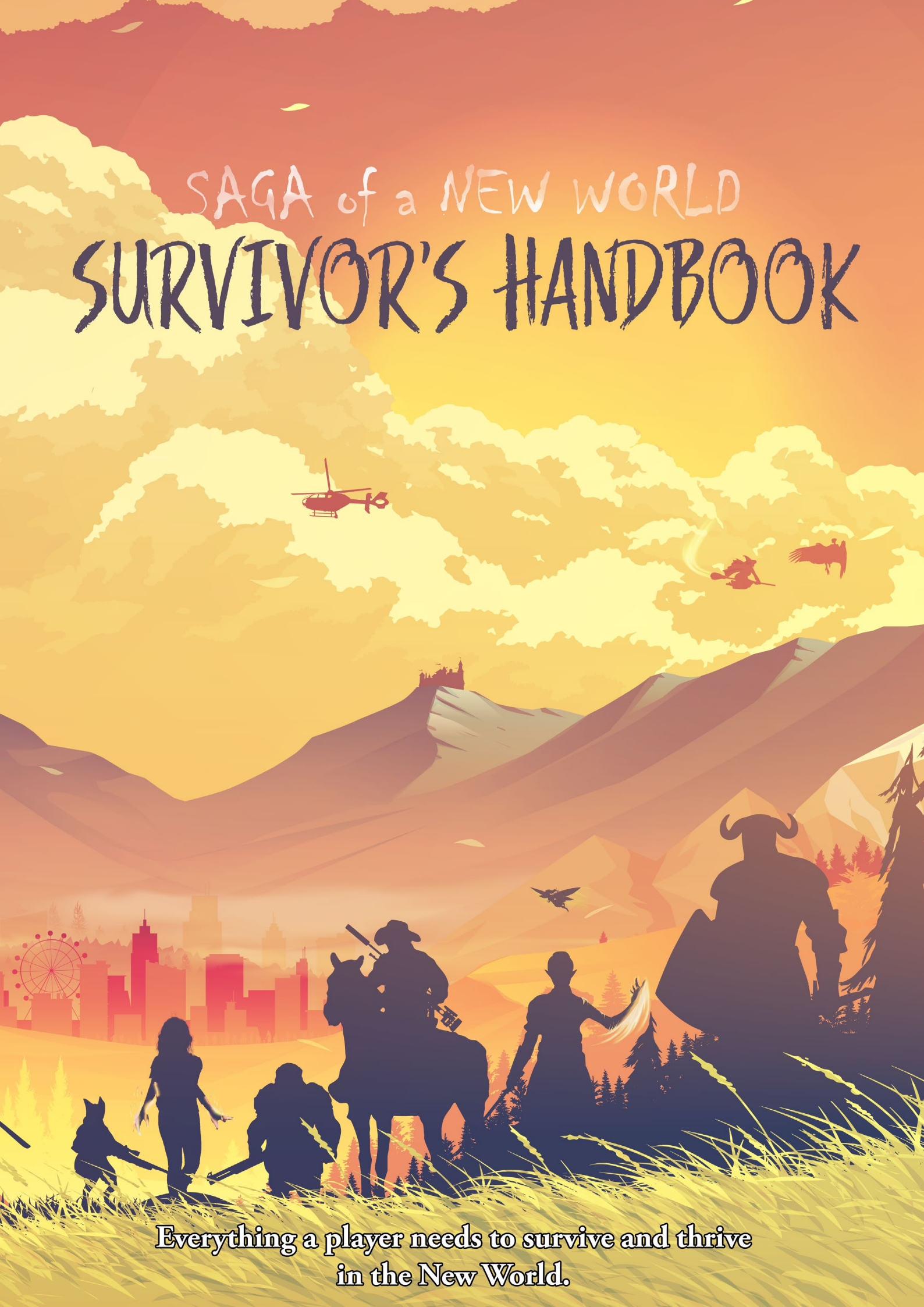
SAGA of a NEW WORLD

SURVIVOR'S HANDBOOK



Everything a player needs to survive and thrive in the New World.

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Preface

Before this tabletop roleplaying system came to be, there was an idea. The idea to introduce high fantasy into a modern, post-apocalyptic setting.

The Inheritance Cycle by Paolini, the Witcher series by Sapkowski, and the game of the same name by CD Project Red, The Stand by Stephan King, The Road by McCarthy, Skyrim, and Fallout by Bethesda. These great works inspired me and from this inspiration, the New World was born. I began writing but quickly knew that I wanted to do more than just write. It began with me throwing dice to determine the outcome of certain events, but as the original draft underwent revision, I discovered Dungeons and Dragons 5E. It was the inspiration I needed. I studied its rules and soon protagonists had character sheets and monsters received stat blocks to represent them. Soon classes and rules were developed until I had an entire system, built from the ground up and custom-made to be played in the setting of a New World apocalypse.

Now I'm sharing this with you. The Saga is my passion. I want as many people to experience this world that I've created, this world that I hold so dear, as possible. Some may be content with following Astrid's story as it's described in the "Saga of a New World" series of books, but others will want to experience the New World as themselves. They will want to see what they would do should the world be reborn from the Void. For those people, I have created this. The Survivor's Handbook, the Creature Compendium, and the Game Master's Guide will allow everyone to write their own story in the New World. Either in the form of a campaign played with friends, a book written using the same techniques I employ, or another medium. There is nothing I look forward to more than seeing others forge their own journeys in the New World.

This rulebook is broken up into several parts. Below you will find a short introduction that is meant for those with no experience playing roleplaying games.

The first section concerns itself with creating your character. The chapters within it tell you exactly how to determine what you would be should the apocalypse occur today. You can either play as yourself or make a character from scratch.

The second part explains the rules of the game in detail and the third part concerns itself with the rules of spellcasting. Finally, the Appendix contains some general information that needs to be easily accessible for your convenience.

Louis F. Krahn

Introduction

The Saga of a New World roleplaying game is about how you would survive.

What would you do if a magical fog were to swallow the world, disable your phone and transform you into a different being? What would you do if you woke up as an elf? These texts provide you with rules to answer that question.

The New World

The rules in this book are tailored to represent the contrast of the new world. They support a world where the weak are crushed by mighty magic and those who wield such power battle each other in a world that breeds chaos. There is no Superman, nor a Tiamat to be found here. Just people. People that want to survive in a world that has become alien to them. You will not wield planet-shaking magic or face off against a Demon lord so powerful he could end the world on his own. You will fight for survival, gather allies and from the echoes of the modern world, you will carve yourself a new domain. Or you will get your head smashed in with a baseball bat. Whichever comes first.

Using These Rules

The Saga of a New World Survivor's Handbook has three main parts.

Part 1 is about creating your character. When you turn to the next page you will find a step-by-step guide on how to determine how you would wake up when the fog clears on that fate full morning of the 3rd of October. It describes the rules associated with the new races, summarizes the abilities you may have gained in classes, and gives you a framework for how you will learn new skills and develop the ones given to you by your patron. It also includes descriptions of the most common items you may find on your journey. Many of the rules in part 1 rely on those in parts 2 and 3.

Part 2 details the rules of how to play the game, beyond the basics described in this introduction. It covers the kinds of dice rolls you make to determine success or failure and further elaborates on the basic statistics you will find mentioned in part 1.

Part 3 is all about magic. It describes the source and nature of magic. How it works mechanically and the metaphysical phenomena these rules abstract. It includes descriptions of the spells available to the people and monsters of the new world.

After the main parts, you will find a collection of supplemental material that all the other parts rely on.

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Appendix A collects all the definitions of conditions that can affect you and others.

Appendix B provides a list of projects you can undertake in your settlement.

Appendix C contains stat blocks for common vehicles you may find.

How To Play

For those unfamiliar with roleplaying games, the general idea is quite simple. You, the players, are the main characters of the story, just like in a classic book or movie, only that unlike in that medium there is no rigid plot. You can choose what actions you take. The GM (Game Master) is the narrator. They decide how the world reacts to your actions. Generally, a game unfolds according to this pattern:

1. The GM describes a scenario.

Like the opening shot of a movie, the GM describes what you see.

2. The players describe what they do.

You tell the GM what you intend to do. You can decide to do anything you want, as long as it seems physically possible in the context of the scenario. Your actions can hinder your agenda or progress it. What you do, is your choice.

3. The GM narrates the world's reaction.

The GM then decides how the world reacts to your actions per the rules of this book and their own best judgement. If an action can realistically only have one outcome (If you let go of an apple it will fall to the ground), the GM simply describes what happens. If it's not clear what would happen, because two or more outcomes are realistically possible, dice are thrown to determine which outcome occurs. For example, if you try to shoot someone, there is a chance that you will miss them. How high that chance is, depends on your skill (your to-hit bonus) and how good your opponent is at avoiding getting shot (their armor class). You roll a die and depending on the result you hit or miss. Once the outcome is determined either through logic or by chance, the GM narrates what happens and you can make your next choice s depending on the outcome.

Game Dice

The game uses polyhedral dice with different numbers of sides r digital versions of these dice. In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d10, d12, d20, and d100. For instance, a d6 is a random number generator that chooses a random number from 1 to 6, usually represented by a six-sided die in the physical world. When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

Die Sizes

In many cases, the game refers to a die size, usually in the context of decreasing or increasing the size of a die. The size of a die is the number of sides it has. The die sizes used in this system are as follows, from smallest to largest: d4, d6, d8, d10, d12, d20, d100. When a feature tells you to increase the size of a die, it means that you should take the die, and instead of rolling the die you are supposed to increase in size, you roll the next one on the next higher one. For example, a d10 when increased in size becomes a d12. Conversely, when a feature tells you to decrease the size of a die, you use the next smaller die. If a feature tells you to decrease the size of a d4, simply use 1 instead of rolling a die.

Advantage and Disadvantage

Advantage is granted when a certain circumstance makes success much more likely. For example, if an opponent is unaware that an attack is being launched against them, they won't try to evade or block it in any way, making it a lot easier to hit them. If you have advantage, you roll an additional die and take the highest result from the dice rolled.

You have disadvantage on a roll if some sort of circumstance makes failure much more likely for you. For example, if an enemy is invisible they become much harder to hit, even if you know their approximate location, thus your attacks against them have disadvantage.

If more than one circumstance would grant advantage or impose disadvantage on a roll, you don't roll more than one additional d20. If two favorable situations grant advantage on your attack roll, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, they cancel each other out and you roll one die. Even if there is a situation where several circumstances would inflict disadvantage, but one would give advantage, you still only roll one die. The same goes if several would grant advantage, but one would inflict disadvantage. When you have advantage or disadvantage and a spell or ability allows you to reroll or replace the d20, you can reroll or replace only one of the dice. You choose which one.

Specific Beats General

This book contains many rules that govern how the game plays. That said, many racial traits, class features, spells, magic items, monster abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works. If a specific rule contradicts a general rule, the specific rule wins.

Round Down

Whenever you divide a number, round down if you end up with a fraction, even if the fraction is one-half or greater.

Units of Measurement

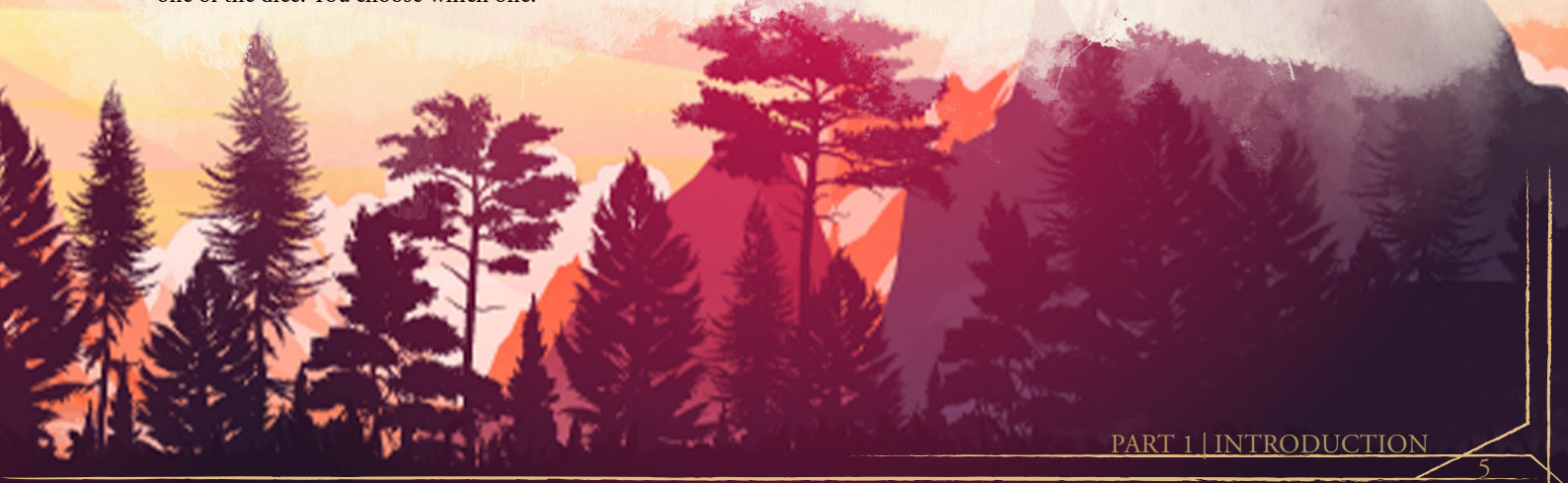
Ranges, area sizes, and the like are all measured in meters. One meter equals approximately 3 feet, however, to use maps that are based on 5-foot grid squares with this system, a 5-foot square is always considered a 1-meter square instead.

Survival

A Saga of a New World roleplaying campaign consists of you, a group of people surviving the magical apocalypse and facing the challenges your GM presents to you. Just like in our world, everyone living in the Other World is unique and so each and every transformation will be unique.

In addition to any skills you have on your own, you will gain a unique set of abilities from your patron. You are unique, but no matter what skills you have or receive, you will not be able to face every challenge without failing. Every race, every class, and every person has strengths and weaknesses. To you, some challenges will seem trivial, while to others you will be a trivial thing to destroy. To succeed you will have to rely on your allies and companions: your fellow survivors. Together you can cover your weaknesses and face down (almost) any foe.

The challenges you face will largely depend on where in the world you are. Creatures were not placed completely randomly by the Fog. Even though the Other World doesn't match our own world's topology, creatures were only placed in biomes geologically similar to their own, with certain continents on the other world being connected to certain continents on our own. Only creatures that were present on the continent your continent was connected to will show up around you after the fog. The SoaNW base game, just like the book series, is set in Europe. The races you find in the table in the chapter on creating your character are those that could be found in Verold, the continent Europe was connected to. Traveling and migration were not unheard of in the other world, which is why you will find dark elves or night imps in these regions, even though they are technically not native to Verold. However, you will find no lizardfolk in Europe or monsters that are only found in the deep, damp rainforest, or scorching desert (and thus no statistics for them in this book).



Chapter 1: Step-By-Step Character Creation

The first step in playing an adventure in the New World is to create a character of your own. To this end, you will either create a completely fictional character from scratch or determine what you would become if the fog descended upon our world.

Your Transformation

When the fog envelops Earth, the world as we know it (the Old World) ceases to exist. While you are in the Void, you will connect with another creature. This person is referred to as your patron. Your patron will impart onto you're their physical capabilities. You will remain yourself. Your personality and memories will not be altered however, your body will be changed and, if your patron is not a human, certain natural tendencies of your new species will be forced on you.

In addition to your patron's physical properties and abilities (which include mental abilities influenced by the body), you will receive their ingrained knowledge. Memories are encoded in a way unique to every soul and you will only receive glimpses of your patron's memories in dreams as your soul overwrites them with your own experiences.

However, ingrained knowledge is something else. It includes things like how to walk, how to ride a bicycle, and how to cast a spell. It is everything that requires little conscious effort on your part to execute but is not instinctual. Even though you receive this ingrained knowledge with your new body, you will not know how to access it. You first need to actively try to use it. As time passes and you fight, survive, and gain experience, you will slowly gain access to more and more abilities as you become more familiar with your body.

To make this a little easier to understand, imagine you just received a used smartphone. This smartphone is your body. Its cameras are your eyes. They determine what you see and how you see it. The photos and files (memories) on the phone are encrypted and you can only access them with the biometrics of someone else, which are impossible to obtain. As you delete and overwrite them you may accidentally access parts of them, but you will never be able to read them all.

This used smartphone also has a lot of apps (ingrained skills) already installed on it. Some you immediately recognize and open. These would be things like the app that lets you walk, or the one that lets you manipulate your hand. Others are a bit more complicated and will either require more time or a sort of push that unlocks them. This includes apps that let you cast spells or perform complicated combat maneuvers.

As you start using this new smartphone you will slowly explore all the features it has to offer and the apps the previous user installed. You will also build on this base by installing apps of your own.

You are not inside your patron's body and are not sharing it with remnants of their soul. The Void simply created a replica of their physical form to accommodate the changes the connection made to your soul, which is also why you retain most of your looks if your patron was human.

Creating a Character

This chapter will guide you through the process of creating a character to play this role-playing game. However, before you jump into step 1, consider who you want to play. In Saga of a New World, you are encouraged to play yourself. Meaning that your skills and the equipment you have access to determine how your new life starts. What will you be doing when the fog comes? Are you and your friends on their way to a well-deserved vacation? Are you at home on your family's farm? Work with your GM to determine how your adventure starts and whether you want to play as yourselves, someone else, or maybe even people from the Other World that were transferred to earth during the fog.

Finding Your Patron

Just as important is to consider how you will create your new character. Once you have decided how you want to start the game, follow these steps in order, either rolling on the provided tables to randomly determine your patron's traits or manually selecting what you want.

Your patron is chosen through a combination of pure chance and your own personality. A creature's ancestry influences who they are with natural tendencies and instincts, but has very little bearing on their actual personality and who they want to be. This is why your species, ethnicity, and gender are determined randomly.

After randomly determining your species and gender, you will choose a class. A creature's desires and personality shape the decisions it makes in life. Classes are abstract summaries of a creature's skills. Since your patron will most likely have character traits similar to your own, you will most likely receive a patron with a class that appeals to you.

Throughout this section, the term character sheet is used to refer to whatever you use to track your character, be it a formal character sheet, some form of digital record, or a piece of paper. An official Saga of a New World character sheet is a good place to start so that you don't miss anything and all the information is in a well-organized and accessible format.

Building Astrid Turm

Each step of character creation includes an example of that step, with the character Astrid Turm from the Saga of a New World series of novels serving as an example of how a normal person can be turned into a playable character in the SoaNW roleplaying game.

1. Determine your Background

Who are you? If you are playing yourself then this step requires very little effort. You may want to ask yourself if you have any particular skills that may be useful in a wild world, as you keep any skills you currently have.

Your background also includes the circumstances under which you start your adventure and thus what equipment you have access to. A few minutes before the fog, many countries broadcast warnings of nuclear attacks, giving many people two minutes to prepare. Most people will wear normal street clothes and have whatever they usually carry in their pockets when the apocalypse occurs. However, you may be in a particularly precarious or advantageous situation when the fog descends. Work with your GM to determine how your adventure starts and what equipment you will thus have immediate access to when you wake up.

Since the Other World is about as advanced as earth during the bronze age in terms of technology, your background is the only way of gaining proficiency with modern tools and firearms.

Starting Proficiencies

Everyone is good at something and people who lack expertise in any specific field (as most who haven't studied at university do), will have a broad set of skills needed to ply their trade and hobbies.

Proficiencies represent these special capabilities. Choose **four** proficiencies, either from the *Skills* list below, or from the other proficiencies offered. Instead of expending a proficiency option for a skill proficiency, you may expend two on the same skill to gain expertise in that skill.

Skill Proficiency and Expertise

If you are proficient in a skill, you add your proficiency bonus to checks you make involving this skill. Your proficiency bonus starts at +2 at level 0 and increases to +3 at 5th level and to +4 at 9th level. You are generally proficient in a skill if you are very involved in a subject that's part of it. A bit of general knowledge is not enough to qualify for proficiency. If you have expertise in a subject, you add double your proficiency bonus to any skill checks that involve this skill. Expertise requires that you either have years of intense experience, or you studied a subject related to that skill at a university.

Skills

Below is a short summary of all available skills and an example of what could qualify you for proficiency or expertise. They are sorted depending on what ability score they rely on (see the chapter on character statistics for details on each ability score).

Strength

Athletics. Your Strength (Athletics) skill represents how good you are at overcoming athletic challenges, like kicking down doors, jumping large distances, chasing a fleeing foe, or fleeing from a chasing foe.

Hobby athletes that exercise consistently and people that work in physically demanding jobs are proficient in this skill. Professional athletes that train almost daily and compete in things such as the Olympics have expertise in this skill.

Dexterity

Acrobatics. Your Dexterity (Acrobatics) skill represents how good you are at overcoming challenges that test your agility, like climbing a steep slope or walking a tight rope.

Hobby climbers, dancers, yoga enthusiasts, and the like are proficient in this skill. Professional climbers, or gymnasts that train almost daily have expertise.

Sleight of Hand. Your Dexterity (Sleight of Hand) skill represents how good you are at performing tasks that require precise and quick movements to complete, such as picking a pocket, disarming a mine, untying a knot, or hiding something in your pocket.

People with jobs that require incredible finesse, like artists or musicians are proficient in sleight of hand. Professional burglars have expertise.

Stealth. Your Dexterity (Stealth) skill represents how good you are at concealing yourself, like when you are trying to hide, or when trying to avoid leaving tracks. Your passive Stealth score equals 10 + your Stealth skill modifier.

People with hobbies or jobs that require subtly, like hunters, soldiers, nature photographers, and the like are proficient in stealth. Elite soldiers or professional hunters have expertise in this skill.

Intelligence

Arcana. Your Intelligence (Arcana) skill represents how good you are at identifying and working with spells and magic items. It also allows you to identify the strengths and weaknesses of creatures formed from magic, such as aberrations, constructs, and elementals.

You can only obtain proficiency in the arcana skill through your class or species. It cannot be one of the skills you choose as part of your background.

History. Your Intelligence (History) skill represents how much you know about the history of both the Other World, and ours. It is needed to gain information about dragons and humanoids. Politicians and those with broad general knowledge have proficiency in this skill. Historians and economists have expertise.

Investigation. Your Intelligence (Investigation) skill represents how good you are at finding things, such as when scavenging or taking your time to search a room.

Reporters, economists, and burglars are proficient in this skill. Detectives, archeologists, and criminologists have expertise.

Mechanics. Your Intelligence (Mechanics) skill represents how good you are at understanding, constructing, and repairing things, like vehicles, shelters, or weapons.

Mechanics, handymen, and the like are proficient in this skill. Engineers, architects, and people with similar college degrees have expertise.

Nature. Your Intelligence (Nature) skill represents how much you know about monsters and the natural world and is needed to identify the properties and traits of natural creatures, such as beasts, fey, monstrosities, oozes, and plants. Nature enthusiasts and hunters have proficiency in this skill, while biologists have expertise.

Religion. Your Intelligence (Religion) skill represents how much you know about all things divine. It is used to identify supernatural phenomena and to gain knowledge about celestial, fiend, and undead creatures.

Proficiency in this skill can only be gained from your class or species. It cannot be one of the skills you choose as part of your background.

Science. Your Intelligence (Science) skill represents how much you know about chemistry, biology, and physics, required for tasks like building explosives or identifying substances.

Apothecaries, doctors, engineers, and the like are proficient in this skill. Biologists, chemists, physicists, and people with similar college degrees have expertise in this skill.

Technology. Your Intelligence (Technology) skill represents how good you are at working with electronic devices, like fixing or hacking a computer, or setting up a communication array.

Electricians, computer enthusiasts, and the like are proficient in this skill. People who have a college degree in IT, or something comparable have expertise.

Wisdom

Animal Handling. Your Wisdom (Animal Handling) skill represents how good you are at dealing with animals, including riding them.

Pet owners and anyone that spends a good deal of time with animals is proficient in this skill. Veterinarians and animal trainers have expertise.

Insight. Your Wisdom (Insight) skill represents how good you are at determining someone's emotions, motives, and wishes.

Politicians, detectives, and lawyers are proficient in this skill. Psychologists have expertise.

Medicine. Your Wisdom (Medicine) skill represents how good you are at handling medical emergencies, such as providing first aid.

Nurses, first responders, and the like are proficient in this skill. Doctors and veterinarians have expertise.

Perception. Your Wisdom (Perception) skill represents how good you are at spotting small details. Your passive perception equals 10 + your Perception skill modifier.

Those who know how to quickly spot something unexpected, like hunters, are proficient in this skill. Snipers and guards have expertise in this skill.

Survival. Your Wisdom (Survival) skill represents how good you are at surviving in the wilderness, such as when foraging for food, or tracking a creature.

People that know the basics of survival, like hunters, scouts, soldiers, or the like have proficiency. Outdoor survival enthusiasts and elite soldiers have expertise in this skill.

Charisma

Deception. Your Charisma (Deception) skill represents how good you are at concealing your true motifs and intentions.

Politicians, salesmen, and criminals are proficient in this skill. Actors have expertise.

Intimidation. Your Charisma (Intimidation) skill represents how good you are at coercing others with threats.

Police officers and the like are proficient in this skill. Military officers and bouncers have expertise.

Performance. Your Charisma (Performance) skill represents how good you are at performing in front of and inspiring crowds.

Politicians, hobby actors, hobby musicians, and military officers are proficient in this skill. Professional artists and actors have expertise.

Persuasion. Your Charisma (Persuasion) skill represents how good you are at persuading people with logic and arguments based on the truth.

Lawyers, politicians, and salesmen are proficient in this skill. Psychiatrists have expertise.

Armor Proficiencies

There are three types of armor; light, medium, and heavy. To be proficient with medium armor, you must be proficient with light armor and to be proficient with heavy armor you must be proficient in medium armor. Gaining proficiency with medium armor grants proficiency with shields aswell. See the section on Armor and Shields in chapter 4: *Equipment* for details and the penalties for wearing armor you are not proficient with.

Weapon Proficiencies

There are different types of weapons and proficiency in a type allows you to add your Proficiency Bonus to attack rolls with weapons of that type. See the sections on Weapons and Firearms in chapter 4: Equipment.

Most weapons are categorized in Simple and Martial Weapons. This encompasses both melee, ranged and firearm weapons. This is the only way to gain proficiency with firearms outside of gameplay. To be proficient with martial weapons (melee and ranged, or firearm) you must be proficient with simple weapons.

Vehicle Proficiencies

Vehicles require proficiency to operate. If you are an adult, you are proficient with cars and simple vehicles (including bicycles) without having to expend a proficiency. Otherwise, each type of vehicle requires its own proficiency. See the section on vehicles in chapter 4: *Equipment* for details.

Building Astrid Turm, Step 1

Astrid is an 18-year-old student. She has just finished high school and doesn't have any other particular hobbies that would help her in the apocalypse. While for gameplay balance purposes she should pick four proficiencies, she doesn't have any and thus decides against it for roleplay (or in this case story) reasons.

At the start of her adventure, she is on her way to her grandparents with her family. This means that there is a good deal of spare clothes in the trunk of the car and she will (most likely) be close to her family members when the fog recedes.

2. Determine your Species

Each character belongs to one of the many intelligent humanoid species that inhabit the Other World. Most species, such as the elves, have significant differences between ethnicities that are also listed. Determine your patron's species and ethnicity by throwing a percentile die (d100) and then a d8 to determine their gender. Consult the *Species and Gender* table for the result. Some species have special properties described below the table.

Species and Gender (Europe)

D100	Species/Ethnicity	Gender (d8)
1-7	Human, Campestrian	Special
8-13	Human, Confederate	Special
14	Human, Desert Folk	Special
15-18	Human, Nord	Special
19	Human, Border Lord	Special
20-23	Human, Wildeborn	Special
24	Half-Human, Dwarf	1 Male, 2-8 Female
25	Half-Human, Elf	1-8 Female
26	Half-Human, Giant	1-4 Male, 5-8 Female
27-31	Kobold, Timber	1-4 Male, 5-8 Female
32-37	Kobold, Urban	1-4 Male, 5-8 Female
38-40	Kobold, Snow	1-4 Male, 5-8 Female
41-47	Elf, Common	1 Male, 2-8 Female
48-51	Elf, High	1 Male, 2-8 Female
52	Elf, Dark	1 Male, 2-8 Female
53-58	Dwarf, Halfling	1-4 Male, 5-8 Female
59-63	Dwarf, Mountain	1 Male, 2-8 Female
64-73	Fairy	1 Sprite, 2-8 Pixie
74-80	Giant, Orc	1-4 Male, 5-8 Female
81-83	Giant, Jotunn	1-4 Male, 5-8 Female
84-88	Merfolk	1 Male, 2-8 Female
89-91	Harpy, Common	1-4 Male, 5-8 Female
92-93	Harpy, Northern	1-4 Male, 5-8 Female
94-95	Wildling	1-4 Male, 5-8 Female
96	Changeling	Special
97-98	Dryad	Transformation
99	Lycan	Transformation
100	Vampire	Transformation

Special Species

Species with special rules concerning character creation are described here.

Human. Staying human causes you to retain your gender and most of your looks, but your body still changes to match your patron's capabilities. For example, if you are a skinny woman and your patron is a buff male barbarian you will remain a woman, but your body will become more muscular to accommodate your patron's capabilities. You will essentially become a female version of your patron. You may receive a few physical traits from your patron, especially if your patron is very different from you physically.

