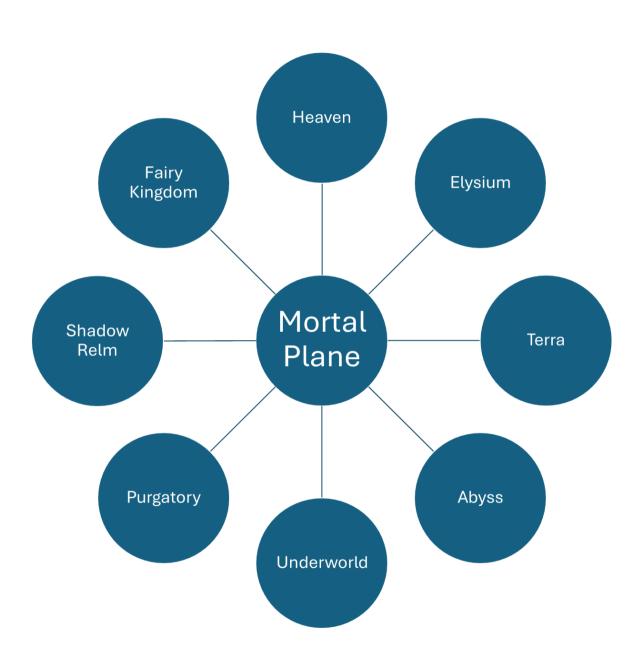
Others, however, fear that the Dark One will gain the upper hand, plunging the universe into an age of endless night. In this bleak future, the Bright One will be extinguished, and the universe will become a place of suffering, corruption, and despair, with no hope of salvation.

Mortal Perception

Most mortals revere the Bright One as the embodiment of all that is good and strive to live in alignment with its teachings of love, compassion, and harmony. Priests of the Bright One lead communities in worship, spreading light and wisdom.

On the other hand, the Dark One is feared as the source of all evil. Its followers operate in secret, practicing dark rituals and spreading chaos. Temples to the Dark One are hidden in shadows, and its cults whisper of a time when the Dark One will rise to claim the universe.

Cosmology



Heaven

Realm of Eternal Light

The Celestial Haven, known to mortals as *Heaven*, is a realm of boundless beauty and peace, were timeless beings of light dwell in harmony. It was formed at the dawn of existence, created from pure energy and light by the Primordial Source, a force beyond comprehension that brought life and order to the universe. Heaven is not merely a paradise; it is a complex, multilayered domain, a place of justice, knowledge, and unending purpose for souls deemed worthy of entering its radiant gates.

Elysium

The Eternal Fields

In ancient lore, Elysium—often called the Elysian Fields or the Land of the Blessed—is a realm of eternal beauty and serenity, a paradise where the bravest, most virtuous souls find rest and joy after their mortal lives.

Created by divine beings as a sanctuary for the worthy, Elysium exists separate from the mortal world and even from Heaven itself. Unlike other realms tied to deities or spiritual purpose, Elysium is a domain of ultimate peace, where souls can live free of struggle or sorrow.

Fairy Kingdom

Land of Light and Shadow

Nestled deep within the ancient woods, hidden from mortal eyes by enchanted mist and shimmering wards, lies the Fairy Kingdom—a vibrant, mystical realm of wonder, magic, and intrigue. Known to its inhabitants as Lunaria, the Fairy Kingdom is the enchanted heart of the fae and is ruled by Queen Titania, the ethereal and powerful monarch who maintains harmony between light and shadow. This realm exists in a delicate balance. filled with otherworldly beauty and mystery, where every blade of grass, every ripple in the water, and every whispering breeze is imbued with magic.

Shadow Realm

In the vast cosmology of the world, hidden just beyond the edges of mortal perception, lies the Shadow Realm—a mysterious, twilight domain that exists as a mirror of the material world, but shaped by darker, more ethereal forces. Legends say it was created in ancient times when the first mortals dared to tamper with primal magic, inadvertently tearing a rift between reality and this shadowed dimension.

Mortal Plane

Long ago, when the universe was still young and the primordial energies were restless, the Great Cosmic Forge was ignited. From this forge, sparks flew, each carrying the potential to form new realities. One such spark, tempered with the perfect balance of light and dark, was destined to become the Mortal Plane. The Cosmic Architects — beings beyond time, responsible for crafting the very fabric of reality — came together to mold this spark, fashioning a world not meant for eternal beings but for fragile, transient life.

Terra

In the vast tapestry of the Mortal Plane lies a world called Terra, a land of striking contrasts, ancient mysteries, and boundless potential. Terra is not a typical realm — it is a place forged through cosmic storms and tempered by centuries of growth and conflict. It's a world steeped in history, with continents as diverse as the stars themselves and inhabitants who have made their mark upon the land and sky. Here, the fragile yet resilient threads of life are woven into an intricate story of gods and mortals, beasts and magic, and the never-ending quest for survival and meaning.

Purgatory

In the universe where realms are stratified by purpose and fate, Purgatory stands as a plane of transition, a bridge between the worlds of the living and the eternal. Unlike the heavens or hells, Purgatory is a place of neither joy nor torment but of waiting and transformation. It is where souls, caught between destinies, linger to resolve the unfinished elements of their existence, to seek redemption, understanding, or even forgiveness. This realm exists beyond time as mortals know it, a liminal space where time seems to crawl, suspended in a twilight that shifts neither today nor night.

Underworld

In the depths beneath the mortal realm lies the Underworld, a place of shadow, mystery, and ancient power.
Unlike Purgatory, where souls strive for redemption, the Underworld is a realm of endings and resting places. Here, souls find their final destination, whether that be peace, punishment, or something altogether stranger. It is a place of spectral guardians, timeless rituals, and ancient boundaries, where the laws of mortality hold no sway, and only the true nature of one's soul determines their fate.

Abyss

The Abyss was born out of cosmic upheaval, a rift that opened during the ancient times when the universe was young and the boundaries between realms were still fluid. In those early days, the forces of creation and destruction clashed violently, and from this clash, the Abyss emerged as a realm of unchecked destruction and

chaotic power. No gods or cosmic ntities crafted the Abyss; rather, it came into being as the result of all that could not be contained, a dark wound in the fabric of reality that continues to fester.