Wildling. Wildlings are an acquired species, meaning that their features are applied on top of another species'. Roll on the *Species and Gender* table again until the result is either Dwarf, Elf, Giant, Human, Kobold, Fairy, Harpy, or Merfolk to determine the species, ethnicity, and gender that the wildling traits are applied to. If the result is Human, roll a d8 (1-4 Male, 5-8 Female) to determine your gender.

Changeling. Changelings are an acquired species, meaning that their features are applied on top of another species. Roll on the *Species and Gender* table again until the result is either Dwarf, Elf, Giant, or Human to determine the species and ethnicity that the changeling traits are applied to. Changelings can take a male or female form but their true form is always male.

Transformation. These are a acquired species based on transforming a creature, meaning that their features are applied on top of another species'. Roll on the Species and Gender table again until the result is either Dwarf, Elf, Giant, Human, Kobold, Fairy, Harpy, or Merfolk to determine the species, ethnicity, and gender that the transformation traits are applied to. If the result is Human, you retain your general looks and become a transformed version of yourself.

Species Traits

Chapter 2 provides more information on these species' common traits and how they affect your life and personality. The species of your patron (and soon yours) contributes to your new identity significantly. It determines your physical and some of your mental properties by establishing a general appearance and the natural traits gained from your biology. Aside from cosmetic differences your physiology also has a plethora of other effects. The most important aspects your species affects are summarized here:

Ability Score Modifications. Your species usually increases and/or decreases one or more of your ability scores, which you determine in step 4. Note these modifications and remember to apply them later.

Hit Points and Hit Dice. Your hit points (HP) define how tough you are and how much damage your body can take. Reduce them when you take damage. Your hit dice are consumed to heal you.

Vitality. Your vitality represents your physical energy and is reduced by casting spells and using special abilities.

Armor Class. Your Armor Class (AC) represents how good you are at avoiding attacks. It is determined by adding your Dexterity modifier (see step 4) to the base armor class determined by your species. See the section on armor in chapter 4, Equipment to see how armor affects your armor class.

Speed. Your speed is the distance in meters that you can move in a round (about 6 seconds).

Hunger. Whenever you rest, you must expend a certain amount of rations detailed in your species' description under Survival.

Special Traits. Your character's species and ethnicity grant special traits, such as special senses, proficiency with certain weapons or tools, proficiency in one or more skills, or the ability to use minor spells.

Record the traits granted by your species on your character sheet. Be sure to take note of your species' senses, base health, and base speed. Especially at level 0, before you unlock the first features of your patron's class, these traits define your capabilities.

Building Astrid Turm, Step 2

For Astrid, we roll a 51 on the d100 and a 3 on the d8. This means that Astrid connects with a female High Elf called Novi. Novi imprints on Astrid and her old human body can no longer house her now elven soul. Astrid awakens as a tall female High Elf. As a player Astrid would now have to note down the racial traits, base Hit Points, base Vitality, speed, base AC and survival traits her species provides.

3. Choose a Class

Every patron is a member of a class. A class broadly describes a person's vocation, what special talents they possess, and the tactics they are most likely to employ. More importantly, it is a list of capabilities that a person trained to the point where they could perform them with little thought, thus making them ingrained.

Your patron will most likely share (at least some of) your personality traits and preferences. Check the Classes table below. It provides you with a list of available classes and a short description of each. Decide which appeals to you the most. This is the class your patron will most likely have and thus the one you will start as. If you are unsure which class would suit you best, all ethnicities are predisposed to one or two classes or subclasses. Since most members of that ethnicity are members of these classes, choosing one of these is always a sensible choice, as long as the lifestyle offered by these classes would not seem anathema to you.

Complexity refers to how many different choices a class provides in terms of how it is built and how much a player has to keep in mind while playing this class. A low complexity class is rather simple to build and play, while a higher complexity class generally provides more options and choices. A class' complexity has no bearing on its power.

Read the Class Description

Once you have decided on which of these classes would fit you best, read its description in chapter 3 to get an idea of what that class can do and how you should assign your Ability Scores in step 4.

Level

When you wake up from the darkness of the Void you start at 0th level. You have access to your racial traits, any proficiencies your class provides at 0th level (refer to your class description to see what these are) and your ability scores become that of your patron. Some classes and subclasses also allow you to add an ability score modifier to your vitality at 0th level.

Classes

Class	Description	Complexity
Barbarian	A sturdy front-line fighter focused on melee combat that can shrug off most physical attacks.	Low
Bard	A versatile spellcaster that grows more powerful the longer their performance lasts and specializes in dialog and diplomacy.	Low
Druid	A shapeshifting, support-focused spellcaster in their humanoid form that may transform into a sturdy bestial hybrid form built for melee combat and can talk to animals.	Medium
Fighter	A versatile warrior that specializes in outlasting their opponents and gaining superiority through their equipment and a small set of versatile martial maneuvers.	Low
Mage	A spellcaster that specializes in one (or more) of six elemental lores that each provide unique and powerful abilities. They provide a good balance between versatility and firepower.	High
Monk	A martial artist that avoids damage using supernatural awareness and strikes enemies down with a large number of highly accurate melee attacks.	Low
Paladin	A warrior that blends the use of armor and mundane weapons with divine magic to support their allies and deliver devastating attacks against single foes.	Medium
Prophet	A spellcaster that focuses on manipulating the minds of others through their connection to the divine.	Medium
Ranger	A warrior that enhances their martial prowess with wild magic and special maneuvers. A ranger focuses on versatility and can be just as effective on their own as in a group.	Medium
Rogue	A warrior that specializes in outmaneuvering and taking down their foes one at a time. The rogue relies on a broad range of skills to outmatch their foes.	Medium
Sorcerer	A spellcaster that has a natural aptitude for a specific elemental lore that provides an unmatched amount of firepower.	High
Witch	A crafter that creates powerful magic items, potions, and wands that allow them to cast a huge variety of spells and easily swap out the spells they can cast.	High

As time passes and you explore the New World, you will naturally discover your capabilities and gain further features from your class. This progress is tracked using levels.

Starting at 0th level means that you just woke up right after the fog. You are confused and have no experience with this new world at all.

If your campaign starts long after the end of the world, or if you are joining an existing SoaNW campaign, your GM might decide to have you begin at a higher level, on the assumption that your character has already survived in the New World for a time.

Record your level on your character sheet. If you're starting at a higher level, record the additional features your patron's class provides you with at 1st level and beyond.

Proficiency Bonus

The table that appears in your class description shows your proficiency bonus, which is +2 for a 0th-level character. Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:

- Attack rolls using weapons you're proficient with
- Attack rolls with spells you cast
- Ability checks using skills you're proficient in
- Ability checks using tools you're proficient with
- Saving throws you're proficient in
- Saving throw DCs for spells you cast (explained in each spellcasting class)

Your proficiency bonus can't be added to a single die roll or another number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once. An example of this is expertise, which doubles your Proficiency Bonus when you apply it to a skill you have expertise with.

Building Astrid Turm, Step 3

Astrid's patron was a life mage, meaning that Astrid starts as a 0th level High Elf Life Mage.

4. Your New Ability Scores

Many of your abilities, even your mental ones, are influenced by the capabilities of your body. These capabilities are abstracted into six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Refer to chapter 6, Using Ability Scores to get a detailed description of each score and every skill. Each ability has a score, which is a number you record on your character sheet.

Regardless of what your current abilities are, even if you stay human, they will be replaced by those of your patron when the world reforms. Because of this, your pre-transformation abilities are irrelevant to the game.

Determine your new Ability Scores randomly using the following procedure: Roll four 6-sided dice and record the total of the highest three dice. Do this five more times until you have six numbers. If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma depending on what you feel would fit the character best. Most characters will assign their highest rolled numbers to their class's primary ability scores. Finally, assign the ability score increases provided by your race to the appropriate ability scores.

After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Low Ability Scores

If not at least one of your ability scores is a 14 or above, or at least three scores are a 12 or above, it means that you have gained the body of a child. In a world as unforgiving as the Other World, everyone acquires some skill that they are good at. Since 10 represents the human baseline (a human who has done nothing to train that ability), even a lowly farmhand will at least have a good Strength score from working the fields and an artisan who has never picked up a sword will at the very least have either a decent Wisdom or Intelligence score. If you rolled this low you can choose to play as a child. Otherwise, reroll your character.

Variant Rule: Completely Random Ability Scores

Instead of choosing a class first and then assigning your ability scores, you may roll your ability scores first and assign them in the order they are rolled. This means that the first number you determine by rolling four 6-sided dice and recording the total of the highest three dice becomes your Strength score. The second your Dexterity, the third your Constitution, etc. You then choose a class that fits the scores you rolled.

Variant Rule: Customizing Ability Scores

If your GM lets you customize your Ability Scores or allows you to choose your patron, you use the following procedure to customize your ability scores.

You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can buy, before applying racial increases. You can't have a score lower than 8.

This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes.

Ability Score Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Building Astrid Turm, Step 4

For Astrid, we roll the dice. The results are 16, 14, 13, 13, 10, and 9. Since Novi (Astrid's patron) was a life mage, we assign the 16 to her Charisma score. We then distribute the rest according to what would make the most sense for someone with Novi's background.

After applying her racial benefits (increasing Astrid's Dexterity by 2 and her Charisma by 1, while decreasing her Constitution by 1), Astrid's ability scores and modifiers look like this: Strength 10 (+0), Dexterity 16 (+3), Constitution 12 (+1), Intelligence 13 (+2), Wisdom 9 (-1), Charisma 17 (+3). This is a slightly above-average stat line, with three good scores, one average one, and one not-so-good one.

As a 0th-level High Elf, Astrid has a Hit Die of 2d8 + Con and a Vitality of 2d8 + Charisma. Her Constitution modifier is +2. This means that Astrid will wake up with 11 Hit Points and 13 Vitality. As an elf, Astrid is medium and has a base AC of 10 + her Dexterity modifier of 3. While she's not wearing armor, her AC is 13. As an elf, her speed is 10. All this is noted on Astrid's character sheet, along with the proficiency bonus for a 0th-level character, which is +2.

5. Describe Your New Self

While you are still yourself, your new body determines your looks and influences your personality. Spend a few minutes thinking about what your new body looks like, how your new form affects you, and how you will roleplay yourself. While your looks are random as well, most GMs will allow you to determine what your character looks like yourself. The following can act as a guide to help you.

Your New Looks

Once you know the basic game aspects of your new self, it's time to determine what your new body looks like. Roll a d10. The result is your Beauty Score and is a vague measure of how attractive your character is on a scale of 1-10, with 1 meaning that you suffer from below-average beauty and 10 meaning that you are amongst the naturally most beautiful specimens of your species, by the standards of your species. Your species and ethnicity determine your general appearance. Your physical Ability Scores (Strength, Dexterity, and Constitution) also have cosmetic effects on your body. Take them into account as you flesh out your new appearance.

For example, high Strength usually corresponds with a burly or athletic body, while a body with low Strength may look scrawny or plump.

A body with high Dexterity is usually lithe and slim, while a body with low Dexterity might be either gangly and awkward or heavy and thick-fingered.

A body with high Constitution usually looks healthy, with bright eyes and abundant energy. A body with low Constitution might be sickly or frail.

Your New Personality

Even though your body is completely changed, you still retain your personality and memories. However, your new mental abilities (Intelligence, Wisdom, and Charisma) can have a major effect on how you act.

If your new body has high Intelligence, you might become more inquisitive and studious and have an easier time remembering things. On the other hand, if your new Intelligence is low, you might find yourself speaking in simpler language, easily forgetting details, and having a harder time thinking logically than you did before.

High Wisdom means you can easily apply knowledge and pay attention to your surroundings. If your Wisdom is low, you might find that you've become more absent-minded, foolhardy, or oblivious.

With high Charisma, you may suddenly feel much more confident than you ever did before and naturally exude a graceful or intimidating presence. If your Charisma is low, you might come across as more abrasive, inarticulate, or timid than before the fog.

As mentioned in section 2 your new race also comes with new instincts and drives. These instincts are detailed in the description of your race. Certain classes, like the Prophet, may also influence your actions and personality.

Building Astrid Turm, Step 5

From her species, Astrid receives a slender figure, pointed ears, yellow eyes, and white hair. Even though she is still a caring person, her new elven lack of empathy will make it harder for her to feel with others. She rolled a 7 for her Beauty Score, putting her beauty well above average by elven standards. Her physical scores are all good or high, meaning that she has a muscular and athletic body with a healthy air to it. Her Intelligence score is good, meaning that she won't have any issues remembering things or thinking logically. However, her Wisdom score is rather low, meaning Astrid has below-average situational awareness and isn't too good at noticing details. Her Charisma is very high, meaning that even though Astrid was a timid and shy girl before the fog, she is now brimming with confidence. This is all noted on her character sheet for quick reference.

6. Come Together

You have now successfully created a character. Come together with your fellow survivors and GM and face the New World, or die trying.

Surviving in the Apocalypse

As time passes, you will slowly learn how to use the capabilities provided by your patron. When you first wake up, your body will immediately learn how to beat your heart and make you breathe. A few moments later you should learn how

to walk and use your limbs. Other more complex skills, such as the ability to wield spells or maneuver in combat will take more to unlock. Through dreams, you will see your patron's most important memories and as you live and survive, your experiences will help coax their latent skills into your conscious mind. This advancement is called gaining a level. To gain a level, you must earn experience until you have reached a certain threshold, detailed in the *Character Advancement* table. Unlocking a new power takes time and experimentation, it is usually not something that occurs suddenly. The next time you take a long rest, you may use the gained experience to gain a level in the class you chose as your primary class, or to multi-class.
When you gain a level, your patron's class may grant you new features, spells, ability score improvements, and many other benefits. All of these benefits are detailed in your class description in chapter 3.

Each time you gain a level, you gain 1 additional Hit Die. The type of die is determined by your species. You add the average of your hit die rounded up + the hit point bonus provided by your class + your Constitution modifier to your maximum hit points. Alternatively, you may roll the Hit Die, add your Constitution modifier and the bonus hit points provided by your class to the roll, and add the total (minimum of 1) to your hit point maximum.

You also increase your maximum vitality whenever you gain a level, as described in your species.

When your Constitution modifier or an ability modifier you may add to you vitality increases by 1, your hit point or vitality maximum respectively increases by 1, and an additional +1 for each level you have attained. For example, when Elanor reaches 8th level as a Fire Mage, she increases her Constitution score from 16 to 18, thus increasing her Constitution modifier from +3 to +4. Her hit point maximum then increases by 9.

The Character Advancement table summarizes the time or XP you need to advance in levels from level 1 through level 10, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

Time Survived	Experience Points	Level	Proficiency Bonus
0	0	0	+2
2 Weeks	100	1	+2
1 Month	300	2	+2
2 Months	900	3	+2
3 Months	2.700	4	+2
5 Months	6.500	5	+3
7 Months	14.000	6	+3
9 Months	23.000	7	+3
12 Months	34.000	8	+3
18 Months	48.000	9	+4
24 Months	64.000	10	+4

Level of Power

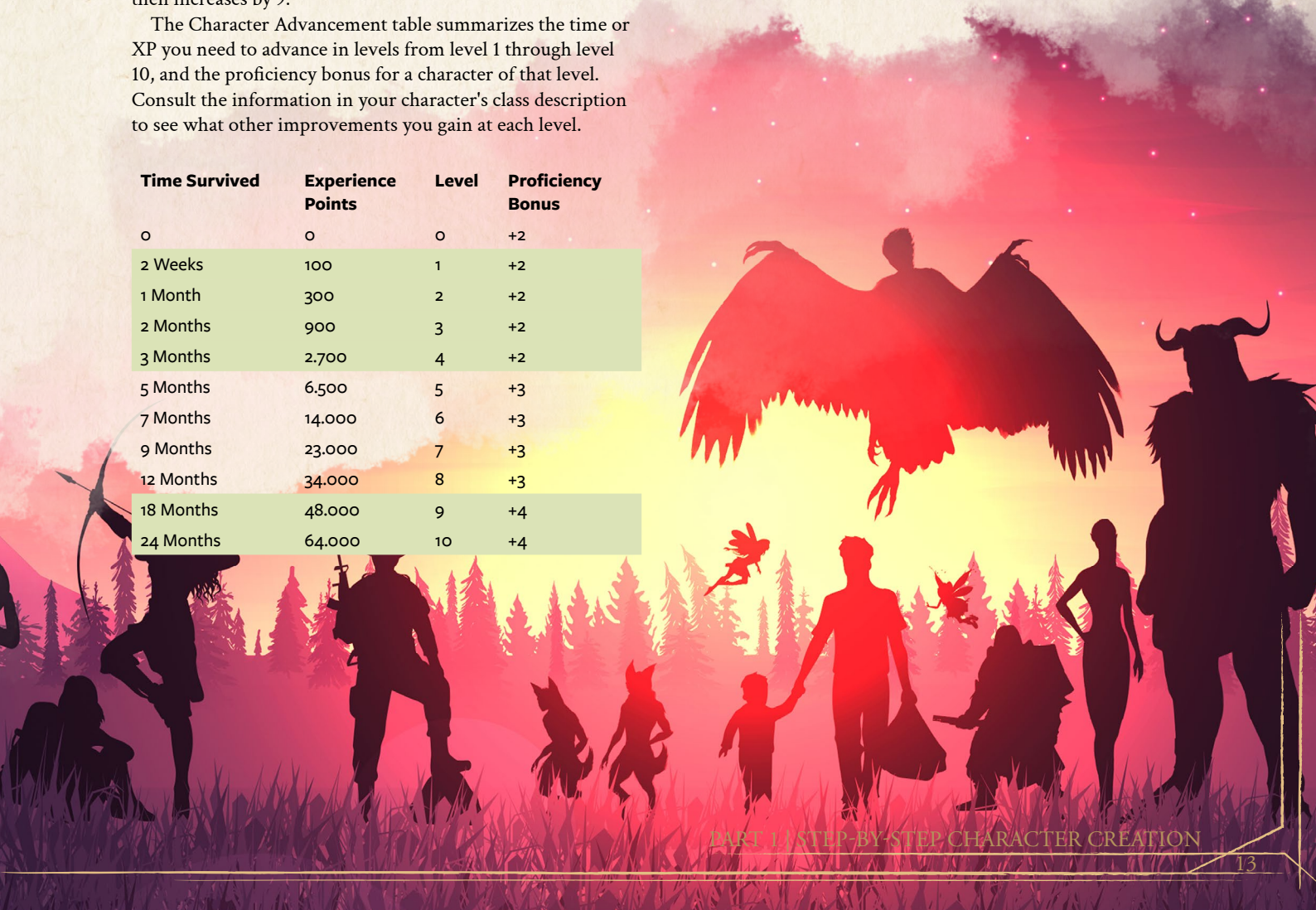
The shading in the Character Advancement table shows the four tiers of play. The tiers don't have any rules associated with them (for players); they are a general description of how the play experience changes as characters gain levels.

In the first tier (0th level), you are survivors. You were not only lucky enough to survive the initial apocalypse but also to receive the bodies of more or less powerful people from the Other World. You don't have access to any special abilities and most monsters will make quick work of you.

In the second tier (levels 1-4), you become adventurers. You slowly unlock your potential and as you gain power, just surviving poses less and less of a challenge and you can start focusing on rebuilding. The threats you face are relatively minor, usually posing a danger to your own small settlement or surrounding communities.

In the third tier (levels 5-8), you gain a substantial boost in power. Many spellcasters gain access to adept-level spells at the start of this tier, crossing a new threshold of magical power with spells such as *Fireball* and *Haste*. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. Basic survival is likely a non-issue at this point and most of you will be important members of a faction, if not its leaders. The conflicts you engage in will now affect more than just your friends and family.

In the fourth tier (levels 9 and 10) you become heroes (or villains) and have gained all you possibly can from your, as it turns out incredibly powerful, patron. You gain access to master tier spells and unlock your final and powerful class features. You are most likely at the head of a major faction and the conflicts you engage in determine the fate of entire regions.



Chapter 2: Species

The settlements of the New World are vibrant and diverse places. It is not uncommon to see a human haggling with a kobold about how many rations a homemade pistol is worth. As the human leaves the shop and walks out of the small, but fortified community he walks past the elven guard. Her yellow eyes flick onto him for just a moment, before her attention is drawn to the returning hunters approaching her. The other elf carries a dead dear, while her harpy friend lands with a quiet whoosh. The guard congratulates the other two on their successful hunt. Nearby, an orc slowly raises the wall of a house. The supervising fairy architect takes careful measures of his progress until the wall is in just the right position. On the fairy's order, a human and a kobold jump into action to secure the wall. All this happens under the watchful eye of the black dragon above. His gaze remains on his friends and family for no more than a moment, before he goes back to patrolling the landscape for potential threats.

The Other World is a racist place full of tension and hate. In the New World, however, there is little contempt between the species, for we were all human once. Whether this spirit of kinship will endure into coming generations remains to be seen.

Determining Your New Species

We are all humans. However, as the fog envelops our planet, we become nothing. The Void consumes everything, leaving only souls and echoes floating through an ethereal plane. During this time our world and another one come close. As you float through the Void, your soul either flies off into the Void, or it connects with another. This other soul becomes your patron.

It is unknown how exactly it was decided who received what patron, but it is clear that at least a few factors were taken into consideration. First of all, a sapient creature cannot become an animal or the other way around. Second, no creature is placed in an environment it cannot survive in. It seems as though creatures that lived near one another on the Other World, were also placed close to each other on earth. Whether this is because certain regions on the Other World were associated with certain ones on earth, the fog takes creature's biological needs into consideration when placing them, or some other factor, is impossible to tell.

What race and gender someone is assigned seems to be completely random, though most transformed do share certain personality aspects with their patron.

In chapter 1 *Creating Your New Self* you randomly determined your species. This chapter provides detailed descriptions for all playable species. The species detailed here are only the most common species a human living in an environment similar to Europe can be transformed into. It does not include species that are only common in other places.

Alignment Predisposition

These instincts are part of your biology and constantly nudge you towards a certain behavior and alignment, but they never control you. Most humans feel lust and are attracted to other humans, however, they are never forced to act on this lust. Giving in to it in any way is always a conscious decision, be it in a good and productive, or a destructive way. For example, elves don't instinctively feel empathy towards non-elf creatures. However, that does not mean that they can't decide to empathize with the plight of others anyway.

Man

The species of man are the dwarves, elves, giants, and humans, as well as hybrids produced between humans and the other three. All of them are different species of humans. Between them they dominated the Other World and were the most prone to grand civilization. They are also the most natural fits as Survivors, for even though they each have unique abilities, they are versatile enough to be a well-rounded Survivor.

Beast Races

The beast races are intelligent creatures that are not hominids, or diverge greatly from their fellow hominids. They include the harpies, fairies, kobolds, and merfolk. They usually have greatly specialized physiques that can make them very effective in certain situations, but they also have several great weaknesses. While they may become Survivors, they are much harder to play and to handle for GMs and should only be played by experienced players with experienced GMs.

Class Predisposition

Your species will affect your class choice later. Most species have certain ability score improvements and traits that synergize with certain classes. Many species also have certain classes that they prefer and that members of that species or ethnicity are simply more likely to choose as their vocation. You do not need to pick one of these classes, they are just what a member of that species would most likely be.

Each species' description in this chapter also includes information about their tendencies and instincts.

Acquired Species

In some cases, magical effects can alter your form utterly. Acquired species are less species in and of themselves, but more modifications that are applied to a creature through some sort of transformation or the circumstances of their birth. How exactly such a species can be acquired varies.

A creature that is applied an acquired species retains all features granted by its normal race unless the acquired species specifically states that it loses a trait or capability granted by its species. The traits detailed in the acquired species are then added on top of those provided by the base species.

An acquired species is sometimes applied after a disease-like transformation period. Unless stated otherwise, the rules that apply to diseases also apply to these transformations. As such, a creature that is immune to disease is immune to these disease-like transformations.

Most acquired species are limited to certain base species and can only be acquired by those species. Any limitations are listed in the description of the transformation. Only a species that is a valid target for the transformation effect can have that acquired species applied to it.

Instead of severity levels, a transformation has stages. These stages culminate in the final transformation.

Unlike a disease, a transformation is not cured but ended. It ends when the transformation completes. Most transformations can also be ended by Greater Cure (Channel Life V), or another effect detailed in its description without being completed. When it ends, any effects the disease-like transformation applies to a creature are removed and, if the transformation is ended because it reached its final stage, the creature permanently receives the traits granted by the acquired species now applied to it.

Species Traits

The description of each species includes species traits that are common to members of that species. The following entries appear among the traits of most races.

Ability Score Increase

Every species increases or decreases one or more of a survivor's ability scores.

Health

Every species has a certain toughness that their physique determines, called their health. Your health consists of Hit Dice and Hit Points, which are recorded here.

Vitality

Every species has a certain endurance that their physique determines. Your Vitality Dice and Base Vitality Points are recorded here.

Size

Individuals always vary in size, but always stay within a certain range that is determined by your species. Your Base Armor Class and any special rules that apply to you because of your size are detailed here.

Speed

Your speed determines how far you can move when traveling (chapter 8, Adventuring) and fighting (chapter 9, Combat).

Age

The age entry notes the age when a member of the species is fully grown, as well as the species' normal lifespan without magical interference. This information can help you decide how old your patron is and thus how old you will be. You can't know your patron's exact age, however, you can use it as an explanation for some of your ability scores. For example, if you have a young or very old patron, your new age may explain a particularly low Strength or Constitution score, while your patron's long life could account for high Intelligence or Wisdom.

Predisposition

Every species has certain tendencies and instincts that nudge them towards certain behaviors or alignments and even specific classes. All of a species' instincts, tendencies, and class preferences are summarized in this this section.

Survival

Every species has different needs. How much you have to eat, what you can eat, when you start to starve, and how long you need to sleep are all detailed here.

Ethnicities

All species have traits caused by their genetics, however, their society and place of origin also influence their capabilities and cause some minor genetic differences. These differences caused by culture are summarized as ethnicities. Members of an ethnicity have the traits of the parent species in addition to the traits specific to their ethnicity.

Dwarf

Ludwig's eyes snap open. He can feel the cold *ground against his back. His body feels stiff and numb. The sounds of the buzzing insects and chirping birds sound distant at first but quickly come into focus. The shirt that fit perfectly when he fell unconscious is now both too loose and too tight at the same time. His eyes are closed, yet somehow he feels the world around him. His palms are pressing against the ground and through them, he senses a mouse race through the grass a few paces away. He opens his eyes. The world is a flash of white, before his eyes rapidly adjust to the brightness of day. As Ludwig sits up he notices that his body feels much thicker and heftier than before. He also notices that his hair has increased in length and a thick beard covers the lower part of his face. Yet at the same time, he can feel the unfamiliar weight of breasts on his chest.*

— Ludwig's awakening in the New World

Short, vindictive, and highly resistant to toxins of any kind, dwarves can survive even the most adverse conditions. Their physiology varies wildly between ethnicities.

Short

Dwarves are short. They might be slow and run out of breath quickly, but anyone who mistakes their small form for weakness will be surprised, for it is in fact one of their greatest advantages. A strong and heavy dwarf can use their low center of gravity to throw others over their head or pull them down with their own mass. A thin and quick dwarf on the other hand can quickly outmaneuver others and even use the bulk of other creatures to disappear. Aside from that, very little can be said about dwarves in general as dwarven communities living in different environments have developed vastly different physiologies.

Dwarven skin colors range from dark brown to pale white and both their hair and eye colors are just as diverse. Both male and female dwarves grow thick facial hair. However, the maximum length of this hair for female dwarves is limited to a length of a few centimeters, while that of the males grows perpetually.

Tremor Sense

Dwarves have relatively bad eyes. Many of them are near-sighted and those who are not have their perception limited by their own cumbersome build and poor peripheral vision.

The dwarven sense of smell is perhaps the worst of any humanoid, also limiting their ability to differentiate between many flavors.

Their hearing is average, if perhaps a bit on the poor side too. However, dwarves have the unique ability to sense vibrations. As long as their hands or feet are in contact with the ground they can not only feel the presence of, but also the exact location of anything no more than a few paces away. The limited range of this capability is just far enough to encompass most rooms or underground tunnels. Wearing shoes does not prevent the use of this ability, but the more padded the footwear, the more inaccurate this sense becomes. Similar to how wearing earmuffs inhibits one's hearing. Most dwarves thus prefer to go barefoot wherever it is viable to do so and when it's not wear thin and hard-soled shoes.

SHORT. INTELLIGENT. TOUGH.

Slow Growth

Dwarves have a gender ratio of one to one, with the only exception being the mountain dwarves where seven out of eight children are female. Dwarven fertility is limited by the exceptionally long menstruation cycles of female dwarves, with around four months between every period. A pregnancy takes about 12 months.

Dwarves are born small, even for their short adult size. This makes pregnancy and birth a relatively painless affair for female dwarves but makes the small dwarves very vulnerable. They are born blind and bald. Only after a few months do they even gain the ability to open their eyes and after about 4 years they gain the ability to walk. After that initial, exceptionally difficult phase of early childhood dwarves develop rapidly and reach physical maturity around the age of twenty. They can live to be around 200 years old.

Built for Resilience

Just like the dwarven physiology varies greatly between cultures, so does what their bodies are built for. However, there are two things all dwarves are known for.

The first is their resistance to toxins. The dwarven body is extremely resistant to poison of any kind, allowing dwarves to settle in places deemed uninhabitable by others. The ability to outright ignore weaker toxins also allows dwarves to eat most plants too poisonous for anyone else, or those grown from poisoned soil.

The second is their resistance to pain. Dwarves seem to experience pain differently from most races. While it is an unpleasant sensation, it does not seem to disable them, like it does other races. For example a dwarf that has broken a rib will not stop breathing to ease the pain, but simply accept it.

Conservative Creatures

Dwarves are like stones. They resist change that is not on their own terms and are hard to damage. However, any mark made upon them will remain forever. They have excellent memories and have little difficulty committing complex patterns to memory. They rely on logic and planning to outwit their foes and are their strongest when faced head-on. Perhaps because of their own limitations, almost all dwarves despise trickery and deception (it is after all something that is very effective against them). Their good memory means that a dwarf will rarely forget something that seemed particularly unfair to them and may seek revenge many decades after the fact. These grudges are notorious and are often passed down through generations. Many dwarven families define themselves by the grudges they keep and the wrongs against them they righted over the centuries.

Dwarves have an innate tendency to form incredibly strong bonds, both with other people, objects, and even routines. Once they have discovered something they like (which can be a partner, a specific kind of food, or any other pleasure), they embrace it and will have no desire for anything else or new.

Dwarf Features

As a dwarf your short body and stout form grant you several natural abilities.

Physique

Ability Score Increase. Your Intelligence score increases by 1.

Ability Score Decrease. Your Wisdom score decreases by 1.

Size. Dwarves are from just under 1 meter (3 feet) to around 1.5 meters (5 feet) tall. Your size is Small.

Encumbrance. Your maximum encumberment equals your Strength score multiplied by 2.

Base Armor Class. 12

Speed. Your speed equals 8 meters (25 feet)

Age. You reach physical maturity around 20 and can live to be up to 200 years old.

Health

Hit Dice. Your Hit Die is a d6. You start at 0th level with 2d6 and gain an additional d6 every level.

Hit Points at 0th level. 7 (or 2d6) + your Constitution modifier.

Hit Points at Higher Levels. 4 (or 1d6) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 7 (or 2d6).

Vitality at Higher Levels. 4 (or 1d6) every level after 0th.

Survival

Night's Rest. Sleep for 8 hours and expend 2 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 14 rations to gain the benefits of a long rest.

Nutrition. You are an omnivore and require a diet that includes both meat, fruits, and vegetables. You cannot survive on any one food source (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Dwarf Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Dwarf Starvation

Hunger	Exhaustion	Hunger	Exhaustion
5	Level 1	36	Level 4
20	Level 2	44	Level 5
28	Level 3	60	Level 6

Predisposition

Dwarves tend to form strong bonds and dislike trickery, nudging you towards the lawful alignment. Dwarves feel very little natural empathy, yet at the same time tend to prefer working with others, causing you to lean towards the neutral alignment.

Special Traits

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in the Combat section).

Tremorsense. You have the ability to detect creatures by the vibrations they create in the ground upon which they tread. As long as you are in contact with a solid surface, any creature in contact with the same surface no more than 10 meters (30 feet) away is revealed to you.

Ethnicity. Your patron's ethnicity determines their looks, physiology and culture. Choose one from the options provided.

Dwarven Ethnicities

Dwarves prefer not to travel and simply wish to be left to their own devices. This has caused large differences to evolve between dwarves of different lifestyles and cultures. Two kinds of dwarves live on Verold; the halflings and the mountain dwarves. If your patron cannot be identified as one of the listed, for example, because their parents were not of the same sub-race, choose the Variant Dwarf option.

Halfling

Halflings are the most nimble, charismatic, and bravest of the dwarves. Most halflings have brown or pale skin.

Halflings benefit and suffer from a body built for agility. They stand around 1 meter (3 feet) tall and have slender figures. This, combined with the general increase in reaction times being small provides, makes them particularly quick and nimble. Despite their small size and lack of both strength and toughness, halflings have a reputation for being confident. Some would even call the fearless. Yet they are not stupid. Halflings know that they are fragile and rely on the fact that their small and thin form makes it easy to hide. Their dislike for stealth and trickery only exists when it's not them using it.

In the Other World, halflings live in or near lightly forested areas. They build their homes into the ground and set up elaborate farms. Grapes, hops, and similar vine-based plants are their specialty, as these plants can grow big enough to provide halflings working the fields cover from flying predators, but never reach sizes too big to harvest easily.

Halflings are known for two things: alchemy and elaborate parties. While their brethren in the mountains refined the art of metallurgy, they instead adapted the knowledge their ancestors stole from the crones to work with what could be gathered in their own lands. Plants were cultivated and alchemy developed. While other races have discovered the craft for themselves as well, halfling alchemists remain its undisputed masters.

All who interact with halfling communities note their love of life and upbeat attitude. The arts are well respected among them and their culture places a heavy focus on everything from literature to painting and singing. Their love for art also seeped into their alchemical practice and

Mountain Dwarf

led to the development of the magical tattoos that now define the practice.

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

Predisposition. Most halflings are bards or witches of the alchemy coven.

Alchemy Ancestry. At 1st level, you learn the *Infuse Formula I* alchemy formula. If your class gives you access to formulas, you instead learn an additional formula.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours (medium or bigger) and share a space with it. While you are sharing your space with a creature that is of a size larger than yours and not wearing medium or heavy armor, that creature has disadvantage on attack rolls against you. You may make opportunity attacks against creatures leaving your space.

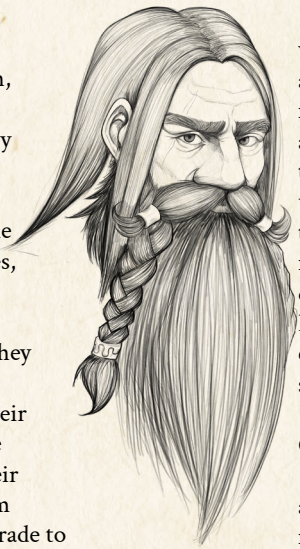
Mountain Dwarf

Mountain dwarves are the strongest of their kind. Most of them have pale skin and either light brown, blond, or red hair.

Mountain dwarves benefit and suffer from a body built for toughness. They have a short and stout physique, standing between 1 and 1.5 meters tall (between 3 and 5 feet). With broad shoulders, swole arms and legs, and usually broad and massive bodies, they are made to weather anything. From poison to physical trauma, a mountain dwarf will remain unimpressed by almost anything thrown at them; they are as hard and unyielding as the lands they live in.

As the name implies, mountain dwarves build their homes in mountains and caves. As dwarves require no sunlight to survive, they rarely need to leave their underground homes, where they are protected from most threats. Many mountain dwarf clans rely on trade to sustain themselves. From clay, copper, iron, and stone they forge items both magic and mundane to trade for food and other products difficult to obtain from the inside of their fortresses. Dwarves stole the secrets of witchcraft from the crones and the clans in the mountains refined the secrets their ancestors obtained by making use of the quality metals they had ready access to. The clans have guarded the knowledge they gained jealously ever since, only ever trading secrets with other dwarves and even then only in exchange for equally valuable knowledge. While other races have also learned the art of enchanting by now, the mountain dwarves remain its undisputed masters.

Mountain dwarves live as clans, with every clan claiming a fortress. They keep an eye on the surrounding lands, but generally tolerate smaller non-dwarven settlements, as long as they are willing to trade and do not attempt to interfere with dwarven business. Each clan has a so-called Wall of Grudges, where every slight done to the clan is hewn into stone or metal so that it may be never forgotten.



There is a strict divide between men and women in mountain dwarf society. Women are expected to master the art of enchanting magic and after reaching a certain level of skill are forbidden from leaving their fortresses, lest they be kidnapped or captured. Male dwarves usually become soldiers and leave the hold to enforce dwarven interests abroad, when necessary. At least they used to. After the dwarven intervention in the Avalanche Pass, the Destroyer cursed the mountain dwarves with the elves. Now only one in eight children is a boy, severely limiting their military might.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Predisposition. Most mountain dwarf females are witches of the forge coven, while most mountain dwarf males are fighters.

Dwarven Armor Training. You have proficiency with light and medium armor.

Stout. Your bulk increases the amount of rations you need to consume every day to survive by 1. You require 3 rations to complete a night's rest and 21 to complete a long rest.

Strong. You are considered medium when determining the weapons you can wield. You are considered medium when determining the weapons you can wield. Your maximum encumberment equals your Strength score multiplied by 4 (instead of 2).

Slow and Steady. Your bulk and low center of gravity make you hard to knock around. You have advantage on saving throws against effects that would knock you prone or move you against your will.

Variant Dwarf

While most dwarves find great comfort in the known, a few do prefer to travel and mingle with clans from different regions with different lifestyles. The most common source of interbreeding between clans comes from purposeful exchanges where men are traded between different clans to prevent inbreeding. Many halflings also decide to travel north to their mountain kin to 'help' with their curse. Of course, these offspring are then affected by it as well but the halfling bards are nevertheless almost always well received. Dwarves of mixed blood have a reputation for being even tougher than their kin.

Ability Score Increase. One ability score of your choice increases by 2 and another ability score increases by 1.

Multiethnic Toughness. Your hit point maximum increases by 2, and it increases by 1 every time you gain a level.

Elf

The forest is bright. The fog is gone, but somehow *the world looks a bit strange. A red, barely visible haze hangs over everything, but what catches her attention is the hair that is scattered among the decaying leaves and branches on the floor. The smooth threads are so blonde that they shine white in the sun. Astrid narrows her eyes. Her hair isn't white. At least it shouldn't be. She wants to touch one of the strands and raises her right hand. The limb feels stiff but moves much faster and with more force than Astrid wanted. Her stiff fingers slam into the forest floor. They are thin and long and part of a pale hand that sits on the end of a thin upper arm. The hairless skin covers thin and well-developed muscles like vacuum-packed foil and emits a red glow.*

— Astrid's awakening in the New World

Fast, confident, long-lived, and equipped with the ability to see in absolute darkness, elves are dangerous predators.

Fast and Slender

Elves possess a slender physique that is accentuated by their triangular faces and pointed ears. Through their thin skin, tight strands of muscles can be seen bulge and contract with every movement. Long and strong legs stride with large and fast steps that makes it as though they are flying over the soil beneath. Split-second reflexes and limbs that move just as fast more than compensate for the innate lack of toughness that comes from having a body made from nothing but muscle and bone.

Most elves are just below or over 2 meters in size and weigh anywhere between 80 and 150 kilograms. Males and females are about the same height, and males are only marginally heavier and stronger than females. Their skin coloration goes from the pinkish ivory of the High Elves to the smooth gold of the Common Elves and the ebony black of the Dark Elves.

Inescapable Gaze

Piercing orange-yellow irises surround their pupils. Elves see in full color. However, the cones that provide most other species with the ability to see red are instead tuned to the deep infrared. While elves cannot perceive the normal color, they instead see the heat radiated by all things in different shades of red. This infrared vision not only means that an elf can see in absolute darkness, but also that there is no hiding from those yellow eyes. To an elf, a living creature is a shining red beacon that is hard to miss, as long as they are not too far away. A downside of their infravision is that the unique way their brains process visual information makes it hard for elves to understand small two-dimensional images. As a result, all elves suffer from a form of dyslexia that prevents them from reading many languages properly. Only their own, specially formatted script circumvents these limitations.

Elves' pointed ears perceive high-pitched sounds slightly better than low ones, and a bit better from the front than from behind. In general, their hearing and sense of smell are decent.

Long Lives of Violence

Elves have an extremely skewed gender ratio where seven out of eight children are female. Both male and female elves are attracted to physical fitness, speed, and combat prowess. Female elves heavily favor males more proficient in combat than themselves, something they test in mock fights against potential partners.

Unlike those of most races, female elves don't have a monthly menstruation cycle. Instead, only an orgasm will cause an egg to be released and immediately fertilized. A pregnancy takes at least 16 months. If the mother enters a state of intense stress and/or hunger, and no more than 11 months have passed since inception, the fetus enters a sort of hibernation, during which it stops growing. It remains this way until the woman spends a week in a calm, well-nourished state.

Elves are born gaunt and vulnerable and grow slower than humans. For at least the first two years they rely entirely on their mother for sustenance, before they can start eating solid food. Most elven children learn to walk at the age of three. At this stage of their lives, they share their parent's vulnerability to starvation but lack their resistance to infection until they reach full maturity.

As children, elves can have a wide variety of hair colors, ranging from pitch black to dirty blonde. However, when they mature neither gender gains more or new hair. Instead what they already have turns a pale white. Most elves start off with only a few white strands in puberty and finally receive entirely white hair by the time they reach full physical maturity at the age of 30.

Elves that survive their childhood can look forward to lifespans of up to 300 years.

Built for Performance

Elves benefit and suffer from a body built for performance. They only need 4 hours of sleep a day and their aggressive immune system makes them all but immune to mundane infections. While their bodies are relatively fragile, their aggressive immune system is too much for most diseases to overcome. Instead of growing fur or insulating layers of fat, the elven body adapts to changing environments by aggressively regulating its body temperature. This makes them highly resistant to environmental effects. All of these features require a lot of energy and because of them, elves are ravenous creatures that require massive amounts of food to sustain their insatiable metabolism. Especially because their slender forms can't contain much in the way of energy reserves, they need a constant supply of protein and calorie-rich food. Fruits and vegetables can stave off starvation but only meat will properly fill them.

Should an elf not fully sate their body's needs, they will find that all those wonderful benefits their bodies provide them disappear and leave them as stumbling skeletons. Starvation is an elf's greatest enemy and it is indeed a formidable foe. It is the reason that, despite their long lives, few elves make it past their first century, as they either die of starvation or in battle trying to secure their survival.

Flexible Adventurers

Like the branches of a young tree, elves tend to be flexible. They bend easily and snap back into form just as quickly. They are restless and in constant search of something to do, however, few things can retain their attention for long before they move on to the next distraction. By nature elves value their freedom highly and are naturally drawn to things that guarantee it. Magic or martial arts are prime examples of such things. As predators, elves have no natural sense of empathy towards non-elves (though most elves do emphasize with other creatures by choice). This, coupled with their natural individualism, causes many elves to adopt a careless, selfish, and arrogant demeanor. Some speculate that it is because of this lack of empathy and natural individualism that elves, despite being very emotional creatures, are so resistant to magic that manipulates emotions.

Elf Features

As an elf, your special senses, fast metabolism, and pronounced hunting instinct grant you several natural abilities.

Physique

Ability Score Increase. Your Dexterity score increases by 2 and another ability score of your choice increases by 1.

Ability Score Decrease. Your Constitution score decreases by 1.

Size. Elves are from just under, to well over 2 meters (6 feet) tall and have slender builds. Your size is Medium.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 4.

Base Armor Class. 10

Speed. Your speed equals 10 meters (30 feet).

Age. You reach physical maturity around 30 and can live to be up to 300 years old.

Health

Hit Dice. Your Hit Die is a d8. You start at 0th level with 2d8 and gain an additional d8 every level.

Hit Points at 0th level. 9 (or 2d8) + your Constitution modifier.

Hit Points at Higher Levels. 5 (or 1d8) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 9 (or 2d8).

Vitality at Higher Levels. 5 (or 1d8) every level after 0th.

Survival

Night's Rest. Sleep for 4 hours and expend 4 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 28 rations to gain the benefits of a long rest.

Nutrition. You are a carnivore and as such can survive exclusively on meat. You gain some nourishment from fruits and vegetables but cannot survive on them indefinitely (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Elf Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Elf Starvation

Hunger	Exhaustion	Hunger	Exhaustion
5	Level 1	36	Level 4
20	Level 2	44	Level 5
28	Level 3	60	Level 6

Predisposition

Elves naturally prioritize freedom, variety, and self-expression, so you lean strongly toward the chaotic alignment. Constant hunger and very little natural empathy can make it hard not to become violent and selfish, nudging you towards the evil alignment.

Special Traits

Elven Health. While you are not suffering from exhaustion, you automatically succeed on saving throws against disease and disease-like transformations.

Infravision. You can see in dim light, darkness and absolute darkness within 30 meters (90 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. You can't discern color in darkness, smoke, or fog, only shades of red and are unable to see the color red outside of your infravision. You cannot learn to read any language you didn't know before your transformation, except Elvan, and can't use non-elvan skill books.

Resolute. You have advantage on saving throws against being charmed.

Ethnicity. Your patron's ethnicity determines their looks and culture. Choose one from the options provided.

Elven Ethnicities

Different circumstances have resulted in natural and social adaptations in elves separated by time, space, and culture. If your patron cannot be identified as one of the listed, for example, because their parents were not of the same sub-race, choose the Common Elf option.

High Elf

The high elves are the tallest of the elves. Their slender forms and pale skin are designed for the thick forests and tree-covered mountains in the north.In Verold, most high elves live in the mountains and deep forests of the north as clans of marauders that descend upon the Confederation during winter, plundering, killing, and burning in the vain hope that someday they may rebuild the empire they once had. As the remaining elite soldiers and nobles of these fallen republics, their ranks consist almost exclusively of mages and their militaristic culture revolves around the practice of elemental magic. These elves always focused on blending spells into fluid movements and conventional martial tactics to form completely independent warriors. A tradition that has only solidified after their fall. From the moment they learn to walk, they are trained in the ways of spell craft and how to independently survive in the wilderness they call home. Even those few elves that surrendered during the war and now live

under the Confederation's rule secretly pass on their arcane ways to their offspring.

Predisposition. Most high elves are mages of the school of the path.

Elven Weapon Training. You have proficiency with the longsword, shortsword, spear, and glaive.

Fleet of Foot. Your base walking speed increases to 11 meters (35 feet).

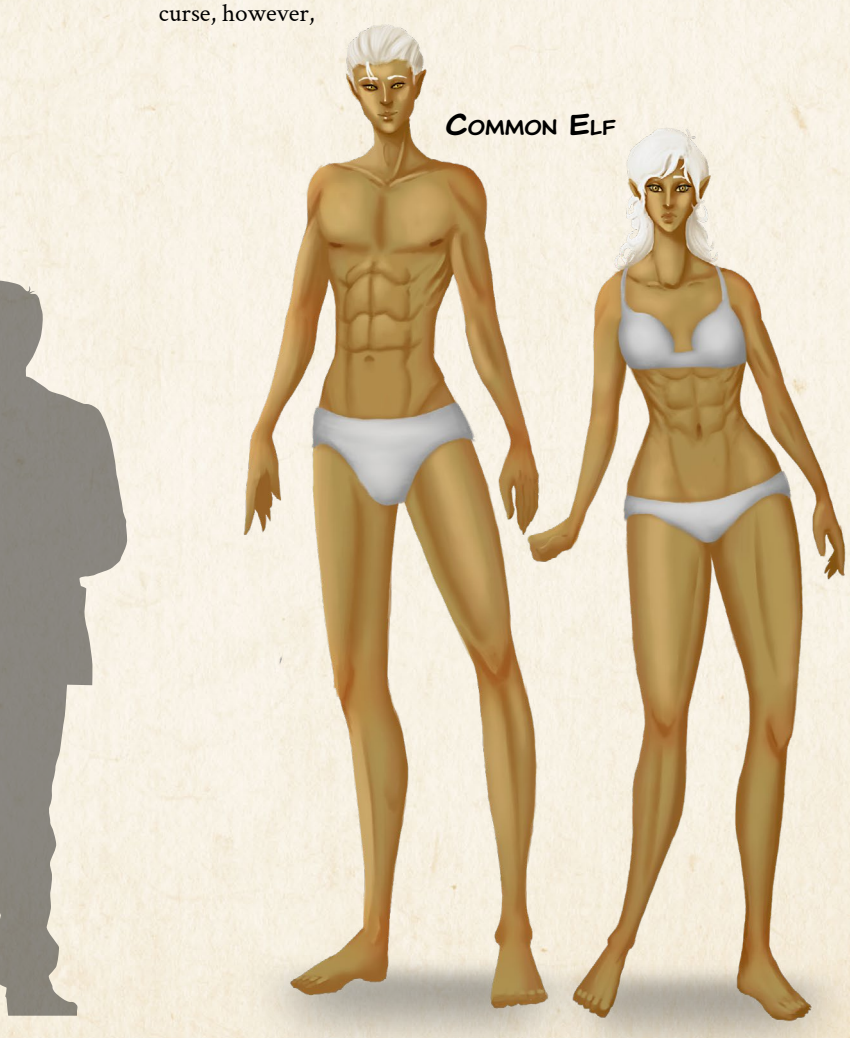
High Elf Acclimation. While not suffering from starvation, you treat cold weather as though it were pleasant and freezing cold as though it were cold weather.

Dark Elf

The dark elves are the smallest and most intellectual of the elves. In addition to slim bodies, they have uniform grey-black skin. Their slender bodies are designed to survive with less in inhospitable desert environments.

Dark elves inhabit the deserts of the deep south, where they lived in large cities. They were known for seeing magic more as a science than an art. A subject to be understood fully. When the Destroyer rose, the dark elves that inhabited the cities near the coast were already at war with the orcs in the steps. They knew many in their human populations would rebel against them when the human forces finally reached them. Most dark elves abandoned their cities, ransacked their massive academies, and either retreated into the mountains or left in a great armada towards their colonies across the sea. A few of their city-states were taken over by a new, human aristocracy that was later forced into the Confederation. The eastern regions were quickly taken over by the orcs. After many years the dark elves that remained in their homeland live as nomadic scholars that provide magical training and assistance in exchange for supplies.

The dark elves were originally not affected by the iceborn curse, however,



when news of that fact reached the north, a sort of population exchange occurred. Male dark elves traveled north to escape their more matriarchal society to find easy love, while especially female common elves sought to escape their perceived 'repression' in the new Confederation and find husbands with the dark elves both in the south or across the sea. This caused the curse to spread, as a male elf carrying the iceborn curse can still normally sire male children with an uncursed woman, but most girls born from that union will suffer the effects normally and boys will spread it further. Today there exists only a small enclave of isolationist dark elves that remains unaffected.

Predisposition. Most dark elves are mages of the school of the scholar.

Elven Weapon Training. You have proficiency with crossbows, the shortbow, and the longbow.

Survive on Less. Your daily ration consumption decreases by 1.

Dark Elf Acclimation. While not suffering from starvation, you treat scorching heat as though it were pleasant and do not require an increased amount of rations when traveling in desert environments.

Common Elf

The common elves are the most common elves. In addition to slender forms, they have a golden hue to their skin. Their bodies are acclimated to a wide variety of adverse climates and most of their ancestors are of mixed descent. Any elf without a clear elven lineage is considered a common elf.

In Verold, most common elves can be found across the south and east of Verold and inhabiting the plains and lowlands there. It is here where high and dark elf populations met as they expanded across the world. Their mixed offspring proved to be better adapted for these regions than any of their 'pure' ancestors and eventually turned into their own entire culture that spanned the south. The mixed heritage of these elves also shows in the arcane techniques they developed. The mage school of the warrior has martial aspects like the school of the path favored by the high elves but relies entirely on magic for both defense and offense, like the school of the scholar favored by the dark elves.

The southern regions of Verold are also where the lich known as the Destroyer first emerged and began his decade-long campaign to dismantle the elven republics. At that time, the two largest common elf city-states were embroiled in a war. Their armies relied on conscripted human peasant infantry to act as meat shields for the elven mages among them. As casualties mounted the resulting dissatisfaction among the human troops provided the fledgling slave rebellion with the room it needed to grow and depose the elves at its helm. With their republics smashed, many surviving elves of the south integrated into the new societies built by their former serfs but never lost the traditions that define their culture and history. Many of them created sprawling criminal underworlds. After many years of being an open secret, these elves' arcane traditions have seen a massive revival, as many governors have started using common elves extensively as magic support for their militias to cut off their reliance on the Association of Mages.

Predisposition. Most common elves are mages of the school of the warrior or spellblade rogues.

Elven Martial Training. You gain proficiency with two non-firearm weapons of your choice.

Universal Acclimation. While not suffering from starvation, you treat scorching heat as though it were pleasant. You also treat cold weather as though it were pleasant and freezing cold as though it were cold weather.

Giant

Kilian draws in a deep, heavy breath. His *consciousness slowly expands through his body until he fills it entirely. He can feel the hard asphalt against his back and slowly opens his eyes. He can see the blue sky above him. His head spins. Suddenly a roar shakes him and turns his blood as ice. Instantly alert, the young man tries to sit up. His limbs move more slowly and sluggishly. He catches a glimpse of his own body. His skin is now grey and he can feel a massive beard on his chin, as well as the weight of two horns on his head. His clothes are completely torn, as he's grown to be massive. His grey arms are extremely muscular and look a bit fat at the same time. He turns to look over his fur-covered shoulder at the monster behind him.*

— Killian's awakening in the New World

Big, strong, and tough, giants can eat grass and leaves in addition to normal food and are naturally resistant to the ravages of nature.

Big and Tough

Giants have a large and bulky physique that is accentuated by their stocky builds and powerful limbs. Fur coats their shoulders and extends down their upper back. Their leather-like skin, strong bones, and the thick, fatty muscle tissue that spans them makes giants incredibly resilient. Both to damage and the elements. Depending on the environment they live in giants may have further adaptations to resist both freezing cold and scorching heat. The natural resilience a massive body provides comes with the disadvantage that this bulk is hard to move quickly with precision and giants often have trouble performing tasks that require quick reactions.

Giants store their fat tissues in their muscles, meaning that regardless of whether they train or not, the size of their musculature increases the more they eat and deflates rapidly if they start to starve.

Most giants are between 2.50 to well over 3 meters tall. Male giants are substantially larger and stronger than their female counterparts and their heads are adorned by two horns that protrude out to the sides, then twist to point upwards.

Slow But Smart

Giants have excellent low-light vision. Their eyes are equipped with a reflective membrane behind their retina that allows them to see in near absolute darkness, though only in shades of grey. In bright light, they can see in full color and high detail, but most giants have poor hand-eye coordination. They also generally don't absorb information very quickly. However, once a giant has learned something, they will most likely remember it perfectly even after a hundred years.

All giants prefer a slow, lumbering gate where they take one small step at a time, a pace most giants can sustain for hours. However, in combat giants will make full use of their long legs and sprint at full speed. A giant can't maintain such a sprint for long, but it makes them significantly faster than most other humanoids and is a distinct advantage in combat.

Comfortably Lived

Giants are renowned for their lifelong commitment to monogamy. Once a male and female giant have chosen each other, they remain faithful and devoted for their entire lives. This is further strengthened once they have their first child together as they are rarely ever attracted to anyone else after this point. If one partner passes away, the other usually does not seek out another mate, remaining loyal to their lost love.

Interestingly, female giants have a unique reproductive cycle that occurs approximately every two months, but without the occurrence of menstruation. If pregnancy does not occur, the female's body reabsorbs the uterine lining. However, if successful, pregnancy lasts for around nine months. Giants are born small, with short and stocky limbs, long bodies, and small heads. At this stage, their bones are still only half developed and almost gel-like. It is during their first two years that they experience a significant growth spurt, relying on their mother's massive amounts of milk for nourishment. Giants reach full maturity around the age of 20. At this point, male giants develop their signature horns, which continue to grow throughout their lifespan, often requiring capping or cutting in later years. Both male and female giants also grow coarse fur on their shoulders and back. A giant can live for around a century.

Built to be Resilient

Giants benefit and suffer from a body built for resilience at the cost of speed. They require 10 hours of sleep each day. Their massive bodies also require a good deal of energy to sustain themselves. However, unlike most creatures, they can gain sustenance from greenery. They can eat and digest leaves, grass, and straw. A common food source not coveted by most other intelligent races. Despite their ability to have entirely vegan diets by eating nothing but greens and fruits, they can still supplement their food supply with meat should they choose to do so.

Provoked Hostility

Giants are like trees. Steadfast, but when their wrath is incurred it comes swiftly and with the crushing force of a falling oak. They have no hunting instincts and have a very strong sense of empathy. However, that does not mean they are pacifists. Giants know that they are just as, if not even more, dangerous than most other humanoids and will face what they deem a threat head-on. They have a natural tendency to meet other creatures they consider potential threats with intense hostility and displays of power. Intimidating a giant is almost impossible, as any show of force will only harden the giant's resolve and increase the likelihood of provoking them into an actual attack. On the other hand, if a giant believes a creature is no threat they tend to treat them with kindness and tolerance.

Giant Features

As a giant, your resilience and ability to eat greens grants you several natural abilities.

Physique

Ability Score Increase. Your Constitution score increases by 2.

Ability Score Decrease. Your Dexterity score decreases by 1.

Size. Giants are 2.5 meters (8 feet) to well over 3.5 meters (11 feet) tall and have stocky builds. Your size is Large. As a large creature, you can only wear large armor and may wield large weapons. Refer to the special rules on large equipment (chapter 5) for details.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 8.

Base Armor Class. 8

Speed. Your speed equals 12 meters (40 feet).

Age. You reach physical maturity around 20 and can live to be around 100 years old.

Health

Hit Dice. Your Hit Die is a d10. You start at 0th level with 2d10 and gain an additional d10 every level.

Hit Points at 0th level. 11 (or 2d10) + your Constitution modifier.

Hit Points at Higher LeveIs. 6 (or 1d10) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 11 (or 2d10).

Vitality at Higher LeveIs. 6 (or 1d10) every level after 0th.

Survival

Night's Rest. Sleep for 10 hours and expend 3 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 21 rations to gain the benefits of a long rest.

Nutrition. You are a herbivore, meaning you can survive on only plant matter and may eat grass and leaves. You require no daily rations during spring, summer, and autumn as long as you make time to eat plants. You may consume meat, however, you cannot survive on it exclusively (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, and there is no plant matter in the area for you to consume, increase your hunger by an amount equal to the rations not expended. Refer to the *Giant Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Giant Starvation

Hunger	Exhaustion	Hunger	Exhaustion
3	Level 1	27	Level 4
15	Level 2	33	Level 5
21	Level 3	45	Level 6

Predisposition

Giants naturally prefer to live freely and reject the rules of others, causing them to favor the chaotic alignment. They tend to meet intimidation with violence and weakness with kindness, leaning towards a neutral alignment as a result.

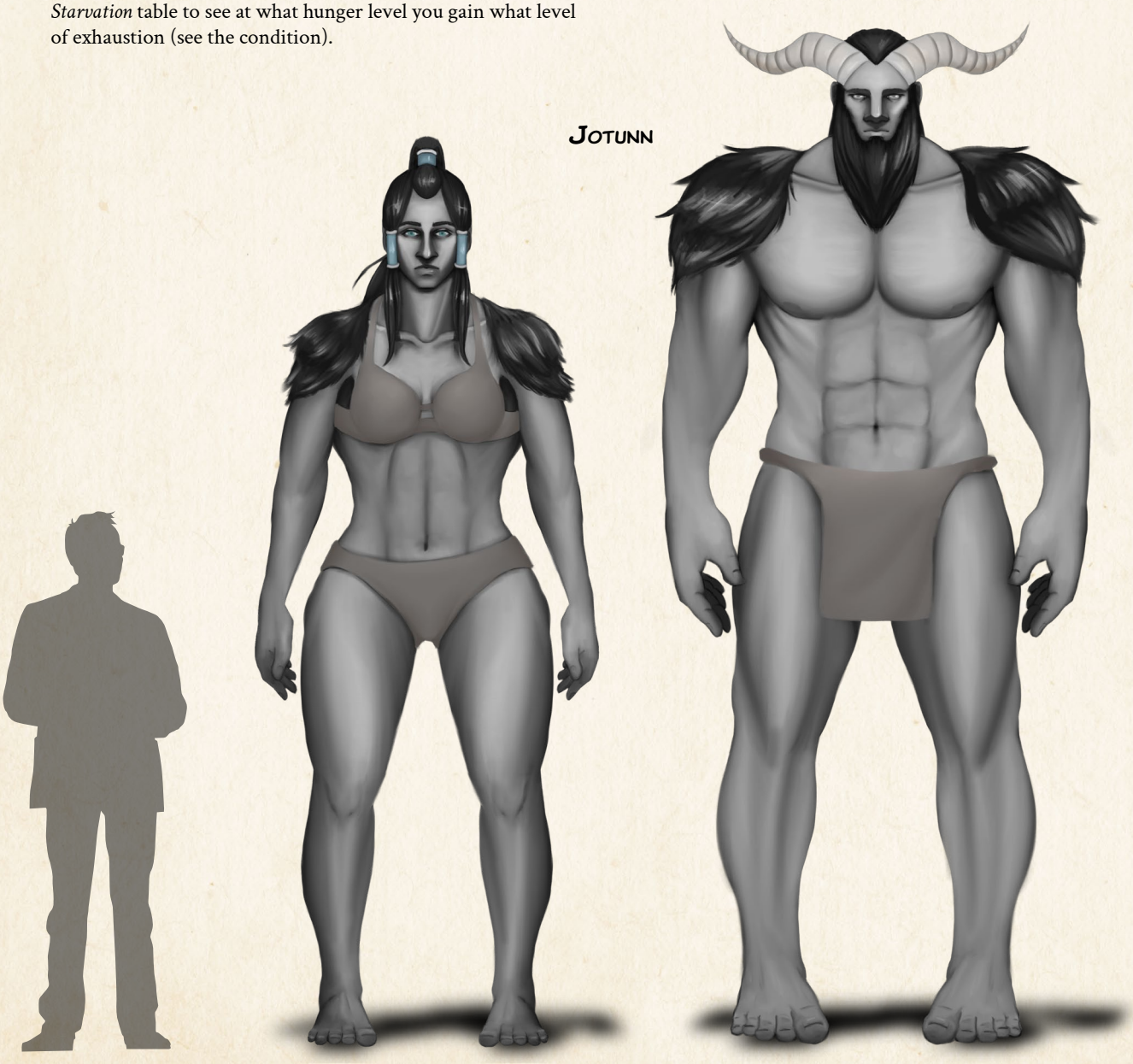
Special Traits

Brave. You have advantage on saving throws against being frightened.

Darkvision. You can see in dim light within 20 meters (60 feet) of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Herbivore. You may eat lower-quality food and thus only require half as many rations as a comparable non-herbivore (already included in *Survival*). Resting during spring, summer, or autumn does not require rations as long as there is fresh greenery to consume.

Ethnicity. Your patron's ethnicity determines their looks and culture. Choose one from the options provided.



Giant Ethnicities

Living in different environments has formed different cultures and caused certain adaptations and differences to appear. There are two such sub-races on Verold. The Jotunn and the Orcs.

Jotunn

The jotunn are the largest and most attentive of their kind. In addition to massive bodies, they have grey skin, brown or blue eyes, and pale horns. Most jotunn are between 3 and 3.5 meters tall.

In the other world, the jotunn travel across Verold and even through the Deepwood as nomadic tribes. They spend the summers in the deep north and travel south into warmer regions during autumn. Their clans usually move a little every day, eat grass, and flavor any local delicacies they can find. This way the group slowly travels thousands of kilometers over the course of a year. As they pass through mountains they purchase magic items from the dwarves to trade along the way. The dwarves on the other hand use the jotunn clans as a shipping service. The goods will take a very long time to arrive, but since it takes an army to attack a clan of jotunn, their delivery is almost guaranteed.The jotunn were the first to refine wild magic from the curse of lycanthropy and count many druids among their numbers. They share the knowledge they have gathered with others freely. With their help, the wildeborn humans were able to form the rangers. To this day the jotunn are treated with great respect by the humans of those regions. Those living further south however rarely appreciate the jotunn bands eating their way through the countryside. The Jotunn care little for things such as 'property' rights and unless they are provided with a better alternative will simply eat their fill from fields. Few are brave enough to challenge a clan and most farming communities simply pay them off with a great feast when they come by.

Ability Score Increase. Your Wisdom score increases by 1.

Predisposition. Most jotunn are druids.

Freezing Cold Acclimation. You treat cold and freezing cold weather as though it were pleasant.

Jotunn Fortitude. When you are reduced to 0 hit points but not killed instantly, you can choose to drop to 1 hit point instead. You can't use this feature again until you finish a night's rest.

Orc

The orcs are the most martial of their kind. In addition to powerful, stocky bodies they have thick, dark-brown skin, brown eyes, and brown horns. Most orcs are between 2.5 and 3 meters tall.

In the other world, orcs inhabit almost all regions of the world, usually as small tribes. Their large size means that they needn't worry about flying predators and their constitution is perfectly suited for slow and steady fieldwork in the plains, hills, or savanna.

The orcs were the first to learn how to focus their passion and fortitude into a barbarian rage. Their strategies are simple but quite hard to counter. While javelins thrown over incredible range suppress enemy missile troops and spellcasters, their own infantry uses its bulk to simply smash through enemy formations. While giants may make large targets, their toughness and low numbers make them very resistant to area-of-effect spells that the large armies dwarves and humans rely on are particularly vulnerable to. In close combat, they will then dual-wield weapons to blender enemy infantry.

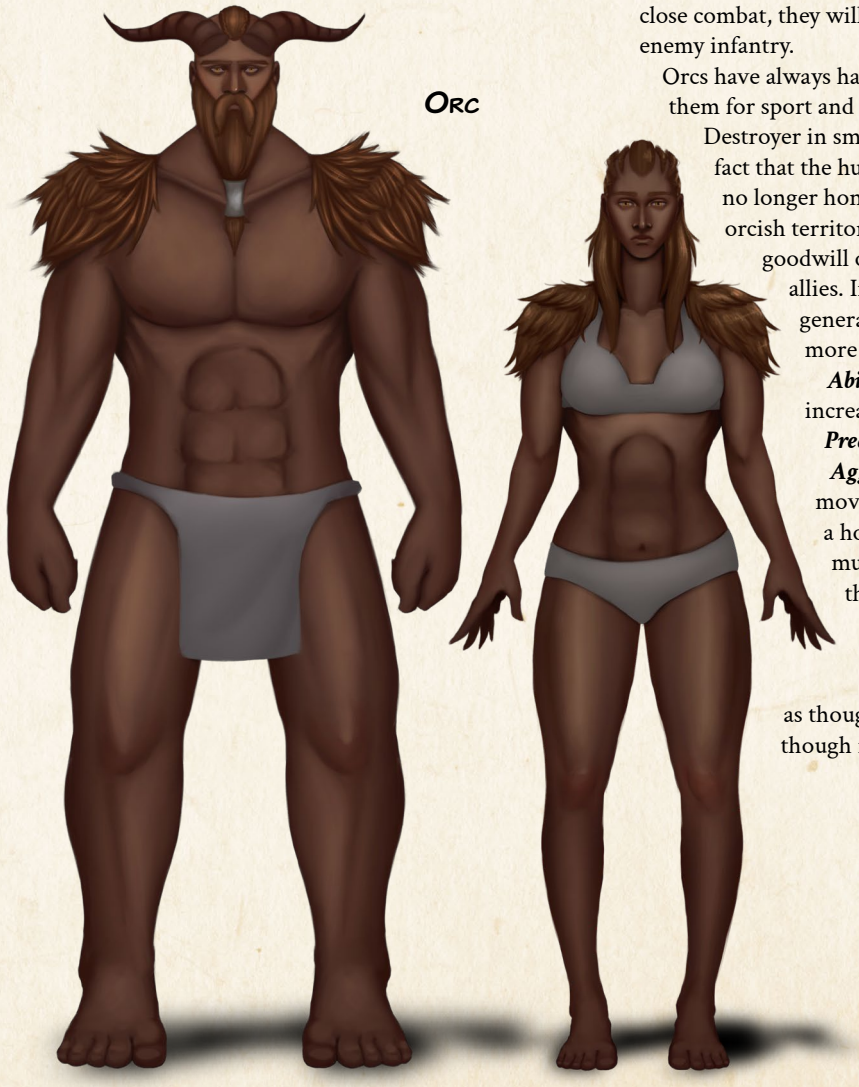
Orcs have always hated the elves, who have always hunted them for sport and food. In times past the orcs aided the Destroyer in smashing the old elven republics. The fact that the humans of the modern Confederation no longer honor this old alliance and lay claim to orcish territories is a betrayal that has turned the goodwill of most orcs into hate for their former allies. Ironically this has caused the younger generations of both races to cooperate more and more.

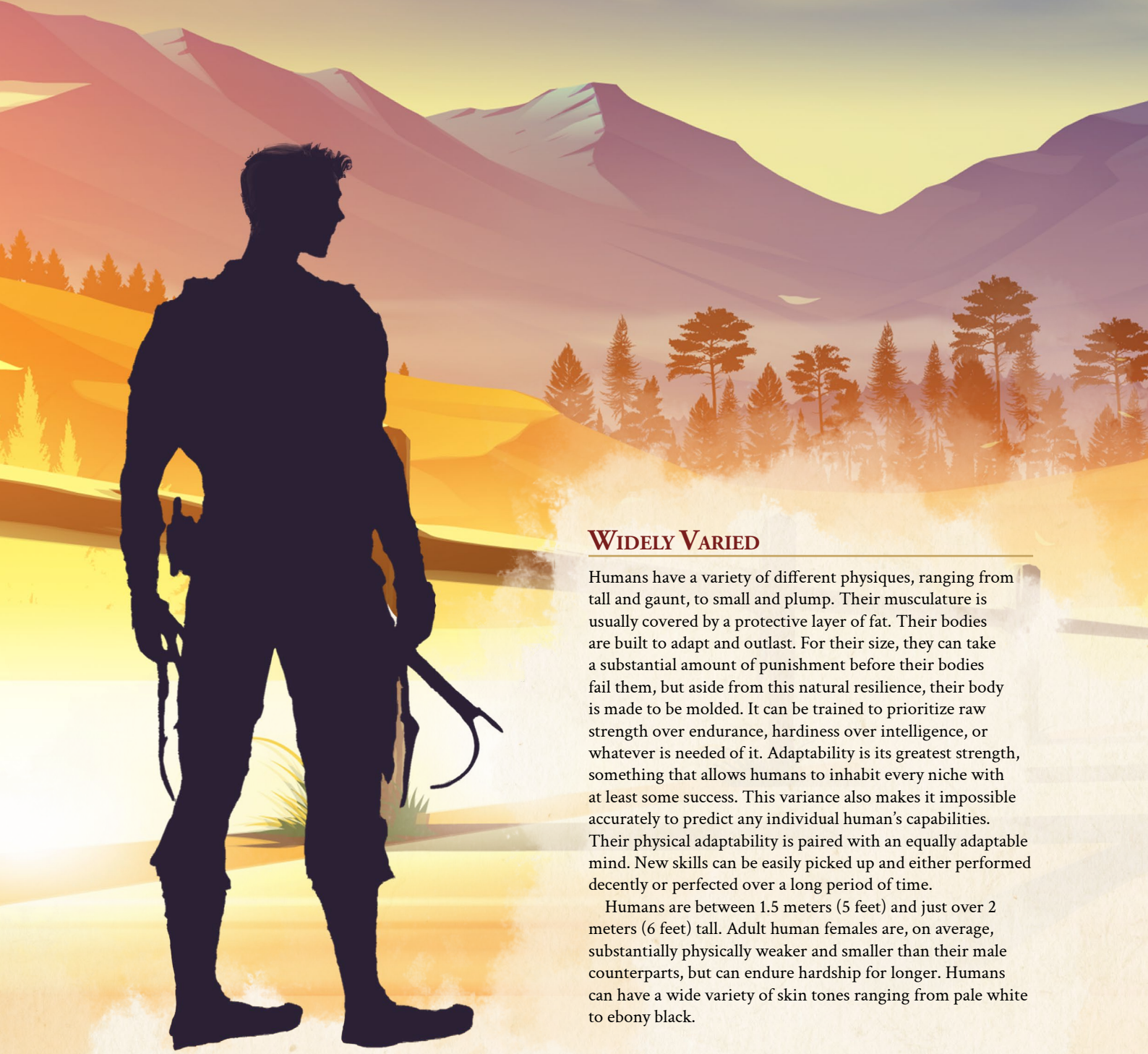
Ability Score Increase. Your Strength score increases by 1.

Predisposition. Most orcs are barbarians.

Aggressive. As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

Temperate Acclimation. You treat scorching heat as though it were pleasant. You also treat cold weather as though it were pleasant and freezing cold as though it were cold weather.





Human

Fynn's eyes snap open as he draws in a deep breath. *He feels his rifle slip away and just barely manages to grab it before it falls over the side of his hunting stand. He quickly looks around. The forest is different, but something about himself feels off as well. He feels stronger and tougher than before. His limbs move with much greater force than when he climbed this stand mere hours ago. He's still wearing the same clothes, but they no longer fit properly. The young man grabs his rifle, climbs down from his stand, and looks around. He checks his phone and when the screen remains dark he knows that something is wrong.*

— Fynn's awakening in the New World

Adaptable and unpredictable, humans have a body that can form to fit any need and a mind that is pushed towards no particular alignment.

Widely Varied

Humans have a variety of different physiques, ranging from tall and gaunt, to small and plump. Their musculature is usually covered by a protective layer of fat. Their bodies are built to adapt and outlast. For their size, they can take a substantial amount of punishment before their bodies fail them, but aside from this natural resilience, their body is made to be molded. It can be trained to prioritize raw strength over endurance, hardiness over intelligence, or whatever is needed of it. Adaptability is its greatest strength, something that allows humans to inhabit every niche with at least some success. This variance also makes it impossible accurately to predict any individual human's capabilities. Their physical adaptability is paired with an equally adaptable mind. New skills can be easily picked up and either performed decently or perfected over a long period of time.

Humans are between 1.5 meters (5 feet) and just over 2 meters (6 feet) tall. Adult human females are, on average, substantially physically weaker and smaller than their male counterparts, but can endure hardship for longer. Humans can have a wide variety of skin tones ranging from pale white to ebony black.

Keen Senses and a Keen Mind

Humans have good senses across the board. Their eyes see in high detail across a wide spectrum of colors, with good depth perception, but sub-par low-light vision. This lack of darkvision is the only real, glaring weakness in the human species that can be easily exploited by most other creatures, sapient or not. Their hearing and sense of smell are decent.

Just like all their other features, the human mind is adaptable. It can't process information particularly fast, or retain it particularly well, however, it can do both and everything else at least passably well.

Humans have a gender ratio of one to one. After puberty, humans grow coarse hair almost all over their bodies and females have a monthly menstruation cycle. This adds to human adaptability, as they can decide to reproduce whenever it is convenient, though limits their fertility up to a certain age. Human children are born after a 9-month pregnancy. They rely on their mother for sustenance for the first year and fully mature after about 20 years. After reaching around thirty, their physical capabilities and health start to deteriorate as they age. Humans can live to be up to 100 years old.

Built for Adaptability

Humans benefit and suffer from a body built for everything. As omnivores, humans can eat a wide variety of food and technically even survive on a completely vegetarian diet. As humans are unable to produce certain vitamins, they must consume fresh fruits regularly or suffer serious illness.

Humans are particularly resistant to starvation and can survive it for abnormally long periods of time, without being too crippled by its effects. Considering their size, durability, endurance, and intelligence, humans can also survive on surprisingly small amounts of energy, only increasing their survivability. In times of plenty, they can gather reserves that are then expended during times of need. This makes it easier for humans to survive dire times without their numbers substantially decreasing and once conditions become better, they are always in the perfect position to take full advantage of whatever is offered them. However, there is no niche they fill, and those who are made to live in a specific niche always outperform them.

Cooperate and Conquer

Humanity is a highly cooperative species and individuals are usually willing to endure substantial hardship for the good of the community, or some other ideal. This makes it easy for humans to form massive organizations that can act quickly and decisively. The ability to organize further strengthens and compliments human adaptability and is ultimately their greatest strength. While freedom and independence are usually sought after, most humans abandon these ideals when it is pragmatic or convenient. This ability to work together is a great strength, but can also be an exploitable weakness. Most humans as individuals are not very ambitious and are satisfied with a convenient life that satisfies their needs, as long as they are not worse off than their peers. A trait that compliments their ability to work together to create stable, large-scale societies. However, at the same time they produce extremely ambitious individuals that dedicate themselves to certain goals with supernatural zeal. This extreme variance means that there is always a human available that is ready to face whatever challenge there is.

Blank Slates

While they are often individualistic, humans always come together in times of strife. They yearn for structure and routine and to control their surroundings, yet at the same time want to be free of constraints and go against social norms. As humans naturally tend to be both individualistic, yet at the same time strive for order, they alternate between chaos and lawfulness, making them neutral. Humans tend to avoid conflict but will gladly kill other creatures and each other if it's convenient.

Humans are selfish, but empathetic creatures that usually tend to act in their own self-interest. However, they naturally empathize with the pain of others and usually dislike inflicting it. They also tend to be competitive, but usually feel discomfort when seeing others suffer and naturally want to help those weaker than themselves. As humans are constantly split towards their own selfishness and empathy they tend toward the true neutral alignment. Humans are unique in that their tendencies cancel each other out. Their instincts push them in every and thus no direction, giving them the ability to adapt to changing conditions with little effort.

Human Features

As a human your survivability and superb capability to adapt grant you several abilities.

Physique

Ability Score Increase. An ability score of your choice increases by 1.

Size. Humans are between 1.5 meters (5 feet) and just over 2 meters (6 feet) tall and have a wide variety of physiques. Your size is Medium.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 4.

Base Armor Class. 10

Speed. Your speed equals 10 meters (30 feet).

Age. You reach physical maturity around 20 and can live to be around 100 years old.

Health

Hit Dice. Your Hit Die is a d8. You start at 0th level with 2d8 and gain an additional d8 every level.

Hit Points at 0th level. 9 (or 2d8) + your Constitution modifier.

Hit Points at Higher Levels. 5 (or 1d8) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 11 (or 2d8+2).

Vitality at Higher Levels. 6 (or 1d8+1) every level after 0th.

Survival

Night's Rest. Sleep for 8 hours and expend 3 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 21 rations to gain the benefits of a long rest.

Nutrition. You are an omnivore and require a diet that includes both meat, fruits, and vegetables. You cannot survive on any one food source (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Human Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Human Starvation

Hunger	Exhaustion	Hunger	Exhaustion
8	Level 1	54	Level 4
30	Level 2	66	Level 5
42	Level 3	90	Level 6

Predisposition

As a human you love self-expression, yet also need structure in your life causing you to tend both toward the chaotic and the lawful alignment. Humans feel empathy and usually don't want to cause other creatures harm, yet are also selfish and as much prone to random acts of kindness as sadism. As a human, you tend towards the true neutral alignment.

Special Traits

Human Endurance. Increase your starting vitality by 2 and the vitality you gain every level by 1 (already included in *Vitality*).

Ethnicity. Your patron's ethnicity determines their looks and culture. Choose one from the options provided.

A New Old Body

When you remain human, your body is reassembled mostly as it was before the fog. Regardless of your patron's gender, you will retain your old gender and most of your looks. However, as the capabilities of your body are altered to fit those of your patron, you may still experience massive changes to your physique. For example, a terminally ill obese man who has a strong female barbarian as his patron will remain a man but will find his form altered to be as athletic and healthy as that of his patron.

Human Ethnicities

Different environments cause different cultures and adaptations in humans to emerge.

Border Lords

In ships or caravans, these people travel across the world. From sanctuary to sanctuary they go, spreading the will of their gods in exchange for divine blessings and boons. They originally hail from the deep south, however, due to their openness and tendency to adopt the children of slain foes, they have heavily mixed with other groups and cultures in their travels. Still, most border lords have brown skin.

The only places these folk settle are where a divine sanctuary is found and then only to guard the sacred site against desecration. They are known for their use of divine magic and the chaos they spread wherever they go. Family and personal honor are central to border lord society. Most either serve a god directly as a prophet of that god's church or the community through a paladin order. The border lords actively hunt all things undead and have always despised the elves, who many of them see as forsaken by the gods or demonic in nature, due to their resistance to divine influence. This animosity has cooled somewhat since the fall of their empire, as the Confederation and its lich-emperor provided a new foe.

Ability Score Increase. Your Charisma score increases by 1.

Predisposition. Most border lords are paladins or prophets.

Divine Mission. You gain proficiency in the Performance and Persuasion skills.

Campestrians

These men are the most attentive and peaceful of their kind.

The campestrians serve their draconic masters with incredible zeal. Some campestrians are governed by lords, some by councils or parliaments. All of them are ruled by dragons. Their societies are built around their flying overlords and are made to bend around their wills. They craft them commodities and construct their masters beautiful lairs and monuments. In exchange, the dragons keep their lands safe and defend them in times of war. Their strongest warriors are those who protect those they serve. It is tradition that humans wield no weapons in the presence of a dragon and these warriors are no exception. They fight with nothing but their bodies and guard their masters with supernatural awareness. However, in recent times, dragons have begun using spellcasting riders to increase their own effectiveness in combat, spawning a whole new cast of dragon rider mages.

Ability Score Increase. Your Dexterity score increases by 1.

Predisposition. Most campestrian warriors are mages or monks.

Artisans. You gain proficiency in the Acrobatics and Insight skills.

Confederates

These men are the strongest and most militant of their kind.

Under the leadership of a man turned lich, these folk freed themselves from their masters and ground the elven empire into dust. From its ashes rose the Confederation and tore across the land. Despite his defeat at the Avalanche Pass, the emperor's presence ensured the loyalty of the city-states that formed the Confederation, until recently. Even without their undying lord, the legions march forth to conquer and defend, while at home the common folk toil to support their state. Over all this watches the unblinking eye of the Association of Mages with their scribes, magisters, and enforcers. The unity provided by a single lord has caused trade and enterprise to flourish, and allowed many commoners to accumulate vast fortunes. The people of the Confederation took their place in the world by force and as they move into the future, those that stand before them will join their ranks or fear their marching feet.

Ability Score Increase. Your Strength score increases by 1.

Predisposition. Most confederate humans are fighters or mages.

Legion Training. You gain proficiency in the Athletics and Persuasion skills.

Desert Folk

These men are the most intellectual and artistic of their kind.

After their arrival in the Other World, humans settled on the coasts of the great desert. The sun scorches these lands free of monsters and those few horrors that can survive the endless dunes of sand are easily kept at bay with walls of stone. Some of these humans lived as nomads, but most joined the elves in their great cities of stone. The elves here had developed a vibrant culture of artistry and commerce which they readily incorporated the new arrivals into. Once the elven empire fell the elven aristocracy fled and were replaced by human kings. They did not expect an attack from their brothers, now that the elves were gone. They were wrong and without an effective military, they were forced to join the Confederation. The kings of the sands became governors of the lich now called a god emperor and their prosperity increased within the union. Yet they still plot and scheme, ready to purge themselves of their new ruler when the opportunity arises.

Ability Score Increase. Your Intelligence score increases by 1.

Predisposition. Most desert folk humans are fighters or rogues.

Universal Education. You gain proficiency in the History and Investigation skills.

Nords

These men are the toughest and most enduring of their kind.

The nords live in the forests and tundras of the deep north. Their lands are inhospitable and winters are even longer than in other regions. While the Other World's long years mean that the few really warm weeks of the year make it possible for many hardy plants to populate those regions, the humans of these regions have to endure long periods of extreme scarcity, broken by periods of plenty. To help them through those times of need, many set out in ships to sail the oceans, either as traders or as raiders. They are built for enduring the harsh conditions of their homelands and the equally bad conditions on the high seas and bolster their forces with witchcraft.

Ability Score Increase. Your Constitution score increases by 1.

Predisposition. Most nord humans are barbarians or witches.

Northern Star. You gain proficiency in the Intimidation and Survival skills.

Wildeborn

These men are the wildest, most in tune with nature of their kind.

Most of the Other World is covered in endless, primeval forests and the wildeborn are those humans that inhabit these wild lands. The long years mean that these regions have long and warm summers and suffer from equally long and freezing winters. This kind of environment breeds many dangerous predators and the abundance of plant life provides the perfect environment for small enclaves of dryads. However, the marshes are also breeding grounds for insects and the diseases they carry, especially during the warm summers. The humans that inhabit these lands must navigate these dangers and the land itself. They usually live in small, fortified villages, surrounded by fields, that have no overarching government. All of these people train as warriors, relying on spears, bows, and arrows to defeat the horrors of the dark forests. Despite their lack of a central government, they have a group of elite fighters that is famous even beyond their wild lands. These rangers train in secluded places. Bolstered with magical weapons and potions, they wander along the path. It leads them from place to place where they assist the secluded communities with everything from particularly dangerous monsters, ailments, adjudication, and keeping the gene pool from becoming stale.

Ability Score Increase. Your Wisdom score increases by 1.

Predisposition. Most wildeborn are rangers or witches of the alchemy coven.

Wilderness Survival. You gain proficiency in the Survival and Medicine skills.

Variant Human

Humans travel far and wide and there is much overlap between different human societies. Humans of mixed heritage or that are part of smaller groups not large enough to be considered an ethnicity make up a substantial part of the Other World's human population.

Ability Score Increase. An ability score of your choice increases by 1.

Skill. You gain proficiency in one skill of your choice.

Half-Humans

Among the many humanoid species that inhabit the Other World and the New, hybridization between different species is possible, but it is limited to humans and specific races like elves, dwarves, and giants. The physiology of these species shares enough similarities that interbreeding is possible, resulting in hybrid offspring with unique combinations of traits. However, most hybrids are sterile due to the genetic differences between their parents' species. The rare exceptions are the result of genetic mutations that allow for fertile offspring. Due to the rare nature of these mutations, these hybrids will usually have children with a pure-blood, mixing trace amounts of other species into the gene pools of some species, which makes future hybridization more viable. Half humans that wish to have their own children also have the option of copulating with a wildling, which can almost always be successful. Female hybrids also have the option of having a changeling child.

Humanity's endurance and adaptability are its most dominant traits and all hybrids share this efficient physiology. This rarely leaves any opportunity for other specie's traits to modify the diet or sleeping requirements imposed by the human nature.

Half-Human Features

As a hybrid human, your human heritage forms the basis of your biology and provides you with the following traits regardless of your non-human parent.

Physique

Ability Score Increase. An ability score of your choice increases by 1.

Size. Half-Humans are between 1 meters (3 feet) and just below 3 meters (10 feet) tall, depending on the species of their non-human parent. Your size is Medium.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 4.

Base Armor Class. 10

Speed. Your speed equals 10 meters (30 feet).

Health

Hit Dice. Your Hit Die is a d8. You start at 0th level with 2d8 and gain an additional d8 every level.

Hit Points at 0th level. 9 (or 2d8) + your Constitution modifier.

Hit Points at Higher LeveIs. 5 (or 1d8) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 11 (or 2d8+2).

Vitality at Higher LeveIs. 6 (or 1d8+1) every level after 0th.

Survival

Night's Rest. Sleep for 8 hours and expend 3 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 21 rations to gain the benefits of a long rest.

Nutrition. You are an omnivore and require a diet that includes both meat, fruits, and vegetables. You cannot survive on any one food source (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the Starvation table of your non-human parent to see at what hunger level you gain what level of exhaustion (see the condition).

Special Traits

Hybrid Endurance. Increase your starting vitality by 2 and the vitality you gain every level by 1 (already included in Vitality).

Non-Human Heritage. Your patron's non-human parent determines their looks and broader physiology. If a trait, ability, or prerequisite requires you to be a specific species you are eligible if either of your parent species would fulfill requirement. Choose one from the options provided.

Nonhuman Parent

The species of the nonhuman parent grants the hybrid several traits on top of what their human side provides. Humans can hybridize with dwarves, elves, and giants. The traits each hybrid provides are listed below.

Dwarf-Human Hybrid

Human-Dwarf hybrids, often referred to as "Dwarman" or "Halfdwarves," result from the union between a human and a dwarf. These hybrids have the facial hair of their dwarven parent, with both genders having a beard, making them easily distinguishable from purebred humans. However, aside from this feature, they are difficult to tell apart from short and stout humans. Most halfdwarves are typically between just over 1 meter (3 feet) to a little over 1.5 meters (5 feet) tall, and inherit their dwarven parent's resistance to poison and their ability to navigate by vibrations. On average, they also tend to live slightly longer than purebred humans. While halfdwarves are usually sterile due to the genetic differences between humans and dwarves, there are rare cases where they can reproduce with humans, dwarves, or even with each other.

In the Other World, halfdwarves are quite rare, especially in dwarven communities due to how difficult it is for a dwarven woman to give birth to a halfdwarf baby, due of the size of its head. In mountain dwarf society, the treatment of those few halfdwarves that are born depends heavily on their clan. Some clans outright kill any halfdwarf children, while others accept them readily into their society. Halfling and human communities, on the other hand, are usually quite accepting of these hybrids, seeing them as unique individuals with the potential to bring together different cultures and perspectives.

Ability Score Increase. Your Intelligence score increases by 1.

Age. You reach physical maturity around 20 and can live to be up to 150 years old.

Predisposition. Your dwarven heritage intensifies the lawful tendencies of your human side and causes you to tend towards a lawful alignment. Aside from that the neutral alignment predispositions of your parents complement each other.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in the Combat section).

Tremorsense. You have the ability to detect creatures by the vibrations they create in the ground upon which they tread. As long as you are in contact with a solid surface, any creature in contact with the same surface no more than 10 meters (30 feet) away is revealed to you.

Halfdwarf Starvation

Hunger	Exhaustion	Hunger	Exhaustion
6	Level 1	45	Level 4
25	Level 2	55	Level 5
35	Level 3	75	Level 6

Elf-Human Hybrid

Halfelves are the result of unions between elves and humans, possessing a unique blend of elven grace and human versatility. They inherit pointed ears from their elven parent and share their agility, while also having the endurance and adaptability of humans. Halfelves are often difficult to distinguish from humans, with only yellow streaks in their irises and slightly pointed ears making them different from a particularly athletic human. Halfelves are exclusively female and while they can have children with both male humans and elves, such unions will always produce female halfelves.

In the elven communities of the Other World, halfelves are often viewed as lesser versions of elves by the wild elves, worthy of scorn and derision. However in the cities they are more common, as taking a human partner and having halfelf children is often preferred to raising a family alone.

Human communities tend to be much more accepting of halfelves, though many also view them as impure. In fact, some humans view them as a great boon to their bloodline, as the infusion of elven blood counteracts humanity's greatest weaknesses: its inability to see in the dark by granting halfelves elven infravision and a humanity's relatively short lifespan by almost doubling it. There are even those who believe that halfelves are a superior version of humans. In secret, they work on creating the perfect blend of man and elf that has the benefits of its elven heritage, but is still capable of creating a stable bloodline.

Ability Score Increase. Your Dexterity score increases by 1.

Age. You reach physical maturity around 25 and can live to be up to 200 years old.

Predisposition. Your elvish side amplifies the side of your human nature that yearns for self-expression and freedom, causing you to tend towards the chaotic alignment. Your human side provides you with a natural sense of empathy, making it easier to overcome the selfish tendencies of your elven side, causing you tend towards the neutral alignment.

Infravision. You can see in dim light, darkness and absolute darkness within 30 meters (90 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. You can't discern color in darkness, smoke, or fog, only shades of red and are unable to see the color red outside of your infravision. You cannot learn to read any language you didn't know before your transformation, except Elvan, and can't use non-elvan skill books.

Resolute. You have advantage on saving throws against being charmed.

Halfelf Starvation

Hunger	Exhaustion	Hunger	Exhaustion
6	Level 1	45	Level 4
25	Level 2	55	Level 5
35	Level 3	75	Level 6

Giant-Human Hybrid

When born to a jotunn, a human-giant hybrid is referred to as a "Goliath," while their orcish counterpart is known as a "Halforc." However, the general term "Halfgiants" is often used to refer to all kinds of giant hybrids.

Thanks to their giant lineage, halfgiants possess impressive size and strength. Their robustness and temperament also come from their giant side, but they also inherit the adaptability and versatility of humans. Although they often resemble massive humans, they possess heavily pigmented and thick skin, which is a distinct characteristic inherited from their giant lineage. While male halfgiants typically do not develop horns, some may develop a thick brow from which the horns would usually grow in a full-blooded giant. Standing between well over 2 meters (6 feet) to just under 3 meters (9 feet) tall, their thick bones and natural musculature make them appear smaller from a distance but all the more imposing up close. Despite their giant blood, halfgiants are unable to digest grass. Although most are sterile due to the genetic differences between humans and giants, there are rare cases of halfgiants reproducing with humans, giants, or even with each other. When born to a human mother, the birth of a halfgiant is similar to that of a pure-bred human child.

In the Other World, halfgiants are rare but are perhaps the most common hybrid. Due to the alliance between the confederate humans and the orcs, there was a substantial amount of crossbreeding. Halfgiants are highly valued as mercenaries in both communities. For giants, a halfgiant can access areas they are too large for, while remaining cable of keeping up with other giants. For humans they provide abnormal strength and bulk. Thanks to their on average impressive physical attributes, and their lack of fertility makes them popular as short-term partners with both humans and giants. While most halfgiants live in human communities, giants are generally also indifferent to relationships between humans and giants.

Ability Score Increase. Your Strength score increases by 1.

Age. You reach physical maturity around 20 and can live to be around 100 years old.

Predisposition. The general freedom oriented outlook of giants and their heard instincts combine with your human ones, causing you to tend towards a chaotic alignment. The tendency to meet violence with violence and kindness with kindness of your giant side compliments the same human tendency and causes you to strongly favor the neutral alignment.

Brave. You have advantage on saving throws against being frightened.

Darkvision. You can see in dim light within 20 meters (60 feet) of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Halfgiant Starvation

Hunger	Exhaustion	Hunger	Exhaustion
6	Level 1	40	Level 4
22	Level 2	50	Level 5
31	Level 3	66	Level 6

Harpy

Kathrin snaps open her eyes. She sees the sky as a *blurred blue mess through her glasses. The metal frame is pressing against the side of her skull, but it feels dull, as though there is some sort of fabric covering her head. Behind her, the young woman can feel the cold, hard touch of the parking lot pavement against her back. She tries to move her arms and immediately realizes that her fingers feel stretched and heavy. As she lifts them to take off her glasses it's as though she's moving large fans. Her hands completely block out the sky. She fingers for her glasses and pulls them away with her thumb and index finger, both of which feel way too long.* She stifles a scream. Her body is covered in brown *feathers. Her hands are large wings and her body more resembles a bird than that of a human.*

— Kathrin's awakening in the New World

Harpies are humanoids with feathers, dexterous claws on their legs and wings instead of arms. Their eyes are excellent and their voices unmatched.

Avian Folk

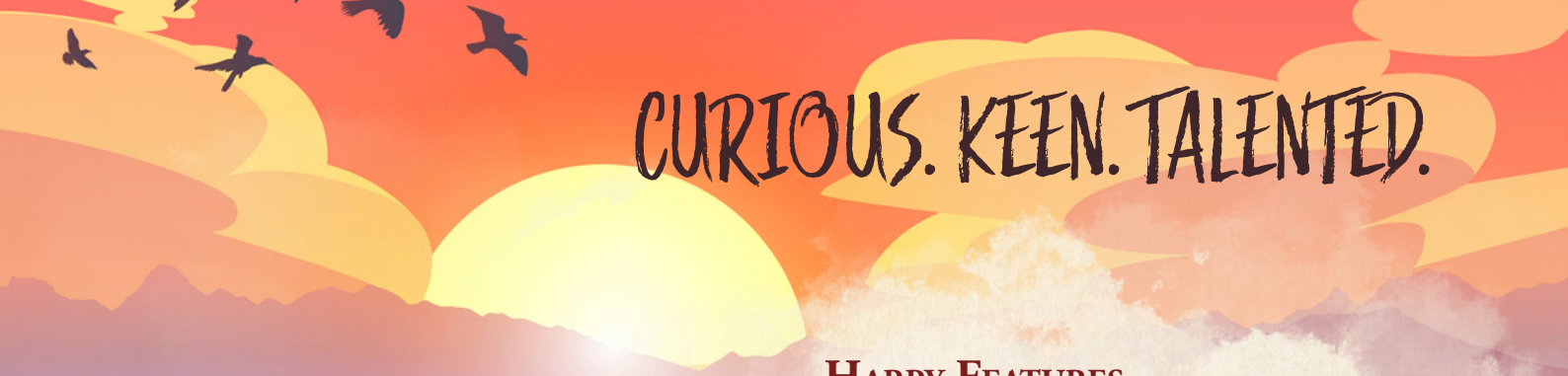
Harpies have humanoid bodies, with large chests and big wings instead of arms. Their body is covered in feathers that can have a variety of different colors but usually range from white to brown. Their shins and feet are naked and from them extend sharp, dexterous claws that can be used to grab prey and manipulate objects. These claws are more like hands, with several joints each and a wide range of movement. Since their shin is so long, they can reach up to their face. In addition to these claws, harpies have a long and strong thumb and a shorter index finger in the middle of their wings that is usually used to hold on to things or manipulate objects while on the ground.

The wings of harpies are relatively small when compared to their body, but are flexible. This makes long-distance sustained flight taxing since the harpy can't glide without constantly generating more lift by beating their wings. It does however allow for fast and precise maneuvering. By closing their wings halfway and beating them with high frequency, a harpy can even temporarily hover almost in place for a few seconds.

Mimicry

Harpies are equipped with very good eyes and ears. As long as there is enough light, they can see in high fidelity over vast distances. They are smart, though their minds focus more on processing information quickly than it does on understanding it. They are great at thinking on their feet and very perceptive, however when it comes to logical thinking and making complicated deductions they usually fall short.

Harpies can hear and produce very high sounds. Their ears are covered by feathers, but extend down and to the back of their heads. Their voices are universally considered beautiful, as even without any training at all they can modulate it well. While they often have trouble recalling events and pictures harpies can memorize sounds and reproduce them next to perfectly with ease.



Feathered Mammals

Despite their appearance, harpies are mammals with an equal amount of males and females. Young harpies are born featherless and first grow fluffy grey or brown feathers with bright spots. They learn to fly between the age of three and four. When they reach puberty after the age of 14 the last of their fluffy feathers are replaced with their smooth and colored adult coats. Females have a monthly menstruation cycle and carry children for 9 months before birth. Harpies fully mature after about 20 years. After reaching around thirty, their physical capabilities and health start to deteriorate as they age.

A harpy can live for up 100 years.

What color and kind of feather coat is considered attractive varies between harpy communities, but all of them love singing and find strong and beautiful voices attractive.

Built for Flight

Harpies are lightly built and can survive on little. However, they are dependent on a constant supply of food. Harpies can eat almost everything, from roots and berries to animals they kill. They are however by nature predators and prefer the taste of meat to that of other food.

Harpies are social creatures. In the Other World groups of them would often swarm potential prey. Using their voices they would lure victims into the open and then either attack them directly or preferably pull them off a ledge to fall to their deaths.

Harpies require 8 hours of sleep per day. Even while asleep their talons can retain a grip, allowing them to sleep upright on a perch.

Unleashed Talent

Harpies are attentive and pay attention to everything that's happening around them, including what other humanoids are doing. They can almost be called nosy. From above they watch what the creatures below do and few harpies have a problem circling an interesting area, or sitting in a good vantage point for hours waiting for something to happen. Their patience and ability to spot details are natural. Despite their patience, most harpies dislike thinking and deliberating for very long. When a problem appears, they act quickly and decisively by nature and whether that decision was right or wrong will probably be realized later, or ignored completely.

Harpies have an innate passion for song and the ability to easily memorize and mimic almost any sound makes them excellent musicians. Few harpies will miss an opportunity to show off their vocal skills.

Harpy Features

As a harpy, your wings, keen eyesight, and unique physique grant you several natural abilities.

Physique

Ability Score Increase. Your Charisma score increases by 1. Your Constitution score decreases by 1.

Size. Harpies are from around 1.5 meters to 2 meters tall. Your size is Medium.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 4.

Base Armor Class. 10

Speed. Your speed equals 6 meters (20 ft.).

Flight. You have a flying speed of 15 meters (50 ft.). To use this speed, you can't be wearing medium or heavy armor.

Age. You reach physical maturity around 20 and can live to be to be up to 100 years old.

Health

Hit Dice. Your Hit Die is a d8. You start at 0th level with 2d8 and gain an additional d8 every level.

Hit Points at 0th level. 9 (or 2d8) + your Constitution modifier.

Hit Points at Higher LeveIs. 5 (or 1d8) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 9 (or 2d8).

Vitality at Higher LeveIs. 5 (or 1d8) every level after 0th.

Survival

Night's Rest. Sleep for 8 hours and expend 3 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 21 rations to gain the benefits of a long rest.

Nutrition. You are an omnivore and require a diet that includes both meat, fruits, and vegetables. You cannot survive indefinitely on any one food source (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Harpy Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Harpy Starvation

Hunger	Exhaustion	Hunger	Exhaustion
5	Level 1	36	Level 4
20	Level 2	44	Level 5
28	Level 3	60	Level 6

Predisposition

As a harpy you are emotional and tend to act quickly and decisively, causing you to tend toward the chaotic alignment. Many harpies come across as arrogant and aloof, but you probably won't actually feel that way. You have predatory instincts, but an innate need to cooperate with others. As such you have an innate tendency toward the neutral alignment.

Special Traits

Keen Eyesight. You are proficient in the Perception skill. If you are already proficient you double your proficiency bonus instead (expertise).

Mimicry. You can attempt to mimic any sound you've heard, or the voice of a creature you heard speak for at least a minute. If you succeed a Performance check against a creature's passive perception that creature can't tell the sound is an imitation.

Natural Talent. You are proficient in the Performance skill. If you are already proficient you double your proficiency bonus instead (expertise).

Talons. You can use the talons on your feet as hands while in flight and the fingers on your wings while on the ground. Your unarmed attacks deal 1d4 slashing damage and have the finesse property.

Ethnicity. Your patron's ethnicity determines their looks and culture. Choose one from the options provided.

Harpy Ethnicities

Different environments and survival tactics have caused physiological differences to emerge between different harpy cultures. There are two such subraces in Verold: the common and northern harpies.

Common Harpy

Common harpies are tall but have slender and light builds.

The common harpy inhabits the warm south and central parts of the Confederation, as well as all warm coastal regions. Their songs shake many people out of bed in the early mornings, though most confederate cities have laws against their public performances. While many citizens would love to get rid of these 'arrogant animals' and consider them no more than beasts, harpies are the go-to messengers in the Other World. They can traverse large distances quickly and do so gladly for a bit of pay.

Harpies have no real kingdoms of their own. They rarely settle and usually migrate between the settlements of other races, with their own parallel societies. Common harpies dominate the art communities of every race that accepts their presence. The precision with which a harpy can modulate their voice can only be approached by merfolk and no human or elf can hope to beat them. Thanks to their surprisingly dexterous talons harpy artists travel around the world, creating wonderful artworks that include everything from paintings to statues. The wide range of movement also makes it possible for them to wield bows and similar weapons.

Both male and female common harpies sport a wide variety of different feather coats, depending on the region they live in, ranging from almond to bright white.

Ability Score Increase. Your Dexterity score increases by 2.

Predisposition. Most common harpies are bards or rogues.

Light Build. You are medium but count as a small creature when determining your carrying capacity and how you wield weapons and items.

Northern Harpy

Northern harpies are large and strong, with thick wings that provide a lot of lift, but are not too maneuverable.

The northern harpies inhabit the cold mountains, tundras, and coastlines of the deep north. Their larger wings can provide massive amounts of lift, granting them the ability to fly at high altitudes and lift the large fauna of these regions. However, as good as their feathers are at protecting from the cold, they interfere with the movement of their legs. Without a large range of movement in every direction, it is all but impossible for these harpies to wield bows or similar weapons while in flight. The only way to use them is to land and use the fingers on their wings to aim the weapon. This is rarely an issue though as magic is quite prevalent in these harpy communities and most harpies who would consider learning to use bows learn magic instead.

Northern harpies in the other world usually live in secluded communities in the mountains. In the glaciers of the deep north exists a harpy kingdom, but in most other regions they live in small tribes that use a hidden cave or mountaintop abode as a base of living. Anything more would attract either the elves or dragons that they share their habitat with, depending on the region they live in.

Male northern harpies sport coats of black feathers, with white around the stomach, and are substantially larger than females. Female northern harpies usually have coats that are light brown or grey.

Ability Score Increase. Your Strength score increases by 2.

Predisposition. Most northern harpies are barbarians or paladins.

Burly Build. You cannot wield bows and have disadvantage on attacks made with firearms and crossbows. You can use the fingers on your wings to wield these weapons normally, reducing your flying speed to 0 while you have a weapon equipped that way.

Fairy

John takes a deep breath and snaps open his eyes. His *consciousness expands through his body to fill his chest, arms, legs, and something that extends away from his back. He feels an odd pressure on his entire body and opens his eyes. A red shimmer covers everything, overlaying in red shimmering shapes an image similar to what he knows from infrared camera. A bit of light manages to get through the white fabric pressing down on him like a massive blanket. He scrambles to pull the heavy sheet away from himself. He can feel that he's naked and that his body is different. His limbs are thin and spindely, his breasts press against the ground as he crawls, and his hair is longer. Finally, he pulls himself out of the giant shirt and stands up. His naked feet are cold on the store floor. The shelves containing all sorts of outdoor and sports gear rise towards the ceiling, like buildings. He's tiny, and the shock from being shrunk is amplified as his eyes wander down to see the body of a tiny woman.*

— John's awakening in the New World

Tiny, but surprisingly strong, the fairy zooms through the air on magical wings. Perpetually upbeat and very emotional, they can peer into the hearts of any they meet.

Tough and Tiny

Fairies possess tiny bodies, with thin limbs and long triangular ears. Both male and female fairies can grow a wide variety of hair colors, but neither have facial or body hair of any kind. Their large heads are complimented by large eyes that can be any color.

A fairie's skin can have any color from dark brown, to pale white. Strands of tough muscles span their bones, providing the fairy with surprising strength for its size and high durability. Even though they look tiny and fragile, their bodies can take a disproportional amount of punishment. Their innate toughness also means that attacks, even from bladed weapons, are far more likely to throw a fairy around than they are to actually hurt them. A human that grabs a fairy may be surprised that these small creatures can pry open a hand or lift objects larger than themselves. Of course, they are only strong for their size and a human or elf is still magnitudes stronger than a fairy. In that regard their size puts them at a disadvantage, however, it also provides major benefits. Aside from the obvious, the shorter neural pathways in their small bodies shorten reaction times and increase their coordination.

Fairies are equipped with webbed wings that extend from two organs in the small of their back. Muscles stretch across their entire torso, allowing them to orient their wings in any way they wish, though calling these appendages wings is slightly misleading. A fairy does not fly by rapidly beating its wings, or even gliding. Instead, the small organs from which the wings extend essentially cast a flying spell and use the wings to distribute the force necessary to generate lift for maximum efficiency (more like an antenna than a wing). This is why a fairy makes nothing more than a quiet humming sound while in flight and why an almost invisible green sheen covers and trails behind their wings when they're in use. This magical flight gives fairies unparalleled mobility but has the disadvantage that a fairy cannot glide.

A fairies' wings are flexible and quite durable, but also very sensitive. Having them crushed or pulled is a painful experience comparable to being kicked between the legs. Many fairies have a phobia of damaging their wings. When they are damaged, wings act not unlike a normal limb. Small holes will regenerate, but massive damage can damage it permanently. However, as long as the organs themselves are not removed or destroyed, the fairy will maintain some flight capability.

Heartsight

A fairy's senses and intelligence are comparable to that of a human. They can see a wide variety of colors and have very good depth perception and coordination. While their eyes have atrocious low-light capabilities, they have the ability to see low-frequency infrared light. Instead of the normal color red, their eyes can detect the intensity of heat radiated by objects in their vicinity, allowing them to see even in absolute darkness. Their tiny ears are not very good and hear high-pitched sounds far better than lower ones, allowing them to perceive dog whistles but not deep base sounds. The fairy's brain is much more compact than that of most other species, but space is still an issue. In terms of perception and quick thinking, they are on par with larger creatures but fall short in terms of memory. Fairies are quick to forget details but those who assume they don't notice them will be surprised.

While their normal senses are mediocre, fairies have the uncanny ability to sense other creatures' emotional states. They always know if a creature, be it another humanoid or an animal, is happy, angry, or irritated. Whether they are simply good at reading other creatures or use magic is unclear, but just as with most natural abilities, it is most likely a mix of both.

Big Differences

Fairies have an extremely skewed gender ratio. Seven out of eight children are female and the differences between adult male and female fairies are large. So large that they could be mistaken for different races of fairies. Male fairies are substantially larger and stronger than their female counterparts. Their bodies are similar to those of an elf, with thin limbs with highly dense and well-developed muscles. They usually sport two sets of impressive wings covered in colorful patterns.

Female fairies have more utilitarian wings. Narrow and a bit smaller, they are usually slightly transparent with a dark green or -brown tint. Unlike the massive forms of the men, female fairies have a less pronounced physique with thinner limbs and waists, making them lighter, more efficient, and granting them higher endurance.

Female fairies don't have a monthly menstruation cycle. Instead, only an orgasm will cause an egg to be released and immediately fertilized. A pregnancy takes 6 months. Fairy children are born without wings and rely on their mothers for sustenance for about a year before they can eat solid food. It takes about 6 years before a fairy's wings are developed enough for sustained flight. They fully mature around the age of 16 and can live for around 100 years.

Tiny Gannet

Fairies are ravenous for their size. Their dense muscles, tough bodies, and reliance on magic to fly mean they require large amounts of energy. Fairies meet these demands primarily by eating berries, and bugs and by hunting small animals. Their small bodies can't store much in the way of excess energy, compared to their needs, meaning that they starve quickly and are reliant on a steady supply of fresh food. They can, however, consume a lot of food for their size and digest it quickly, allowing them to consume more than their own weight in food every day.

Compared to other creatures of their size fairies are apex predators. They can fly and are faster, stronger, and smarter than any other animal of a similar size and are thus feared among tiny predators and prey alike. Fairies need to sleep 4 hours a day.

Emotionalists

Fairies are very emotional, quickly swinging between emotions and expressing them with their entire bodies. For example, instead of just smiling a fairy instinctively hovers up and down. This is necessary both to show other creatures their emotional state, but also to communicate it with each other. Since their eyesight is about as detailed as that of a human and they usually communicate over distances of a few meters, exaggerated displays of emotion are necessary, or they wouldn't be noticed. They also share a strong sense of empathy, though almost exclusively with larger creatures. While most fairies show little reluctance to kill other tiny creatures for food, they are naturally very caring, empathetic, and understanding of larger beings.

Most fairies default to a behavior and way of speaking that mimics a type of behavior that most humanoids would consider excessively nice. They default to this even when intimidated or lying, making it difficult for other humanoids to discern their true emotions or intentions. This gives fairies a reputation as careless tricksters that take glee in helping and hindering in equal measure. Other fairies however can usually discern their fellow's true emotions.

Fairy Features

As a fairy, you are a tiny, but tenacious creature. Instinctively empathetic and extremely quick, you can be a surprisingly deadly foe when cornered.

Physique

Ability Score Increase. Your Dexterity score increases by 2.

Ability Score Decrease. Your Intelligence score decreases by 1.

Size. Fairies are around 30 centimeters (1 foot) tall and have slender builds. Your size is Tiny. As a tiny creature you cannot wield normal weapons. Refer to the special rules on tiny weapons (Chapter 5).

Encumberment. Your maximum encumberment equals your Strength score.

Base Armor Class. 14

Speed. Your speed equals 6 meters (20 feet).

Flight. You have a flying speed of 10 meters (30 feet) and can hover.

Age. You reach physical maturity around 16 and can live up to 100 years.

Health

Hit Dice. Your Hit Die is a d4. You start at 0th level with 2d4 and gain an additional d4 every level.

Hit Points at 0th level. 5 (or 2d4) + your Constitution modifier.

Hit Points at Higher LeveIs. 3 (or 1d4) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 5 (or 2d4).

Vitality at Higher LeveIs. 3 (or 1d4) every level after 0th.

Survival

Night's Rest. Sleep for 4 hours and expend 1 ration to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 7 rations to gain the benefits of a long rest.

Nutrition. You are a carnivore and as such can survive exclusively on meat. You gain some nourishment from fruits and vegetables but cannot survive on them indefinitely (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Fairy Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Fairy Starvation

Hunger	Exhaustion	Hunger	Exhaustion
2	Level 1	10	Level 4
6	Level 2	12	Level 5
8	Level 3	15	Level 6

Predisposition

Fairies tend to favor freedom, independence, and self-expression over rigid rules or stability. You want to be different, and you want to express yourself your own way. This causes you to tend towards the chaotic alignment. However, the fairy species has an extreme sense of empathy to the point where you can read the emotional state of a wide variety of races with uncanny accuracy. This natural ability to emphasize with others means that inflicting pain or hardship on other humanoids is uncomfortable to you, nudging you towards the good alignment.

Special Traits

Heartsight. As a silent and subtle action, you study a creature you can see that is no more than 10 meters (30 feet) away. As long as you maintain concentration, you magically know their current emotional state. The creature must succeed a Charisma saving throw or you know its alignment. If the creature attempts to lie to you while you are concentrating on it, it must succeed a Charisma saving throw, or you know that it is about to tell a lie. Saving throws for this ability are determined as follows: 8 + your Proficiency Bonus + your Charisma modifier.

Infravision. You can see in dim light, darkness and absolute darkness within 10 meters (30 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. You can't discern color in darkness, smoke, or fog, only shades of red and are unable to see the color red outside of your infravision. You cannot learn to read any language you didn't know before your transformation, except Elvan, and can't use non-elvan skill books.

Gender. Your patron's gender determines their looks and physiology. Choose either the sprite (male) or the pixie (female).

Fairy Genders

The massive differences between female and male fairies make them seem almost like different races altogether. Your gender has a substantial impact on your statistics.

Sprite

A sprite is a male fairy. Fast and quite strong for their size, sprites look so different from their female counterparts that the ignorant might consider them a different race altogether.

In the Other World, male fairies would usually live nomadic lives, traveling between groups pixies alone or in small groups. Despite, or rather because of pixies outnumbering sprites by 7 to 1 only the strongest, most attractive sprites have the opportunity to sire offspring. However, those sprites that are considered desirable can have dozens or even hundreds of children. Their physiology represents this high evolutionary pressure, with almost all sprites having massive wings with pleasant patterns. They are large and usually heavily muscled with very daredevil attitudes.

Even though sprites usually provide a bit of protection to the pixies they mate with, few help with raising their children and only show particular interest when another sprite is born.

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

Predisposition. Most sprites are bards or rangers.

Show Off. You are proficient in the Performance skill. If you gain proficiency in this skill again, your proficiency bonus is doubled for this type of skill check (expertise).

Pixie

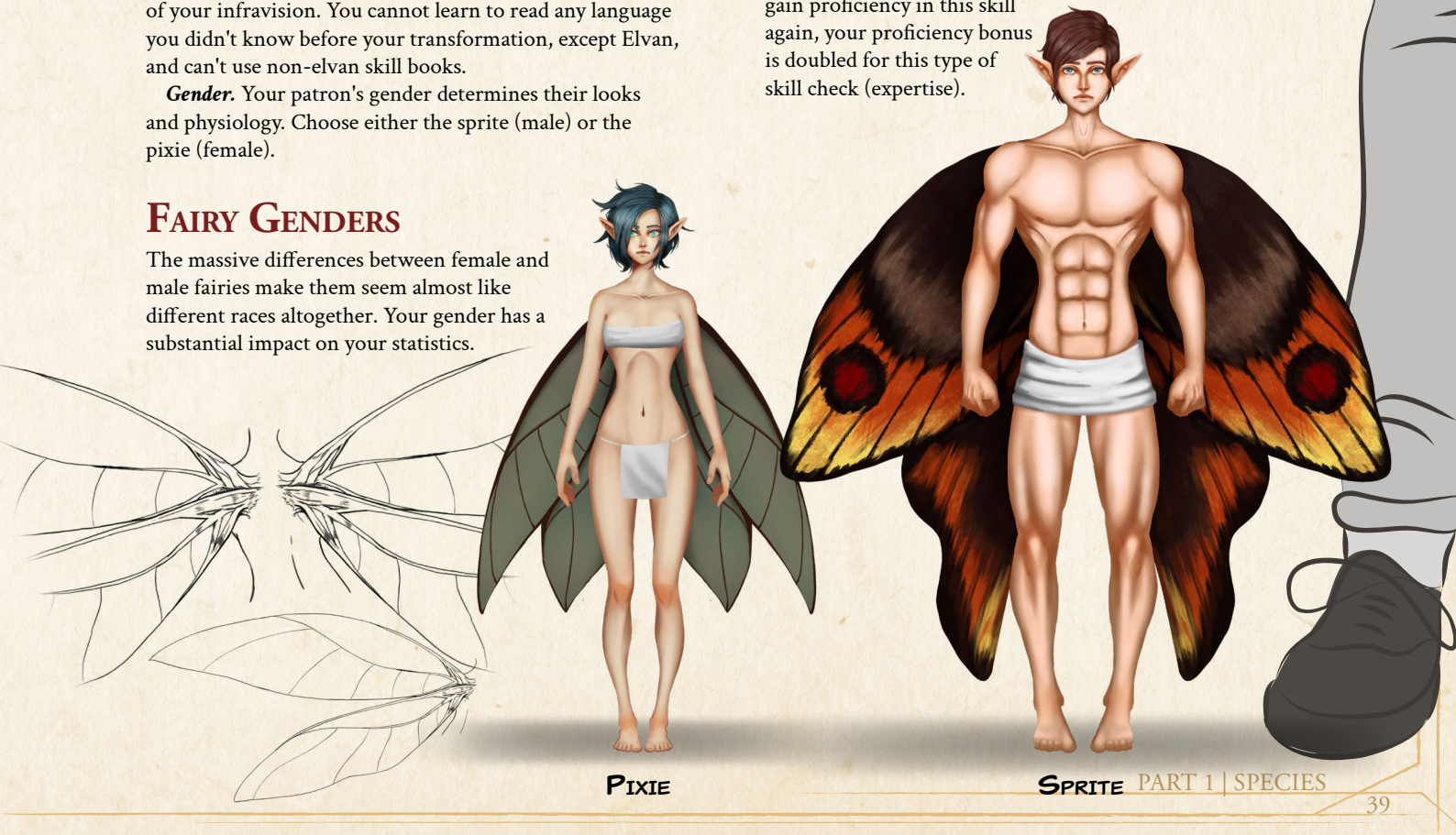
A pixie is a female fairy. Tough and mischievous, pixies make up the vast majority of the fairy population.

In the Other World, female fairies usually roam on their own for a while, before forming a collective with other pixies to raise their children together. Most pixies have smaller, purely functional wings that have a dark brown or green color. Their bodies are slimmer, built more for endurance and stamina than grand displays. Many share a very energetic, yet careful personality.

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

Predisposition. Most pixies are rogues.

Unassuming. You are proficient in the Stealth skill. If you gain proficiency in this skill again, your proficiency bonus is doubled for this type of skill check (expertise).



Pixie Sprite

Kobold

A shudder races through Noah's body. He can still *feel the seat of the squad car against his back, but everything feels softer. Like he is wrapped in cotton. He twitches and his eyes snap open. His vision blurs as a ray of sunlight shines through the windshield and blinds him. He tries to shield his eyes with his hand, but the motion of his hand feels distorted and is blocked by his clothes. He realizes that the tight police uniform he's wearing is no longer tight at all. In fact, he's practically swimming in it. His heart is racing as he pulls himself free. His legs are now angled and the tiny claws on his paw-like foot get caught on the fabric as he slips out of his clothes like a cat and into the foot space beneath the steering wheel. He feels his new tail follow him. It instinctively curls around his body in the tight space. The dim light does little to hinder his vision and finally, he can get a look at himself. Light brown fur covers his entire body. His legs are angled and his feet are small paws.*

— Noah's awakening in the New World

The fast and cunning Kobolds can eat even the most rotten of food. Their senses are excellent, but their natural cowardice means they will rarely stand a fight for long.

Small and Slim

Standing about 60 centimeters (2 feet) to a bit over 1 meter (3 feet) tall, the diminutive kobolds survive in a world full of larger and stronger creatures by avoiding notice or, barring that, avoiding combat. Their bodies are slim, with strong legs, long arms, and sharp nails at the ends of their thin fingers. They walk on their toes, their slim body slouching forward ever so slightly. Fur that has a soft and silky texture covers them from head to toe. Beneath it, their rosy skin covers thin limbs and muscles.

Their compact and light builds give them a low terminal velocity. They will instinctively use their tail to control their descent and land on their feet. No matter how high the drop, a kobold will never fall fast enough to be injured by the impact. A useful ability, considering their small claws make them excellent climbers.

Male and female kobolds are about equal in size but males are on average slightly stronger and heavier. Both genders' genitals are usually obscured by fur, with the only reliable way to tell one from the other being the mane adult male kobolds grow around their necks. Their furs can be any color from black to brown to white and can have accents of varying colors.

Keen Senses

The kobold's large eyes can be any color from brown to blue. They see in full color and have excellent low-light vision thanks to a reflective membrane behind their retinas. Even in near absolute darkness, they can see in shades of grey, allowing them to navigate at night or in caves with ease. Kobolds generally dislike being in the open and since their bodies require no sunlight to survive, many are completely nocturnal. However, they can sleep equally well both during the day and at night.

Kobolds have large ears that do more than just make them cuter. They instinctively snap towards sudden noises and can hear sounds higher than what most other races can perceive. Their noses are also good, providing them with a decent

sense of smell. However, they are not good enough to track other creatures.

Their excellent senses are combined with a natural attentiveness. Even if they don't notice it themselves, imps are always on the lookout for danger. Behavior that makes imps seem skittish to others, but also almost impossible to surprise.

Seasonal Love

Kobolds are quite adamant that they can determine each other's genders from their voices and facial features, though to most others they all have similar squeaky voices and look the same. Both male and female kobolds are attracted to impeccably clean fur and white teeth. Female kobolds find multi-colored fur, with complicated patterns and large voluptuous manes attractive. However, male kobolds prefer more monotonous colorations.

Kobolds have a mating season that usually lasts from mid to late December, but the time frame can vary depending on the weather, the environment they live in, and where on the planet they are. Exactly which conditions trigger it are unknown and the exact times vary wildly between the Other and New Worlds. During their mating season, both male and female kobolds are attracted to each other and do their best to find a partner. Outside of this small window, they have no sexual interest in the other gender and female kobolds can't become pregnant outside of magical or medical intervention. A kobold pregnancy takes 8 months. Their children are born furless and blind and rely on their mothers for sustenance for the first year. After their first month, they grow their fur.

Until they become adults male and female kobolds look almost identical, however in puberty male kobolds grow a mane around their necks and usually receive their more flamboyant fur coats. Kobolds reach physical maturity around the age of sixteen and can live to be up to 70 years old.

Built for Little

Kobolds benefit from a body built to survive on the bare minimum. They need to sleep 8 hours per day, however, they do not need to sleep in a single session. They can spread this time out and may for example sleep four times a day, but only for 2 hours each time.

Kobolds are scavenging omnivores and can eat fruits, vegetables, and meat. Their stomachs are tough and contain harsh chemical conditions that kill most bacteria, along with a natural resistance to the poisons they produce. Because of this, they can safely consume rotting or other low-quality food that would lethally poison most others. Since eating it won't harm them, the scent of decaying meat is not repulsive to kobolds. To them, it actually has quite a pleasant odor.

Scared Scavengers

Kobolds are like leaves. They provide no resistance to change and will move with the wind as needed. As natural scavengers, they have no real hunting instinct and do their very best to avoid conflicts. While in a fight that is not clearly and without a doubt in their favor, their instincts will scream at them to run and hide. An urge that is hard to resist. Naturally, they learn how to avoid threats more than they train for fighting them. They are on average quite intelligent, eagerly work together with anyone they can, and have an eye for small details.

Kobold Features

As a kobold, your acute senses, compact build, and natural cunning grant you several abilities.

Physique

Ability Score Increase. Your Dexterity score increases by 2.

Ability Score Decrease. Your Charisma score decreases by 1.

Size. Kobolds stand between 60 centimeters (2 feet) to slightly over 1 meter (3 feet) tall and have slim builds. Your size is Small.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 2.

Base Armor Class. 12

Speed. Your speed equals 10 meters (30 feet).

Age. You reach physical maturity around 16 and can live for up to 70 years.

Health

Hit Dice. Your Hit Die is a d6. You start at 0th level with 2d6 and gain an additional d6 every level.

Hit Points at 0th level. 7 (or 2d6) + your Constitution modifier.

Hit Points at Higher LeveIs. 4 (or 1d6) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 7 (2d6).

Vitality at Higher LeveIs. 4 (or 1d6) every level after 0th.

Survival

Night's Rest. Sleep for 8 hours and expend 1 ration to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 7 rations to gain the benefits of a long rest.

Nutrition. You are an omnivore and may survive on any food source (excluding grass and leaves) indefinitely. As a scavenger, you can consume carrion and rotting food without risk to your health.

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Kobold Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Kobold Starvation

Hunger	Exhaustion	Hunger	Exhaustion
2	Level 1	12	Level 4
8	Level 2	14	Level 5
10	Level 3	18	Level 6

Predisposition

You instinctively seek to work with others, nudging you towards the lawful alignment. A natural fearfulness makes looking for common ground the first thing that usually comes to mind and helping others is part of any healthy cooperation, causing you to tend towards the good alignment.

Special Traits

Climber. You have a climbing speed equal to your walking speed.

Darkvision. You can see in dim light within 20 meters (60 feet) of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray, and cannot see in absolute darkness.

Keen Senses. You have proficiency in the Perception skill. If you are already proficient you double your proficiency bonus instead (expertise).

Light Build. As long as you are not incapacitated, you take no damage from falling.

Scavenger. As you can eat lower-quality food, you only need to consume half as many rations as a comparable creature (already included in *Survival*).

Ethnicity. Your patron's ethnicity determines their looks and culture. Choose one from the options provided.

Kobold Ethnicities

There is much variation within the kobold species, but three broad ethnicities can be identified on Verold: House Kobolds, Snow Kobolds, and Timber Kobolds. If your patron identified with none of these, for example, because their parents were not of the same ethnicity, choose the Variant Kobold option.

House Kobold

House kobolds are the smallest and smartest of their race. Their fur is black, with white accents on occasion.

In the Other World these kobolds live in cities among other humanoids. They usually work as servants for elves, humans, and dwarves for whom they perform menial tasks. It is especially popular to employ them as bookkeepers or to have them perform other menial and badly paid mental tasks. Among dwarves, it is common to have kobold servants learn basic enchanting and smithing skills so that they may aid in the construction of magic items.

Ability Score Increase. Your Intelligence score increases by 1.

Predisposition. Most house kobolds are rogues or witches.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Smart. You are proficient in Intelligence saving throws. If you gain proficiency in these saving throws again, your proficiency bonus is doubled for this type of saving throw (expertise).

Underground Navigator. You cannot get lost in underground tunnels or similar locations.

House Kobold

Snow Kobold

Snow kobolds are the largest and strongest of the kobolds, with white or grey fur and under-wool that makes them resistant to the cold like few others.

In the other world, snow kobolds inhabit the frigid tundras and mountains of the far north, though many can also be found further south. They usually make their dens in caves, where they live as small clans of 10 to 20 individuals. When there is no other food to be found they swarm. In packs, they assault larger prey, whitling it down with arrows and blades. However, they usually suffer heavy losses in any fight they engage in. Many snow kobolds also ally with jotunn, dragons, or other powerful creatures. In exchange for food and protection, they act as servants, just like the rest of their kin.

Ability Score Increase. Your Constitution score increases by 1.

Predisposition. Most snow kobolds are barbarians or fighters.

Freezing Cold Acclimation. You can survive in cold and freezing cold weather as though it were pleasant.

Snow Strider. You ignore difficult terrain created by ice and snow.

Survivalist. You are proficient in Constitution saving throws. If you gain proficiency in these saving throws again, your proficiency bonus is doubled for this type of saving throw.

Timber Kobold

Timber kobolds are the most quick-witted of their species. Their fur is brown, red, or some shade in between.

In the Other World, timber kobolds call the temperate forests of the world their home. They avoid predators by living in underground burrows too small for larger creatures to enter. While most of them live in the wilderness in small clans, some of them prefer to integrate themselves into other societies. They often live with wildeborn humans or serve orcs, however, their favorite creatures to serve are crones and unicorns. Due to their low self-esteem, most kobolds will feed these creatures' egos, who will in return treat them with trust and shower them with appreciation.

Ability Score Increase. Your Wisdom score increases by 1.

Predisposition. Most timber kobolds are druids or rangers.

Cold Acclimation. You treat cold weather as though it were pleasant and freezing cold as though it were cold weather.

Forest Strider. You are proficient in Wisdom saving throws. If you gain proficiency in these saving throws again, your proficiency bonus is doubled for this type of saving throw (expertise).

Woodland Strider. You ignore difficult terrain caused by foliage. This includes climbing through trees.

Variant Kobold

Kobolds often mix with other cultures, where they adapt to whatever conditions they find and roles they need to fill. Elves are some their favorit companions, for the simple reason that they are peerless warriors, however, they are usually not the smartest and have no patience. Weaknesses these imps gladly compensate in exchange for the elf blowing up anything that tries to attack them.

Ability Score Increase. One ability score of your choice increases by 1.

Skittish. You are proficient in one saving throw of your choice. If you gain proficiency in this saving throw again, your proficiency bonus is doubled for this type of saving throw (expertise).

Merfolk

Delilah's consciousness expands from her head, *through her torso, and into her arms. Finally, it fills her lower body. She can feel that her legs have become a single limb that presses against the hard pavement below. Her eyes are closed yet she can sense the trees, the road and the massive man breathing beside her as if sound has become sight. She snaps open her eyes and is instantly blinded by the bright light around her. Her head hurts. She slowly sits up. Her eyes focus on her body and her heart jumps. Thick, dark-grey skin has replaced her pale complexion. Her legs fused into a single long, muscular fin that tore her pants apart. She gasps. Her voice is deeper and as she looks down at her chest, she sees only flexing pectoral muscles.*

— Delila's awakening in the New World

Adaptable and versatile, merfolk are amphibious humanoids with fins instead of legs that can breathe both air and water.

Amphibious Mammal

Merfolk possess long, elegant forms. Their lower half is a long, powerful tail, complemented by two flexible fins on their pelvis. This grants them exceptional agility in aquatic environments, allowing them to twist and turn with remarkable finesse. However, this agility comes with a compromise on speed. The presence of arms and a movable head introduces drag, rendering merfolk less hydrodynamic compared to many other marine creatures, and thereby slower.

The skin of a merfolk is thick and resilient. It can resist both prolonged immersion in water or exposure to air. The majority of their body is also devoid of hair, except for their heads.

Located beneath a merfolk's ribcage are six respiratory slits, three on each side. These slits play a crucial role in optimizing water flow through their lungs while diving. Additionally, they serve a vital function in air breathing; merfolk can leap from the water, expel it through these slits to empty their lungs, and then seal them to prevent liquid from reentering their respiratory system as they breathe air.

While primarily aquatic, merfolk have the capability to navigate terrestrial environments. They achieve this by curving their tail and torso into an S-shape, using their fin in a manner akin to a foot for support. Through a combination of wriggling and hopping motions, they can move with surprising speed on land. However, this method of locomotion is physically demanding and can lead to skin abrasion if performed on rough or uneven surfaces. To mitigate this, merfolk often wear a protective leather sleeve around their tail when on land.

Echolocation

A merfolk's senses are all adapted for use both above and below the surface. They have the innate ability to correct for the refractive distortions encountered when viewing underwater objects from above the surface, or surface objects from underwater.

Their most impressive sense, however, is their hearing. Their ears are not particularly good at discerning very quiet noises, but can differentiative between sounds with exceptional precision. When a merfolk hears a noise, they can tell exactly where it's coming from and almost exactly how far away its source is. Ambient noise is usually more than enough for this sense to paint a general picture of the environment. However, if a merfolk wants to use this sense

AMPHIBIOUS. ADAPTABLE. ADVENTUROUS.

to look for something that's making no audible sound, or is in a silent environment, they can emit a very specific, high-pitched whine that sounds a bit like a quivering song. The echoes of this sound paint a vivid picture of their immediate surroundings. While this sense allows a merfolk to navigate in complete darkness, through fog and even reveals most illusions, the relatively low sensitivity of a merfolk's ears compared to creatures like dolphins and bats, limits the range of their echolocation.

Maidens of the Sea

All merfolk have an extremely skewed gender ratio. For every boy, there are seven girls. A pregnancy takes 10 months. Once born, merfolk babies gain the ability to swim almost immediately but still have to rely on their mothers entirely for a little over a year. They fully mature at an age of around 20 and live for up to 110 years.

Built for Land and Sea

Merfolk benefit and suffer from a body built to be amphibious. This has numerous advantages, but not specializing in anything also means they are only decent at everything. Merfolk can breathe both air and water. They can stay submerged indefinitely, but due to water having less oxygen than air, not surfacing to take a breath every once in a while causes merfolk to feel drunk and sluggish.

How long merfolk need to sleep depends on whether they are resting under or above water. Not moving underwater limits the amount of oxygen available to their brain severely, forcing them to sleep for around 10 hours to get a good night's rest. On the surface, their metabolism is accelerated and around six hours will suffice for a good sleep.

As omnivores, merfolk can eat a wide variety of food and technically even survive on a completely vegetarian diet. Similar to humans and other mammals, they require sunlight to produce certain vitamins and need to spend at least a little time outside the water sunning their skin.

Adventurous and Social

Merfolk are flexible and adventurous. Most of them have an innate drive to travel and explore. They are social and like cooperating with each other and larger creatures. Since merfolk can't flee from anything, they have to rely on dodging attacks from predators and prey alike. They hunt and defend against much larger creatures by evading their attacks and striking their weak points.

Most merfolk have a natural love for music and thanks to their precise ears they can hear many details more and immerse themselves in performances more than most other creatures can. In the ocean, they sing both to entertain, but also to find each other within the inky blackness that is the sea or a murky lake.

Merfolk Features

In the Other World, most merfolk live along the coasts or in large lakes. Rivers are not only safe, but the clean running water inside them is a joy to swim through and breathe for all. Most merfolk are born in these shallow waters, but venture out into the ocean as they reach adulthood. There they hunt, and are hunted by the large monsters that fill the open sea. While merfolk can dive quite deep, their bodies have trouble adapting to the exceptional pressure of great depths, and the gigantic horrors that live there are beyond their capability to deal with. They usually prefer to leave these deep waters to their massive cousins the titans and stay close to the shore.

Merfolk are numerous, with hundreds of different clans dividing the inhabitable coastal regions between them. The lack of natural barriers beneath the waves, coupled with the fact that most young merfolk leave their birthplace, means populations constantly mix. It is more or less impossible to discern any specific cultures. Most merfolk build things resembling towns and farm among the reefs. However, without easy access to fire, they are reliant on magic and organic tools grown from a special coral, similar to the amber plant used on the surface. Most groups of merfolk trade enchanted items, seafood, and services for tools or other items from surface societies. Coexisting is usually quite easy, as merfolk are rarely interested in actually living outside coastal regions. However, damming or dumping waste into rivers that merfolk use to migrate is a constant temptation, especially for larger cities, and a good way to spark the ire of the merfolk. They will usually respond by killing the perpetrators, or by attacking ships of the perpetrating society and any other societies that might associate with them.

Music is an important part of merfolk culture and they are known for using their voices to create entire acapella symphonies that they sing from the rivers. They were also the first to develop aria magic as it is known today and the best bards are among the merfolk.

As a merfolk, your exceptional hearing, adaptability, and the ability to breathe underwater grant you several natural abilities.

Physique

Ability Score Increase. Two different ability scores of your choice increase by 1.

Size. Merfolk are from just under, to well over 2 meters long and have slender builds. Your size is Medium.

Encumberment. Your maximum encumberment equals your Strength score multiplied by 4.

Base Armor Class. 10

Speed. Your speed equals 8 meters (25 feet). You have a swimming speed of 10 meters (30 feet).

Age. You reach physical maturity around 20 and can live to be up to 110 years old.

Health

Hit Dice. Your Hit Die is a d8. You start at 0th level with 2d8 and gain an additional d8 every level.

Hit Points at 0th level. 9 (or 2d8) + your Constitution modifier.

Hit Points at Higher LeveIs. 5 (or 1d8) + your Constitution modifier every level after 0th.

Vitality

Vitality at 0th level. 9 (or 2d8).

Vitality at Higher LeveIs. 5 (or 1d8) every level after 0th.

Survival

Night's Rest. Sleep for 6 hours above water or 10 hours underwater and expend 3 rations to gain the benefits of a night's rest.

Long Rest. Spend 7 days performing light activity and expend 21 rations to gain the benefits of a long rest.

Nutrition. You are an omnivore and require a diet that includes both meat, fruits, and vegetables. You cannot survive on any one food source (without serious illness).

Hunger. You may begin a rest without expending rations from your inventory. If you do, increase your hunger by an amount equal to the rations not expended. Refer to the *Merfolk Starvation* table to see at what hunger level you gain what level of exhaustion (see the condition).

Merfolk Starvation

Hunger	Exhaustion	Hunger	Exhaustion
5	Level 1	36	Level 4
20	Level 2	44	Level 5
28	Level 3	60	Level 6

Predisposition

Merfolk tend to like freedom, variety, and self-expression but are also patient and orderly. This causes them to lean towards the neutral alignment. A need to explore is complemented by a will to cooperate, causing merfolk to be drawn toward good. Many merfolk are bards or life mages, however, all classes are common among their ranks.

Special Traits

Amphibious. You can breathe air and water.

Echolocation. You can perceive the world through sound. You can pinpoint the source of any audible noise with high precision and scan your environment by making high-pitched whines and listening to their echoes. This gives you Blindsight to a range of 10 meters, increased to 20 meters underwater. You cannot use this ability if you are deaf, and cannot detect anything in an area of magical silence.

Vocal Talent. You are proficient in the Performance skill. If you gain proficiency in this skill again, your proficiency bonus is doubled for this type of skill check (expertise).

Water Acclimation. You treat cold weather as though it were pleasant and freezing cold as though it were cold weather. Becoming wet in cold or freezing cold conditions does not incur additional penalties.

ADAPTABLE. DUPLICIT. SHAPESHIFTER.

Changeling

Arik's eyes snap open. His entire body convulses as *his consciousness explodes through it and fills the lifeless shell with new life. Slowly his eyes open. His vision is blurred. As it comes into focus he tries to move and as his head falls to the side he sees a woman lying next to him. Her hair is white and her ears pointed, but she's wearing the clothes of his girlfriend. Focusing on her awakens a new instinct. It is like there is a new muscle running beneath every inch of his skin. Curious, he leans into the instinct and does what his body knows must be done. His eyes jump over her body, translating the features of her body into commands that Arik's new skin obeys. It feels like ripples are moving across his body and a strong itch accompanies it. After a few seconds, he breaks his focused gaze and realizes that his body has become identical to the unconscious elf beside him. Only his old clothes are still the same.*

— Arik's awakening in the New World

Adaptable and ever-changing, changelings can mimic the appearance of anyone they see. Deception and subterfuge come naturally to them, meaning that even the wariest will have trouble seeing through their disguise. Only the touch of silver may reveal their true nature.

Shapeshifters

Changelings have the ability to rapidly alter their physical form using magic, however, they do have a true form which they may either assume willingly or slowly revert to if their body runs out of the strength required to maintain its form. Prolonged stress may also cause imperfections in a changelings appearance.

A changeling can mimic the appearance of any humanoid they see, as long as that humanoid is roughly the same size as the changeling. When they wish to do so, their form shifts into their true form, before rapidly assuming the shape of their new form and finally taking on its coloration. This process usually takes no more than a few seconds.

Changelings can only assume another creature's form and voice. They cannot alter their own biology and have the same distinct smell regardless of what form they take.

Limited Imitation

The features of a changeling's true form mimic that of their mother's physique. For example, a changeling born to an elven mother will have a slender body and pointed ears. This has some impact on their physical characteristics, but a changeling does not inherit any special biological capabilities their mother may have.

In their true form, changelings have chalk-white skin that, just like their hair, is perfectly uniform in color. Even their irises are colored perfectly white, with their milky-black pupils being the only colored part of their bodies.

Changelings have decent senses but lack the ability to see in darkness and since they cannot alter their own biology, they do not receive any of the special senses those they mimic may possess.

Odd Ones

Changelings are exclusively male and cannot reproduce on their own. They require a mother of another race to carry their children. Despite having the ability to imitate both male and female forms, changelings must assume a male form and mate with a female dwarf, elf, human, or giant to produce offspring. Regardless of their mate's race, the resulting child is always a changeling.

Changelings gain the ability to shapeshift around the age of 14 and reach adulthood around 20. They can live to be around 150 years old. Their mother's race has no impact on how quickly a changeling matures, or how long they live.

A changeling is born in its true form, but mimicking its mother's skin color. This true form is a mixture of the mother's looks and the changeling father's true form. Changelings cannot willingly alter their looks until they reach puberty, at which point their ability begins revealing itself.

Built to Transform

The body of a changeling is built around the ability to transform and requires a good deal of energy to facilitate the changes it has to make. Changelings are omnivores and can survive on a diet consisting of plants, meat, or both. They have no preference either way and suffer no drawbacks if they choose to subsist on a single food source.

The exact way a changeling's body facilitates its transformations is unclear. The transformation itself is magical, but once complete does not continue to radiate magic. A changeling can modify its bone structure with extreme precision, allowing it to rapidly shift its internal organs to modify the shape of its body. The changeling

cannot modify its strength or other physical abilities and is limited by their default physique. A flaw in their disguise is also that their transformation cannot affect their scent and creatures with acute noses can detect the changeling's unique musk with ease.

Just like all other shapeshifters and creatures incorporating wild magic into their biology, the changeling is vulnerable to silver. It does not seem to be directly toxic to them (most likely because their internal organs do not contain the organic structures that facilitate transformations and cause this vulnerability). However, prolonged or intense contact with silver causes the changeling's disguise to literally melt away. Their skin loses its color and structural integrity, causing it to wrinkle and deform before it resets to its default state. This state being the changeling's true form. Being forced into their true form this way is excruciatingly painful, but not lethal to the changeling.

Attention Seekers

Changelings are extroverted by nature. They have an innate need to be with others and to 'fit in' with whatever culture they are currently in. Most changelings instantly accept any norms or customs used and attempt to mimic the behaviors of those around them. They are rarely uncomfortable when working with others. These traits are nearly universal, as they aid the changeling in remaining undetected. After all, who would suspect the open-minded and tolerant person who just wants to be close to others of being more than they seem?

Changelings feel an innate disgust towards their true form and are uncomfortable while in it (most changelings describe their true form as being naked). The act of transforming is also something that most changelings feel shame about (similar to how most people have no problems undressing but prefer not to be watched during the act). It is not uncommon for a changeling to hide their transformations even from those who already know of their true nature.

Infiltrators

In the Other World, changelings have no culture of their own. They live among the other races in secret, integrating themselves into communities as strangers or by replacing those others. Most changelings prefer to assume the forms of strangers or the recently dead. It is not unheard of for changelings to be asked to replace someone. Some also specifically murder or kidnap people to take their place. This form of infiltration is particularly feared, though exceptionally rare and if it ever occurs the changeling will usually only assume the victim's form for a short period of time, for a specific purpose. The fear of being replaced has led most nobles to wear silver jewelry, eat and drink from silver table ware and keep dogs specifically trained to detect the unique scent of a changeling, which makes most long-term replacements unfeasible.

Acquired Species

Changelings are created when a changeling has a child with another humanoid. The traits of this species are applied on top of a creature's natural species. Choose your base species from either Dwarf, Elf, or Human from this book or another species that specifically states its members may become changelings.

Changeling Features

The ability to change your appearance at will and the physical features provided by your ancestry grant you several abilities.

Special Traits

Ability Score Decrease. Your ability scores each decrease by 1.

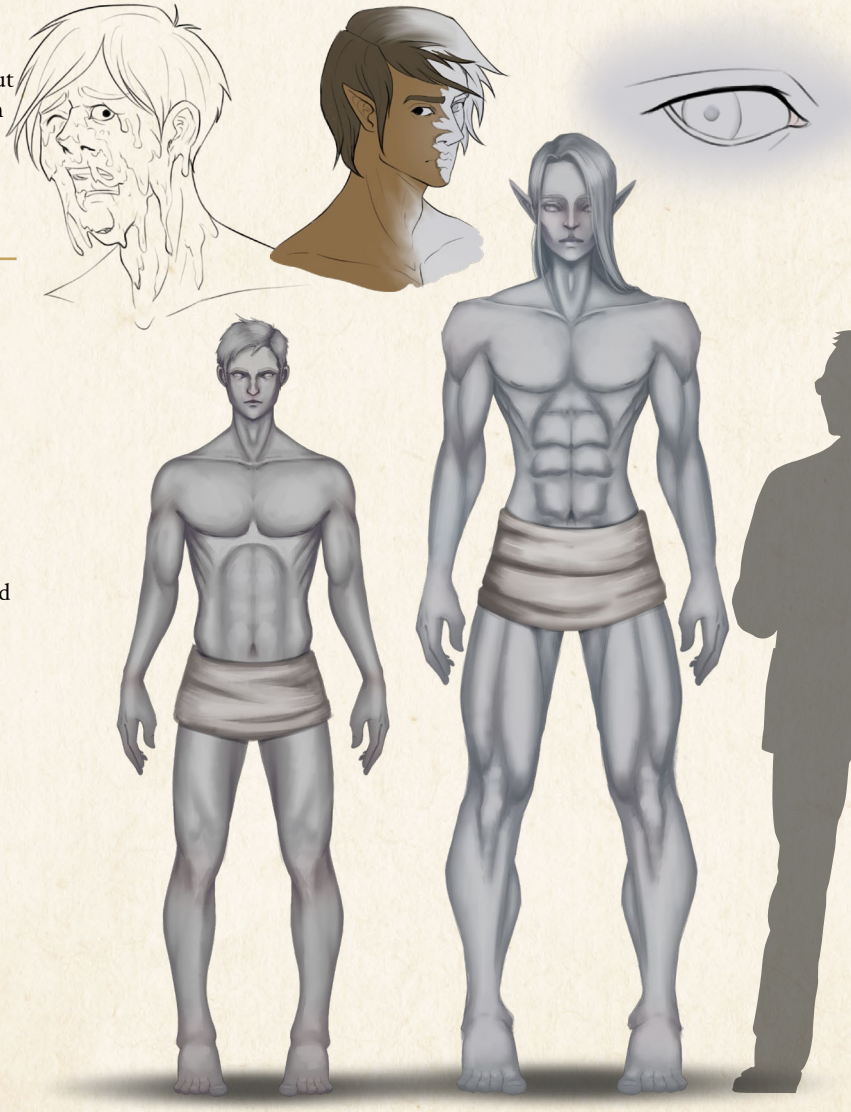
Predisposition. Changelings are extroverted and have an innate need to fit in. They always tend towards the alignments most prominent in the groups they are in and usually have the same predispositions as the race of their mother.

Duplicity. You are proficient in the Deception and Persuasion skills. If you are already proficient you double your proficiency bonus instead (expertise).

Shapechanger. As an action, you change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height by up to 30 centimeters (1 foot). You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. You cannot use this trait to imitate or modify clothes or similar accessories.

You stay in the new form until you use an action to revert to your true form, or assume another form.

When you are dealt damage by a silvered or magical weapon or come into contact with a silver object, you must succeed a Constitution saving throw or be revealed as a changeling. The DC of this save equals 10 + the damage taken.



Wildling

As her mouth opens to breathe, it is filled with *water instead. In an instant, Laura is fully awake. She flails. Her limbs feel like noodles. Her head feels heavy. Finally, she manages to stretch out her hands and realizes that the water is shallow enough for her to sit in. The panic recedes.*

As she tries to move her oddly unresponsive body into a sitting position, she realizes that something is protruding from her behind. She lifts her hand to touch the tail extending from the base of her spine. She can control the muscles in the new appendage and after a few odd twitches, she manages to lift it. Just as, if not more disturbing than the presence of a tail is the fact that her skin is a light shade of blue with an ever-so-slight pink tint. She also notices that the extra weight on her head comes from a set of large horns that protrude from her skull.

— Laura's awakening in the New World

An amalgamation of humanoid and wild essence, wildlings are as varied as the world from which they are born.

Embodiment of Nature

Wildlings share their general anatomy with their mothers and usually also inherit some traits from her species, though never all of them. For example, a wildling with an elven heritage may have their mother's infravision and resolve, but lack her disease resistance. Instead, they may have wings.

Wildlings' skin colors vary from those natural to their mother's species, to uniform green or brown to red or a multicolored jumble of different colors. They might have short fur, smooth skin like an elf, or slippery skin like merfolk.

Most wildlings have a pronounced brow and horns adorn the heads of almost all of them. These horns can match the wildling's skin color but don't always. They can be shaped like those of a ram, a goat, grow slightly branched like antlers, or to the sides like those of a giant. Every wildling has a unique set of horns that can vary from large and heavy, to small and light. In most cases, the horns are usually symmetrical, but some wildlings may have horns of different sizes or even types on their head. If a wildling lacks horns, they are more often than not adorned with large ears, like those of a cat or a hare instead.

Extending from the back of many a wildling is a long and flexible tail. Sometimes the tail is lined with a fin, in other cases, it just ends in a tuft of fur or a tip. Wildlings are the most diverse race in the physical traits they have.

Varied as the Land

A wildling's eyes can be any color from deep red, to an elven yellow or a silvery grey. A common blessing among wildlings is the ability to see in darkness, and many also sport infravision other special senses. Their other senses vary in acuity between individuals. Some have above-average hearing, and others a good sense of smell. Regardless of their other abilities, most wildlings still rely on their sense of sight to guide them through the world.

A wildling's most unique ability is their innate attunement to the world. All wildlings have the ability to speak with anyone, even animals. To them, the barking and emoting of a dog carries as much meaning as a sentence spoken in a normal tongue. This ability only develops in wildlings around the age of six, meaning that they usually still speak some mundane language. It is generally easier to communicate in this so-called wild speech by using mundane words as a carrier and while some can use this magic without it, most wildlings speak normally while using this magic.

Bane and Blessing

Once infected by the blood of the wild, a lineage produces wildlings.

Wildling conception occurs in three ways. Firstly, when a wildling procreates. However, most wildlings are sterile due to the intensity of their mutations, so this is relatively rare and the thing that prevents wildlings from forming a society entirely independent of other species. Secondly, a wildling may be born if an arch fey imparts a 'blessing,' granting blessed creature only wildling children from that point onward. Often, those outside the Deepwood regard this 'blessing' more as a curse. Thirdly, a wildling can result from a druid's use of wild magic, either to reincarnate a creature while preserving its past life's memories or to bind themselves to a place as a guard against death.

Wildlings are notably distinct. Although most mature at a rate akin to their non-wildling parent, their lifespans can vary, ranging from shortened to potentially limitless.

Fey Heritage

Every wildling is blessed by their natural heritage. The exact nature of these blessings varies for every wildling. Some have small claws on their fingers and yellow eyes capable of seeing heat. Others have beautiful wings extending from their backs and powerful tail capable of holding weapons.

With so much variety between them, not much can be said about the general needs of every wildling.

As a race, wildlings also have little in the way of common instincts or tendencies, except for those all living beings share.

Acquired Species

Wildlings are created when a humanoid has its body suffused by wild magic. Most wildlings are born as such, however, there are ways a living humanoid may be transformed into a wildling version of their species. The traits of this species are applied on top of a creature's natural species. Choose your base species from either *Dwarf, Elf, Giant, Human, Half-Human*, or *Merfolk* from this book, or another species that specifically states its members may become wildlings.

Wildling Features

As a wildling, your unique physique and deep connection to nature grant you several abilities.

Body of the Wild. You retain your base species' *Physique, Health, Vitality,* and *Survival* traits, but lose any *Special Traits* provided by your species, including your *Ethnicity*. You do not lose ability score increases provided by your *Ethnicity*, but do lose any enhancements made to your P*hysique, Health, Vitality,* and *Survival* traits by *Special Traits.* For example, a human wildling does not benefit from the vitality bonus provided by the *Human Endurance* trait.

Predisposition. Instinctual tendencies vary between individuals. Due to their ability to understand all creatures many wildlings have a strong sense of empathy and tend towards good alignments. However, there are no tendencies that all wildlings share.

Sylvan. You can speak sylvan, the language of the wild. You understand all sentient creatures and can communicate meaning with them, even if you don't share a language or the creature cannot speak. How complicated these ideas can be depends on the intelligence of those who participate in the conversation. This form of communication works through a combination of speech, gestures, and magic. To communicate in this way, both participants must perceive each other with their own senses (sylvan cannot be recorded or transmitted electronically). As long as the participants can see each other, sylvan allows for silent communication.

Natural Blessings. Your body takes on aspects of the surrounding wilderness. Roll 1d8. The result is how many times you roll on the *Blessings* tables. Begin by rolling a d100 for the *Positive Blessings* columns. You receive the trait corresponding to your roll. Whenever you roll between 1 and 30 on the *Positive Blessings* columns you choose one of the *Special Traits* your base species or ethnicity normally provides that was removed by *Body of the Wild*. Then, if you have rolls remaining, roll a d100 on the *Negative Blessings* columns. Continue alternating between the two parts of the table until you have used all your rolls. If a roll results

Dwarf Wildling
Cold Adaptation x2
Keen Senses
Climber
Sterile

Blessings

d100	Positive Blessings
1-30	Base Race Trait (your choice)
31-37	Cold Adaptation
38-44	Heat Adaption
45-50	Amphibious
51-56	Climber
57-62	Fin
63-68	Natural Armor
69-72	Darkvision
73-76	Dexterous Tail
77-80	Fast
81-84	Innate Spellcasting
85-87	Chameleon Skin
88-90	Echolocation
91-93	Infravision
94-96	Keen Senses
97-98	Golden
99-100	Wings

d100	Negative Blessings
1-50	Sterile
51-62	Frail Body
63-69	Bioluminescence
70-76	Claws
77-82	Deteriorating Health
83-88	Energy Vulnerability
89-94	Fast Metabolism
95-97	Sunlight Sensitivity
98-100	Sleepy

in a blessing you already have, no trait is applied, unless that blessing states it may be applied more than once. See the *Natural Blessings* section on the next page for the features each blessing provides.

Alternatively, your GM may allow you to choose your blessings. In this case, you have 4 blessing points that you may spend on blessings. See *Natural Blessings* for a list of all available traits and their point costs. You may choose a blessing only once unless the blessing explicitly states it can be chosen multiple times. You can only gain points from up to 2

Elf Wildling
Infravision (Elf)
Cold Adaptation
Fast
Keen Senses
Claws
Sterile

Halfelf Wildling
Hybrid Endurance (Halfelf)
Keen Senses
Fast Metabolism

Human Wildling
Endurance (Human)
Natural Armor
Wings
Fast Metabolism
Sterile

negative blessings. Instead of spending points on one of the blessings below, you may spend 1 blessing point to gain one of the *Special Traits* removed by *Body of the Wild*.

Natural Blessings

Blessings are split into two categories: Positive and Negative. Positive blessings cost points, whereas negative blessings gain you points. You can only gain extra points from up to two negative blessings.

Positive Blessings

Choose from the following blessings. Each has a point cost associated with it.

Amphibious. Your lungs can breathe both air and water. Three slits on either side below your ribcage allow you to empty your lungs of liquid. This blessing costs 2 points.

Chameleon Skin. Your skin can change color to match your surroundings. When you take the Hide action, you may become camouflaged (see the condition). This blessing costs 4 points.

Climber. A light build, muscled limbs, and small claws that tip your fingers and toes make you an apt climber. You have a climbing speed equal to your walking speed. You may take this blessing a second time to gain the ability to adhere to almost any material and climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. This blessing costs 2 points.

Cold Adaptation. Fur covers your entire body and protects you from the cold. You treat cold weather as though it were pleasant and freezing cold as though it were cold weather. This blessing costs 1 point. You may choose this blessing a second time to treat cold and freezing cold weather as though it were pleasant and to gain resistance to cold damage.

Darkvision. You can see in dim light within 20 meters (60 feet) of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. This blessing costs 3 points.

Dexterous Tail. Powerful muscles run along your tail, making it particularly large, dexterous, and strong. You may use your tail to interact with objects. As a bonus action, you may use your tail to make an attack using a light melee weapon. You may also use your tail to wield a shield. This blessing costs 3 points.

Echolocation. Your large ears can pick up ultrasound waves that you emit with every breath. You have blindsight out to a range of 10 meters (30 feet). This sense is blinded while you are deafened. This blessing costs 4 points.

Fast. Your feet are long and you walk on your toes instead of your whole foot, making it easier to run quickly. Your speed increases by 5 meters (15 feet). This blessing costs 3 points.

Fin. A fin runs along your tail and up your back and your fingers may be webbed. You have a swimming speed equal to your walking speed. This blessing costs 2 points.

Golden. Your body does not age past physical maturity. You are immune to natural disease and ignore the effects of exhaustion, except death at level 6. This blessing costs 6 points. It cannot be chosen in combination with the deteriorating health blessing.

Heat Adaption. You gain resistance to fire damage and treat scorching heat as though it were pleasant. This blessing costs 1 point.

Infravision. You can see in dim light, darkness and absolute darkness within 30 meters (90 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. You can't discern color in darkness, smoke, or fog, only shades of red and are unable to see the color red outside of your infravision. You cannot learn to read any language you didn't know before your transformation, except Elvan, and can't use non-elvan skill books. This blessing costs 4 points.

Innate Spellcasting. Somewhere on your body, usually embedded in the forehead, is a gem-like organ that can channel magical energy. Choose a novice spell from the Aria spell list or from either the Lore of Force, Light, Frost, Lightning, Fire, or Life. You learn this spell and may cast it by expending vitality equal to its vitality cost at will. This blessing costs 3 points. You may choose this blessing more than once.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on sight, sound, or scent. Increase your passive Perception by 5 accordingly. This blessing costs 4 points.

Natural Armor. Scales, thick fur, or feathers cover parts of your body and make you harder to hurt. While you are not wearing any armor, you gain a +2 bonus to your armor class. This blessing costs 2 points.

Wings. Feathered or fairy-like wings extend from your back and the magical organ at their base can lift you from the ground. You have a flying speed equal to your walking speed and can hover. To use this speed, you can't be wearing heavy armor. This blessing costs 6 points.

Negative Blessings

You may choose from the following negative blessings. Each gains you a certain number of blessing points you can spend on positive blessings.

Bioluminescence. Small luminescent dots cover your entire body and are particularly numerous on your face and neck. You are not obscured by dim light or darkness. This effect can be negated if you totally cover your body. This blessing gains you 1 point.

Claws. Large, sharp claws extend from your fingertips, making it difficult to hold things. Your unarmed attacks deal 1d4 slashing damage. You have disadvantage on weapon attacks. The effects of this blessing can be negated by cutting your fingernails every time you complete a long rest. This blessing gains you 1 point.

Deteriorating Health. You only have half the life expectancy of your base species and disadvantage on saving throws against disease. This blessing gains you 1 point. It cannot be chosen in combination with the golden blessing.

Fast Metabolism. Your body metabolizes calories faster, meaning you have more energy, but also require more food. Your daily ration consumption increases by 1. This blessing gains you 1 point. You may choose this blessing more than once.

Energy Vulnerability. A quirk in your biology causes you to be vulnerable to a specific kind of energy. Choose one of the following damage types; acid, cold, fire, force, lightning, or necrotic damage. You are vulnerable to the chosen damage type. This blessing gains you 1 point. You may choose this blessing more than once. When you do, choose a different damage type every time.

Frail Body. Your body is particularly weak to being damaged. Decrease your maximum hit points by an amount equal to 2 + your Level. This blessing gains you 2 points.

Sleepy. You require 10 hours of sleep each day instead of 8. This blessing gains you 1 point.

Sterile. You are infertile. If you are a male you cannot sire children and if you are female you cannot get pregnant. This blessing gains you 4 points.

Sunlight Sensitivity. Your eyes are extremely sensitive to bright light. You have disadvantage on Wisdom (Perception) checks that rely on sight when you, or whatever you are trying to perceive is in direct sunlight. This blessing gains you 1 point.

Chapter 3: Classes

A class is an archetype that describes a set of capabilities your patron has accumulated throughout their life. The features you are provided are abstractions. Just like hit points and vitality are abstractions of your physical condition that don't exist in the 'real' game world, class features assign names and numbers to certain capabilities. For example, the fighter's feature Action Surge represents a warrior's ability to push themselves beyond their limits to perform several actions quickly in a way that none that haven't trained specifically for it can. To the fighter, using this ability is not them deciding to trigger Action Surge, but them shoring up their own resolve into a burst of focus and speed, similar to a final push at the end of a marathon.

While playing, it will usually be easier to simply refer to a capability by its abstract name when you decide to use it so that your GM and other players immediately know what you want to do. However, it is important to remember that your in-game self has no concept of the features of its class and will never refer to them by their name. The only major exceptions to this rule are spells, where the arcane techniques spells represent do have specific names given to them by the people of the Other World and the new.

When you wake up after the fog you will only have access to a few proficiencies; the most basic capabilities your class can provide. Just like class features, levels are also an abstraction. They represent the fact that you are gaining experience and are unlocking the ingrained knowledge of your patron through the dreams you have about them every night. Your in-game self has no concept of levels, though they will still most likely be able to gauge their power level.

Each class entry in this chapter includes a table summarizing the benefits you gain at every level, followed by a detailed explanation of each one.

The twelve classes, listed in the Classes table, can on their own and by combing them through multi-classing, be used to describe almost any set of skills someone in the Other World may have acquired.

Class	Description	Complexity
Barbarian	A sturdy front-liner focused on melee combat that can shrug off most physical attacks.	Low
Bard	A versatile spellcaster that grows more powerful the longer their performance lasts and specializes in dialog and diplomacy.	Low
Druid	A shapeshifting, support-focused spellcaster in their humanoid form that can talk to and transform into animals.	Medium
Fighter	A versatile warrior that specializes in outlasting their opponents and gaining superiority through their equipment and a small set of versatile martial maneuvers.	Low
Mage	A spellcaster that specializes in one (or more) of six elemental lores that each provide unique and powerful abilities. They provide a good balance between versatility and firepower.	High
Monk	A martial artist that avoids damage using supernatural awareness and strikes enemies down with a large number of highly accurate melee attacks.	Low
Paladin	A warrior that blends the use of armor and mundane weapons with divine magic to support their allies and deliver devastating attacks against single foes.	Medium
Prophet	A spellcaster that focuses on manipulating the minds of others through their connection to the divine.	Medium
Ranger	A warrior that enhances their martial prowess with wild magic and special maneuvers. A ranger focuses on versatility and can be just as effective on their own as in a group.	Medium
Rogue	A warrior that specializes in outmaneuvering and taking down their foes one at a time. The rogue relies on a broad range of skills to outmatch their foes.	Medium
Sorcerer	A spellcaster that has a natural aptitude for a specific elemental lore that provides an unmatched amount of firepower.	High
Witch	A crafter that creates powerful magic items, potions, and wands that allow them to cast a huge variety of spells and easily swap out the spells they can cast.	High

Barbarian

Roaring, the giant jumps into the way of the driving *car. Steel bends and glass shatters as his massive frame smashes into the vehicle driving at full speed. As the driver frees herself from the airbag, a sledgehammer crashes through the remains of the windshield and smashes her face into the backrest. Unfazed by the collision the giant pulls his hammer back out.*

Baring his teeth, the human man raises his axe and *his warriors charge into the hail of arrow, gun, and spellfire. Even as razor-sharp hunting tips, pieces of lead, and bolts of sunfire batter their bodies, they charge, close the distance, and begin the slaughter.*

A white-furred kobold unleashes a mixture of a *screech and a hiss, her small tongue poking out of her mouth. In the blink of an eye, she smashes her fire axe into the wild wolf. Using the falling beast's momentum for leverage, she is catapulted into the air. The other canines look in awe as the axe flies towards them, dragging a crazy kobold through the air behind it.*

As different as these warriors are, one thing unites them. Their passion. Through passion, they gain strength. Through strength, they gain power. Through power, they gain victory. This creed unites all those who let their emotions consume them so utterly that they enter into a trance-like state. Most warriors rely on their thirst for battle and bloodlust to enter this rage, but any powerful emotion will do. Hate, love, jealousy, disgust. All valid options. While in this state of total emotional indulgence, a barbarian has supernatural fortitude and strikes with unparalleled ferocity. They gain resilience, uncanny reflexes, and the strength to perform feats other mortals can only dream of.

Pure Passion

Some see overt displays of emotion as a weakness, but those who have faced a raging barbarian will be convinced of the opposite. The name may imply a brute, but barbarians are just as varied as other warriors. Some charge blindly with massive weapons, while others weave their passion into an intricate dance of death. Barbarians thrive in short chaotic battles as their rage feeds on their vitality and drives them to achieve ever-greater feats. By the time their strength wanes and the flame that is their rage dies down, all but the most powerful of foes will be defeated.

Life Lived

The barbarian way of fighting lends itself to those living outside of what would be considered civilized society, but even in the confines of a town or city, those who fight with savage passion can find their power. So it is that barbarians can be found everywhere in the Other World, though they are most numerous in the north and deep forests of the world.

Though not required, most barbarians take their indulgent mindset from the battlefield to their day-to-day life. As such, they may come across as unrestrained and hedonistic, though most barbarians would simply say that they enjoy the small things in life. For what worth has life if it is not indulged in?

Building a Barbarian

Whether by choice or chance, you received the body of a barbarian. You will almost always find it in peak physical condition. With your patron's abilities being very instinct driven, you will feel their influence stronger than some others. Will you embrace the wild lifestyle of passion and indulgence, or will you restrain yourself outside your rage? Will you dominate the weak and sate your every need through banditry and raiding, or will you build a place to call your own and savor the simple things in life with your friends and family? Perhaps you will choose a bit of both, or a different path entirely. Either way, you will leave a mark in this beautiful new world of savage beasts and wild men.

Quick Build. To quickly build a barbarian, pick a species that provides a bonus to Strength and/or Constitution. Humans and Giants work well. Then make Strength your highest ability, followed by Constitution and Dexterity.

CLASS FEATURES

As a barbarian, you gain the following class features.

Barbarian Proficiencies

At 0th level, the barbarian class provides you with the following proficiencies:

Armor: Light Armor, Medium Armor, Shields
Weapons: Simple and Martial Weapons
Saving Throws: Strength, Constitution
Skills: Choose two from Acrobatics, Animal Handling, Athletics, Intimidation, Mechanics, Nature, Perception, and Survival

Multiclassing

Ability Score Minimum: Strength 13

When you multiclass into the barbarian, you gain the following proficiencies:

Armor: Shields
Weapons: Simple Weapons, Martial Weapons

The Barbarian

Level	Proficiency Bonus	Features	Rage Bonus Damage	Maneuvers Known	Maneuver Level
0th	+2	Barbarian Proficiencies	-	-	-
1st	+2	*Rage, Unarmored Defense*	+1	-	-
2nd	+2	*Maneuvers, Reckless Attack*	+1	2	Beginner
3rd	+2	*Way of Passion, Wild Protection*	+1	2	Beginner
4th	+2	*Ability Score Improvement or Feat*	+2	3	Beginner
5th	+3	*Extra Attack, Wild Speed*	+2	3	Beginner
6th	+3	*Way Feature*	+3	4	Veteran
7th	+3	*Primal Intuition*	+3	4	Veteran
8th	+3	*Ability Score Improvement or Feat*	+4	5	Veteran
9th	+4	*Brutal Critical, Way Feature*	+4	5	Veteran
10th	+4	*Unkillable*	+5	6	Elite

Rage

As a 1st level barbarian, you may submerge yourself in your passion. Using your bonus action and 2 vitality per turn you begin to rage, granting you the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a non-spell attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian. At 1st level, you have a +1 bonus to damage. Your bonus increases to +2 at 5th level and to +3 at 9th.
- You have resistance to all damage except psychic, and damage dealt by armor-piercing attacks.

Rage requires concentration, but damage can't break it. However, other effects that break concentration (such as being shocked or incapacitated) will still end it.
You must expend 2 vitality when you begin your rage and at the start of each of your turns to continue the rage. If you do not spend this vitality, your rage ends. If your vitality is reduced to 0, you fall unconscious. Entering rage is a silent and subtle action.

Unarmored Defense

Also starting at 1st level, while you are not wearing any armor, you add your Constitution modifier to your Armor Class (Base Armor Class + Dexterity Modifier + Constitution Modifier = Armor Class). You can use a shield and still gain this benefit.

Maneuvers

Starting at 2nd level, you gain the ability to supplement your rage with maneuvers; special actions that can be taken in combat.

About Maneuvers

Maneuvers are special, almost magical, spell-like abilities that warriors may employ in combat. They represent bursts of extreme focus and physical power that push their user to the limit of their ability.
The chapter on spellcasting provides a list of maneuvers you have access to in the subchapter on maneuvers.

Learning Maneuvers

At 2nd level, you learn two maneuvers and an additional one every even level thereafter (4th level, 6th level, 8th level, and 10th level). Refer to the Barbarian Maneuver Level table to see at what level you gain access to higher-level maneuvers.

Barbarian Maneuver Level

Maneuver Level	Barbarian Level
Beginner	2nd
Veteran	6th
Elite	10th

Maneuver Ability

Strength or Dexterity (your choice) is the ability for your barbarian maneuvers, as they rely on your martial prowess. You use the chosen ability score whenever a maneuver refers to your maneuver ability. In addition, you use the modifier of the chosen ability when setting the saving throw DC for maneuvers you use. When a maneuver calls for an attack, you use the attack modifier you normally use for the spell, unarmed, or weapon attack you decide to use.

Maneuver Save DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice).

Vitality

When you initiate a maneuver, decrease your current vitality by the amount listed as the maneuver's *Vitality Cost*. If you reach 0 vitality, you fall unconscious, and the maneuver you were initiating fails unless you make a final push. (See the general rules on Spellcasting for details).

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you attack during your turn, you can decide to attack recklessly. If you do, you have advantage on all attack rolls until the end of your current turn, but attack rolls against you have advantage until the start of your next turn.

Way of Passion

At 3rd level, you choose a way that shapes the nature of your barbaric abilities. Choose either the Way of the Berserker, or the Way of the War Crier, both of which are detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 6th, and 9th level.

Wild Protection

Also at 3rd level, your passion protects you, allowing you to charge your opponents unimpeded.
You have advantage on Dexterity and Constitution saving throws against effects from sources that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Wild Speed

Also at 5th level, your speed increases by 3 meters (10 feet) while you aren't wearing heavy armor.

Primal Intuition

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Unkillable

When you reach your 10th level, your passion makes you nearly unkillable and your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while raging, you do not fall unconscious. Instead, your hit points can now go into the negative. As long as you are not dealt your entire health again as damage, you can continue fighting. If you are dealt your entire health as damage after being reduced to 0, you die instantly. If your rage ends, you fall unconscious and must make death saving throws.

Ways of Passion

Each so-called way of passion is a set of techniques used to turn emotions into a barbarian rage and once a barbarian becomes more skilled, the way they focus their passion has a profound impact on how it manifests. While any way can be used with any passion, most have a state of mind that is commonly employed by those who follow that way.

Way of the Berserker

PASSION UNLEASHED

Berserkers completely submerge themselves in their passion, allowing it to consume them entirely and granting them an unmatched presence on the battlefield. Their approach is simple: charge your enemies and smash them with a relentless onslaught.

Especially the orcs in the west rely on this way, channeling years of atrocities and betrayal committed against them into furious passion, but this way is by far the most common among all barbarians.

Frenzy

Starting when you choose the way of the berserker at 3rd level, you go into a frenzy when you rage. In addition to the usual effects, for the duration of your rage you can use your bonus action to make a single melee weapon attack.

Mindless Rage

Beginning at 6th level, you are immune to being charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Retaliation

At 9th level, you learn to retaliate rapidly. When you take damage from a creature in your reach, you may use your reaction to make one melee weapon or unarmed attack against that creature.

Way of the War Crier

VOICE OF PASSION

Those who learn to channel their passion into song become known as war criers. Each swing of their weapon is part of a song. Each stomp of the foot and each breath part of a melody. Their passion fuels the arias they perform.

In the Other World, these warriors can easily be identified by their war chants. The ability to draw on one's passion to perform the magic of the voice was discovered twice. Once by the human tribes in the deep south, who copied the magic of merfolk and found that by singing these arias with intense passion, they can harden their bodies. It was also discovered by the northern harpies, who integrated the giants' passionate way of fighting into their arias.

Spellcasting

Starting when you choose the way of the war crier at 3rd level, you gain the ability to cast arias that your patron trained and committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Aria Magic

The chapter on spellcasting provides a list of the spells you have access to in the subchapter on arias.

Arias are unique in that they are cast over the course of several turns, with each action used to empower it granting the aria additional benefits without increasing its vitality cost.

Learning Arias

At 3rd level, you learn the *Channel Performance I* spell and 2 Novice arias. You may choose an additional aria of a level you have access to every odd level (5th, 7th, 9th).

Whenever you gain access to a new spell level, you automatically learn the corresponding *Channel Performance* spell, which does not count against the number of spells you may choose. Any spell you learn is committed to your memory and can be cast at any time, as long as you have the required vitality. Refer to the *War Crier Spell Level* table to see when you gain access to a new level of spells.

Spellcasting Ability

Charisma is your spellcasting ability for your barbarian spells, as their power derives from the force of your personality. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a barbarian spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Charisma modifier

Spell Attack Modifier = your Proficiency Bonus + your Charisma modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's *Vitality Cost*. If you reach 0 vitality, you fall unconscious and the spell you were casting fails. (See the general rules on Spellcasting for details)

War Crier Spell Level

Spell Level	Barbarian Level
Novice	3rd
Apprentice	7th

Song of Passion

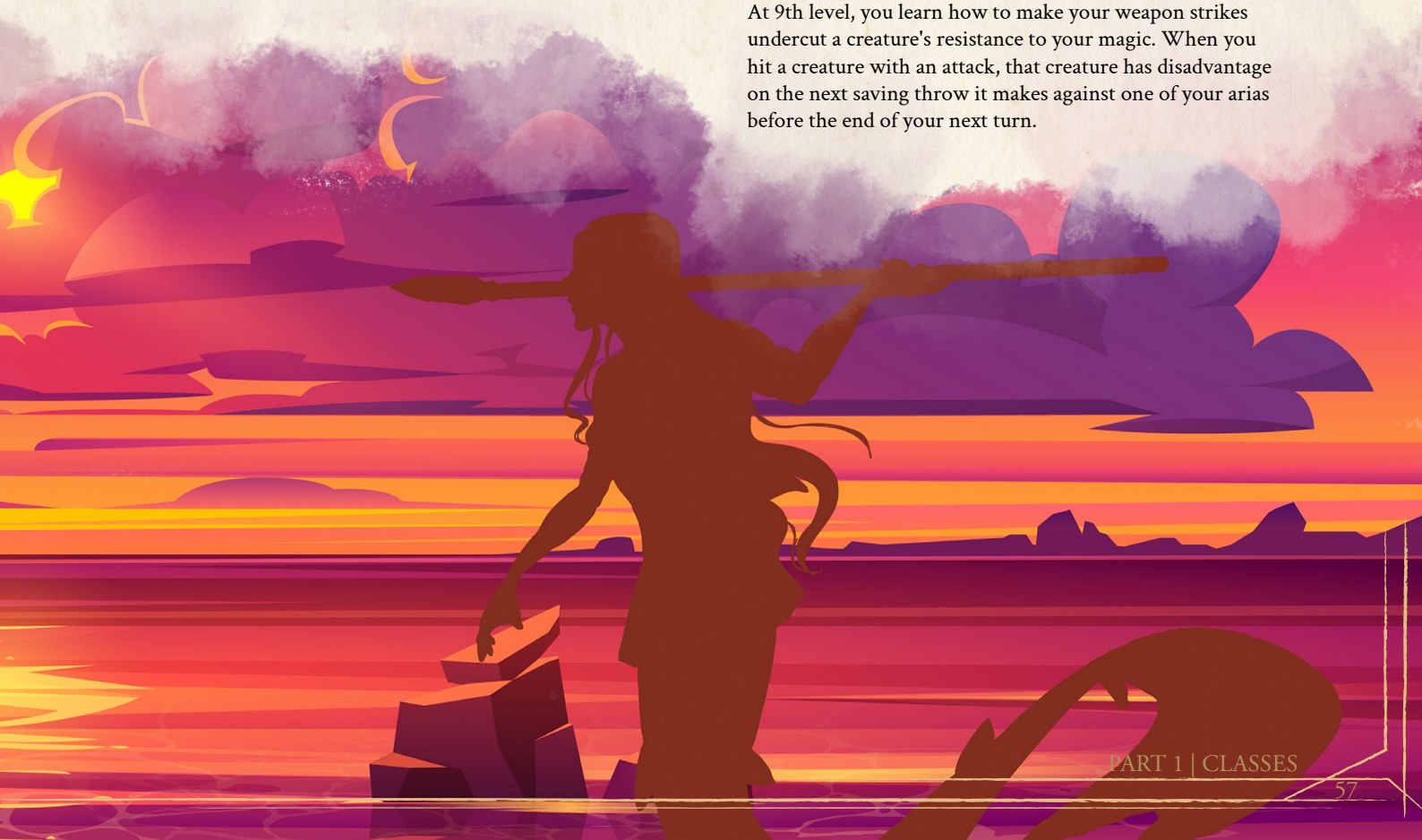
Also starting at 3rd level, raging does not prevent you from casting an aria spell, nor from concentrating on it. When you begin an aria, you may concentrate on it without ending your rage and vice versa. An effect other than damage that ends concentration ends both your rage and the aria. Damage still forces you to make concentration checks to maintain your arias.

Harmonious Rage

Beginning at 6th level, when you use your action to cast an aria or to progress to a new verse in an aria you are already concentrating on, you can make one weapon attack as a bonus action.

Song Strokes

At 9th level, you learn how to make your weapon strikes undercut a creature's resistance to your magic. When you hit a creature with an attack, that creature has disadvantage on the next saving throw it makes against one of your arias before the end of your next turn.



SPELLS OF SONG

Bard

As the group of survivors marches, the young human *at the back pulls out his violin. Subtle, almost imperceivable magic laces the old-school marching song. The others groan in annoyance but can feel the steady rhythm put a spring in their step.*

With blade in hand and a song on her lips, the *mermaid slither-hops over the forest floor. Her sword slashes through the bandits and just as one manages to cut her, the melody vibrates through his body. He screams as the intensity of the magic-laced harmonics ravage him in castigation.*

While the others charge the beast, the human starts *to sing. The lyrics are a bit odd. They are devised to match a melody that strums the very strands of reality. With every note, the intensity of the song increases and so does its arcane potency.*

Through arcane arias, bards bless their allies and bane their foes. On and off the battlefield they are the center of attention, for only a fool ignores a bard's tune.

Center of Attention

A bard's spells take the form of arias, magical melodies that strum the strings of reality, enchanting the minds of others and diverting the energy that flows through this world. Their effects ramp up slowly, growing more potent the longer the performance is sustained. Every aria is built on a small set of core harmonics, but a bard rarely performs those harmonics on their own. Instead, bards learn to weave them into a complete performance: a song, a chant, or a played melody that carries the magic of the aria in addition to periodic words of encouragement or traumatizing crescendos. Hiding the harmonics inside a proper piece of music has the additional benefit of making the aria slightly harder to identify, and thus (ever so slightly) harder to resist. Most bards will cite this as their reason, though an actual song is also just more fun to perform than mystical humming and droning.

Desired Performers

Bards in the Other World, just like in the New, are met with adoration, favor, scrutiny, and mistrust wherever they go. Folk love their magical songs and there is no better way to get a free drink than to sing a magically enhanced song to raise spirits. It is no secret that ladies and gentlemen alike love a wonderful performer and one does not become a bard if attention is something one does not seek. Bards of every gender have a reputation as players and most gladly live up to expectations. Of course, seducing (and being seduced by) everything with a pulse, and some things without one, is not the main purpose of most bards. For many cultures, their songs and stories are the only historical records they keep.

Building a Bard

Whether by choice or pure chance, you have inherited the body of an arcane performer. Your tunes delight the spirit and can ease the burden of living in the New World. Your stories and songs are a much-needed source of entertainment. No matter where you are, a good performance, enhanced by magic, will rarely not be appreciated. In combat, you are a menace. The effects you can summon on a whim are usually unimpressive. However, should foes allow you fully empower an aria, the effects are always devasting. Your allies will do well to protect your precious concentration to benefit from your most powerful abilities. Your enemies, however, will be fools not to do everything in their power to silence you.

Will you use your newfound abilities to become a star of the New World, or only begrudgingly start a tune when combat requires it? Will you revel in the attention and adoration of others, or shun it? The choice is yours.

Quick Build. To build a bard quickly, pick a species that provides a bonus to Charisma and Dexterity. Humans, elves, and half-elves work well. Then make Charisma your highest ability score followed by Dexterity. At 1st level, choose the Novice aria spells: *Detecting, Empowering, Vicious,* and *Vitalizing.*

The Bard

Level	Proficiency Bonus	Features	Arias Known	Aria Level
0th	+2	Bard Proficiencies, Bonus Vitality	-	-
1st	+2	Spellcasting, Bardic Inspiration	4	Novice (1)
2nd	+2	Jack of All Trades, Bardic Mythos	5	Novice (1)
3rd	+2	--	6	Apprentice (2)
4th	+2	Ability Score Improvement or Feat	7	Apprentice (2)
5th	+3	--	8	Adept (3)
6th	+3	Mythos Feature	9	Adept (3)
7th	+3	--	10	Expert (4)
8th	+3	Ability Score Improvement or Feat	11	Expert (4)
9th	+4	--	12	Master (5)
10th	+4	Mythos Feature	13	Master (5)

CLASS FEATURES

As a bard, you gain the following class features.

Bard Proficiencies

At 0th level, the bard class provides you with the following proficiencies:

Armor: Light Armor
Weapons: Simple Weapons
Saving Throws: Constitution, Charisma
Skills: Choose three from Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Mechanics, Medicine, Nature, Perception, Performance, Persuasion, Religion, Science, Sleight of Hand, Stealth, and Survival

Bonus Vitality

As a bard, you add your Charisma modifier to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class.

Multiclassing

Ability Score Minimum: Charisma 13
When you multiclass into the bard, you gain the following proficiencies:
Armor: Light Armor
Skills: One skill from the bard skill list

Spellcasting

As a bard, you focus on casting arias, a special form of spells that your patron trained and committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Aria Magic

When you gain your 1st level, you gain the ability to manipulate the world using arcane melodies called arias. The chapter on spellcasting provides a list of the spells you have access to in the subchapter on arias. Arias are unique in that they are cast over the course of several turns, with each action used to empower it granting the aria additional benefits without increasing its vitality cost.

Learning Arias

At 1st level, you learn the *Channel Performance I* spell. You may then choose a total of 4 spells from the aria spell list. Whenever you gain a level, you may choose 1 new spell from the aria spell list. Whenever you gain access to a new spell level, you automatically learn the corresponding channel spell, which does not count against the number of spells you may choose.

The *Bard Spell Level* table tells you when you gain access to spells of greater complexity (higher level).

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells, as their power derives from the force of your personality. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Charisma modifier

Spell Attack Modifier = your Proficiency Bonus + your Charisma modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's *Vitality Cost*. If you reach 0 vitality, you fall unconscious and the spell you were casting fails unless you make a final push. (See the general rules on Spellcasting for details).

Bard Spell Level

Spell Level	Bard Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Instruments

Using an instrument can make your arias more powerful, but more difficult to play. For a list of available instruments and their effects, see the section on instruments in the chapter on equipment. Once you have started an aria with an instrument, unequipping that instrument will end your concentration on that aria. You cannot enhance an aria with an instrument after you have started it. You can use any instrument you find with your arias. It is assumed your patron either trained with them, or you do during downtime.

Bardic Inspiration

You can inspire others through stirring words and tunes. To do so, you use a bonus action on your turn and expend 1 vitality to choose one willing creature other than yourself within 20 meters (60 feet) of you that can hear or see you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level and a d10 at 10th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Bardic Mythos

At 3rd level, you delve into the advanced techniques of a bardic mythos. Choose either the Mythos of Eloquence or the Mythos of Legends, both of which are detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 6th, and 10th level.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Mythos

A mythos is as much a style of training as it is a genre of music. As bards become more skilled with spellcasting, they gain the ability to match their actions to the rhythm of their aria and weave their magic with greater precision. How this manifests depends on the bard's training and thus on their mythos.

Mythos of Eloquence

VOICE OF DEBATE

Adherents of the Mythos of Eloquence master the art of oratory. Persuasion is regarded as a high art, and a well-reasoned, well-spoken argument often proves more powerful than objective truth. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with skilled debate and plucking at heartstrings to appeal to the emotions of entire audiences.

Silver Tongue

Starting at 3rd level, you are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10, unless the roll is a natural 1.

Unsettling Words

Also at 3rd level, you may weave tunes into your arias that sow doubt within the hearts of your foes. As a bonus action, you can expend one use of your Bardic Inspiration to choose one creature you can see within 20 meters (60 feet) of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

Unfailing Inspiration

At 6th level, your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the inspiration die is not lost.

Infectious Inspiration

Finally, at 10th level, when you successfully inspire someone, the power of your eloquence can spread to others. When a creature within 20 meters (60 feet) of you adds one of your

Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 20 meters (60 feet) of you, giving it a Bardic Inspiration die without expending any vitality.

Mythos of Legends

VOICE OF HEROES

Bards of legends take inspiration from the great heroes of ages past. The might of old mages suffuses their melodies. The wisdom of the world's greatest warriors guides their weapons. Songs of victories long won and defeats narrowly dodged carry the magic of their arias to their allies and inspire them to legendary deeds of their own.

In the Other World, bards of legends would travel land and sea to witness the greatest events of their time firsthand and to ensure that the memory of those events doesn't pass from the world. Their performances would grant them seats at almost any table and a place in almost any warband they think might be worthy of a song.

Bonus Proficiencies

When you become a bard of legends at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Maneuvers

As a bard of legends, you learn maneuvers, special actions that can be taken in combat, to weave into your performance.

About Maneuvers

Maneuvers are special, almost magical, spell-like abilities that warriors may employ in combat. They represent bursts of extreme focus and physical power that push their user to the limit of their ability.

The chapter on spellcasting provides a list of maneuvers you have access to in the subchapter on maneuvers.

Learning Maneuvers

At 3rd level you learn 2 maneuvers and an additional 1 every odd level thereafter (5th level, 7th level, and 9th level). Refer to the *Legends Maneuver Level* table to see at what level you gain access to higher level maneuvers.

Maneuver Ability

Strength or Dexterity (your choice) is the ability for your legend maneuvers, as they rely on your martial prowess. You use the chosen ability score whenever a maneuver refers to your maneuver ability. In addition, you use the modifier of the chosen ability when setting the saving throw DC for maneuvers you use. When a maneuver calls for an attack, you use the attack modifier you normally use for the spell, unarmed or weapon attack used.

Maneuver Save DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice)

Vitality

When you initiate a maneuver, decrease your current vitality by the amount listed as the maneuver's *Vitality Cost*. If you reach 0 Vitality, you fall unconscious, and the maneuver you were initiating fails unless you make a final push. (See the general rules on Spellcasting for details).

Legends Maneuver Level

Maneuver Level	Bard Level
Beginner	3rd
Veteran	7th

Combat Inspiration

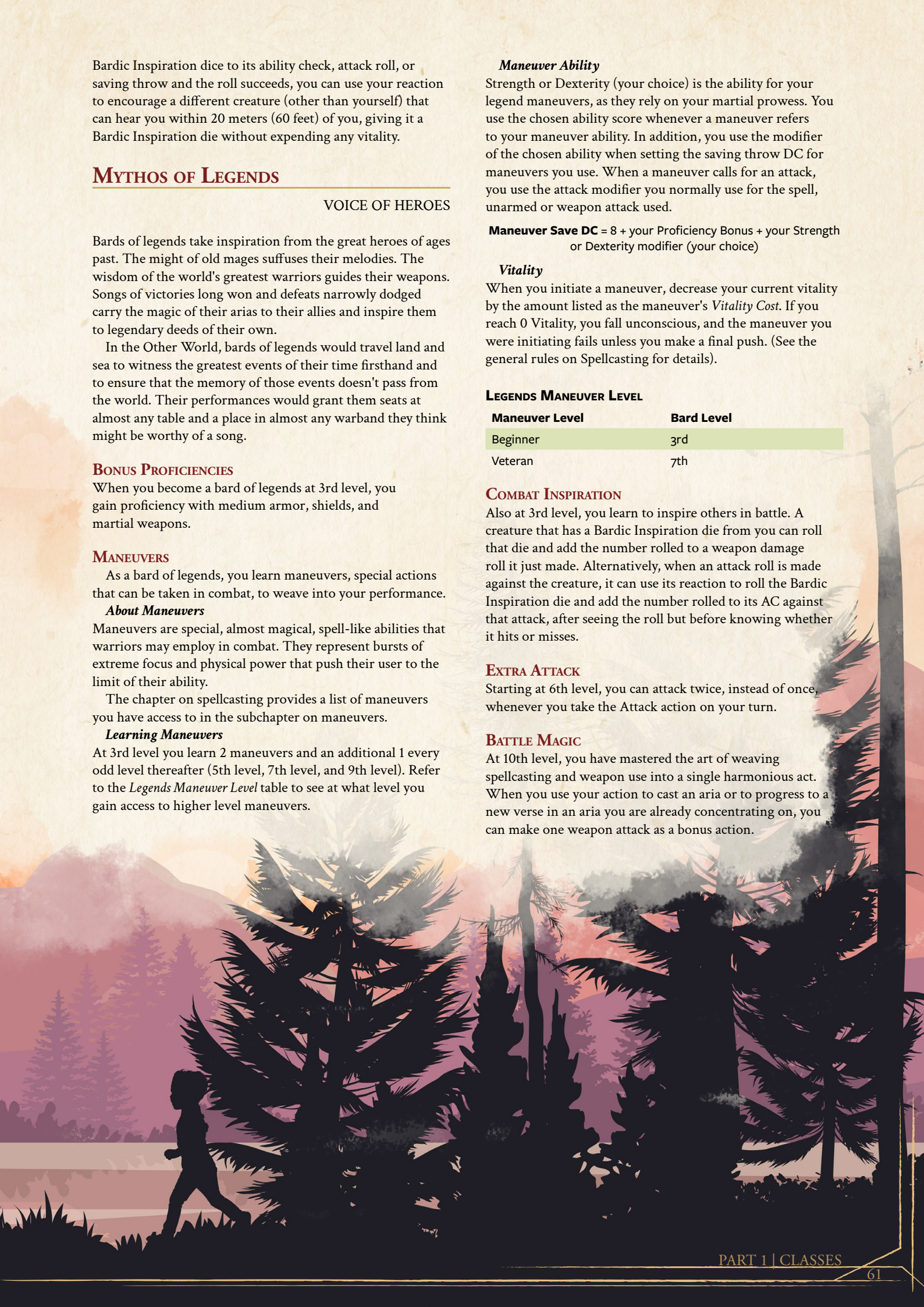
Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

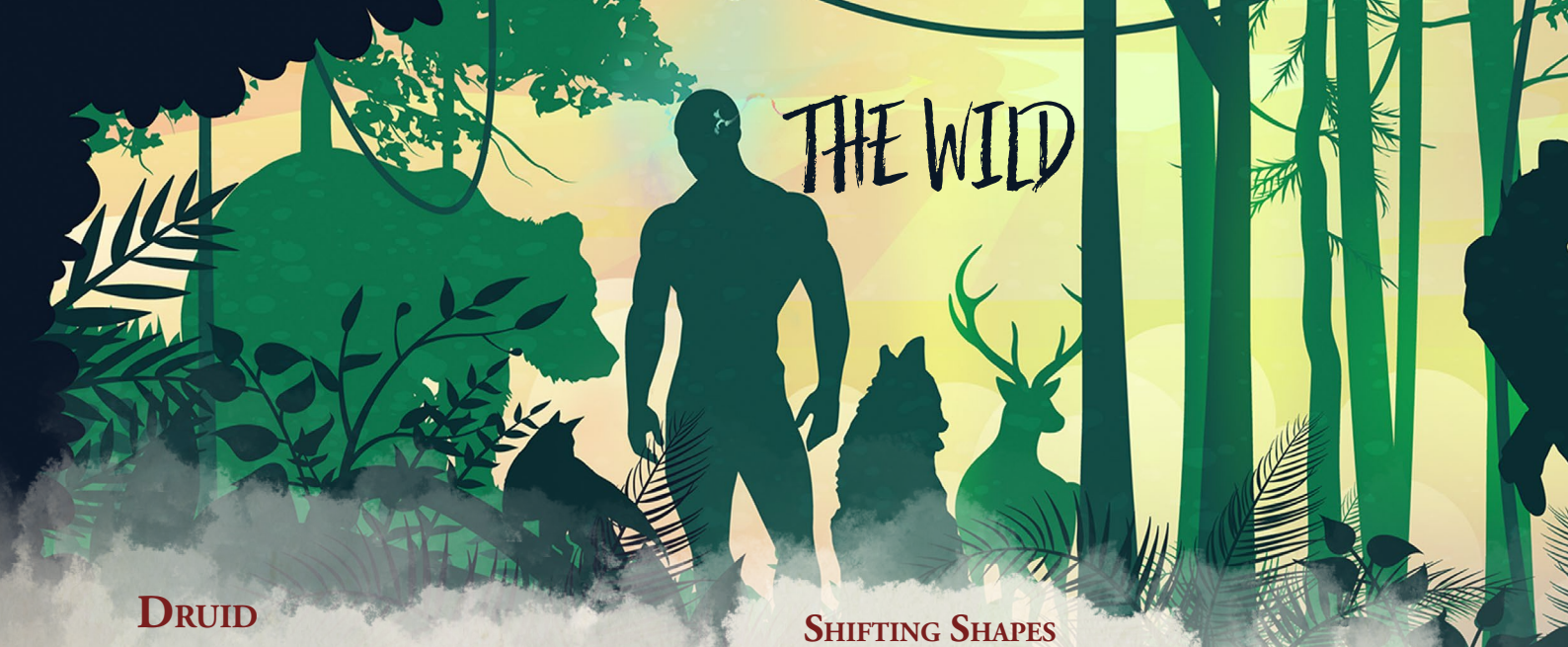
Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Battle Magic

At 10th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast an aria or to progress to a new verse in an aria you are already concentrating on, you can make one weapon attack as a bonus action.





Druid

A harpy patrols the sky around the roost of her *eagle and gripper allies. The intruders can't hide from her sight and with a single melodic scream she calls out to her friends. The hunters look up, only to see the harpy shift. Her feathers become fur. Her wings fold into thick arms. Her face becomes the snout of a bear. The hunter's mouth falls open, before he is crushed.*

With a thought and a mote of effort, the naked *green-skinned human mentally marks the lone female elf. He looses his arrow and as it strikes, the subtle spell causes the amber tip to bite even deeper than it normally would. She is dead in an instant. A good look is all he needs. His rock-hard abs become breasts. His ears elongate. His hair pales and lengthens. As he reaches down to undress the corpse, he has become its near-perfect image.*

Fire swirls and wood blackens and breaks under the *incredible heat of the elf's spells. She understands the panicked screams and screeches of the animals as they flee from the inferno. It saddens her, but it is the greed of their guardian who forces her hand. A psychic scream pierces her mind like a knife, causing blood to drip from her nose and eyes. As she turns to face the four-legged shape in the smoke, flames rise from the ground and into her hand. The real battle begins.*

Whether calling on the enigmatic power of wild magic or shredding their foes in one of their many animal forms, druids are an extension of nature. Every druid is both civilized humanoid and wild animal at the same time, switching between both at will and uniting the best aspects of all their forms.

Wild Magic

Druids draw their power from nature by harmonizing their very being with the tapestry of the natural world. Wild magic is the name of this enigmatic form of spellcasting. It relies on the wielder's understanding of themselves, the world, and those they wish to affect and allows them to divine information about the land or their foes and understand all. This attunement however is a constant weight on the druid's body. The stronger the spell, the more intrusive the necessary attunement, the more vitality it saps from the body.

Some druids focus their training on transforming into ever more powerful creatures, harnessing the strength of beasts, the magic of fey, and the resilience of monsters. Others become powerful hybrids, or focus on the magic flowing through the world to become the most adaptable spellcasters in existence.

Shifting Shapes

The ability to transform the fabric of their being allows druids to also change their appearance. At first limited to different ears, hair, or skin colors, every novice druid quickly learns to take on the forms of other animals. When a druid transforms, their body becomes their new form, yet at the same time is separate from it. It is still there, like a blade within a sheath. The transformation is almost perfect, yet always retains aspects of the druid's original form. It also doesn't create energy. The druid still relies on their natural vitality and while the new form requires the food it naturally needs, it draws from the druid's reserves. A wild shape form is also completely infertile and like all shapeshifters weak to silver. Damage to the transformation destabilizes it, but only truly damages the druid's true form if the magic that maintains the transformation is broken. Though often intense trauma to the druid's wild shape can leave painful echoes on their true form. Unless they are forced out of their transformation, a druid can maintain it indefinitely. In theory. Forms smaller or less bulky than the druids usual form are always uncomfortable. The druid feels a crushing sensation that becomes more intense the smaller the form and long periods in such a form can cause the original body to atrophy and be damaged when the druid reverts.

Building a Druid

Whether by choice or chance, your patron was a druid and you have inherited their power. Most crave a simple life. One free of the complications of civilization, yet at the same time devoid of the worst parts of nature. As a druid, such a life can be yours. As your power grows you will be able to influence the world around you. You will be able to rally beasts, turn into fearsome monsters, and defend, or force upon others, your definition of balance. That is, if you choose to pursue such an abstract and nebulous concept at all. Animals and humanoids alike will come to you to seek your aid, but will you be a selfless paragon that lifts the spirits of all who look upon you, or will you be a selfish monster that abuses its abilities to enslave those who trust it? Will you seek harmony between all, or devour anyone in your way? Perhaps you will do a bit of everything. The choice is yours, in the end.

Quick Build. To build a druid quickly, pick a species that provides a bonus to Wisdom and Dexterity. Humans and jotunn giants work well. Then make Wisdom your highest ability score followed by Dexterity. At 1st level, prepare the Novice wild spells: *Absorb Elements, Initiative, Wild Smite,* and if your Wisdom is high enough to prepare four spells, *Zephyr Strike.*

The Druid

Level	Proficiency Bonus	Features	Spell Level
0th	+2	Druid Proficiencies, Bonus Vitality	-
1st	+2	Spellcasting, Alter Shape	Novice (1)
2nd	+2	Circle, Wild Shape	Novice (1)
3rd	+2	--	Apprentice (2)
4th	+2	Ability Score Improvement or Feat	Apprentice (2)
5th	+3	--	Adept (3)
6th	+3	Circle Feature	Adept (3)
7th	+3	--	Expert (4)
8th	+3	Ability Score Improvement or Feat	Expert (4)
9th	+4	--	Master (5)
10th	+4	Circle Feature	Master (5)

CLASS FEATURES

As a druid, you gain the following class features.

Druid Proficiencies

Starting at 0th level, the druid class provides you with the following proficiencies:

Armor: None
Weapons: None
Saving Throws: Constitution, Wisdom
Skills: Choose two from Acrobatics, Athletics, Animal Handling, Insight, Medicine, Nature, Perception, Performance, Persuasion, Religion, Science, and Survival

Bonus Vitality

As a druid, you add your Wisdom modifier to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class.

Multiclassing

Ability Score Minimum: Wisdom 13
When you multiclass into the druid, you gain the following proficiencies:
Skills: One skill from the druid skill list

Spellcasting

Druids gain their power from the wild magic around them, wielding an enigmatic kind of power that relies on attuning their bodies to the world around them. See the chapter on spellcasting for the general rules on using magic.

Wild Magic

When you gain your 1st level, you form a powerful connection to the world around you and gain access to wild magic. The chapter on spellcasting provides a list of the spells you have access to in the sub-chapter on wild magic.

Preparing Spells

You prepare the list of druid spells that are available for you to cast, choosing from the wild magic spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier (minimum 1) + your druid level. The spells must be of a level which you have access to.

The *Druid Spell Level* table tells you when you gain access to spells of greater complexity (higher level).

Channel spells do not need to be prepared. You always have access to the abilities described under the channel spells associated with the spell levels you have access to.

In addition to their active effects, which cost vitality to use, all wild magic spells (except channel spells) have a passive ability that you benefit from as long as you have that spell prepared (even in your wild shape).

For every spell that you have prepared, decrease your maximum vitality by an amount equal to the spell's level (1 for novice, 2 for apprentice, 3 for adept, 4 for expert, and 5 for master-level spells).

You may change the spells you have prepared whenever you finish a night's rest.

For example, you are a druid and just gained your 5th level. Your Wisdom score is 16 and your Wisdom modifier is thus +3. Whenever you finish a night's rest, you may choose 8 spells (3+5) to prepare. You may cast *Channel Wild I, II*, and now *III* and these 8 spells at your leisure. If you prepared 5 novice, 2 apprentice, and 1 adept spells, reduce your maximum vitality by 12.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since their power derives from your understanding of the wild. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Spell Attack Modifier = your Proficiency Bonus + your Wisdom modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's *Vitality Cost*. If you reach 0 vitality, you fall unconscious and the spell you were casting fails unless you make a final push (See the general rules on Spellcasting for details.)

Druid Spell Level

Spell Level	Druid Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Alter Shape

At 1st level, in addition to being able to alter your attunement to the world, you may also alter your form.

Change Appearance. As an action, you may expend 3 vitality and magically transform your physical looks. You decide what you look like, including your height, weight, facial features, the sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another species or sex, though none of your statistics or biological capabilities change. You also can't appear as a creature of a different size category than you, and your basic shape stays the same; if you're bipedal, you can't use this ability to become quadrupedal, for instance. You may attempt to imitate a humanoid creature's looks. A creature may make a Wisdom (Perception) check against your wild magic spell save DC to see through your deception.

This ability can only alter your biological appearance. It cannot add or alter clothing or accessories. You may end any of these effects at any time (no action required). When you are dealt damage by a silvered or magical weapon or come into contact with a silver object, you must succeed a Wisdom saving throw or have the effect end. The DC of this save equals 10 + the damage taken.

Natural Weapons. As a bonus action you may expend 3 vitality to grow vicious claws, fangs, horns, or a similar natural weapon of your choice until you finish a night's rest. Your unarmed strikes deal 1d6 (or 2d6 if you are large, 1d4 if you are small, and 1 if you are tiny) bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. You may also use your spell attack modifier for your unarmed attack rolls and may add your Wisdom modifier instead of your Strength modifier to the damage rolls of your unarmed strikes.

Circle

At 2nd level, you choose which circle your patron was part of. Choose either the Circle of the Beast, the Circle of the Land, or the Circle of the Moon, all of which are detailed at the end of the class description. Your choice determines the spells you can cast and grants you features at 2nd level, and again at 6th, and 10th.

Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast, fey, or monstrosity by expending an amount of vitality equal to the animal's maximum hit points.

In order to be able to transform into an animal, you must have eaten its raw flesh, or know its true name (see *Channel Wild I* on how to obtain a true name).

After transforming, you remain in your new form until you reverse the transformation by using a bonus action on your turn. You automatically revert if you drop to 0 hit points, or die.

While you are transformed, the following rules apply:

Statistics. Your game statistics are replaced by the statistics of the beast, fey, or monstrosity, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions or non-innate spellcasting, you can't use these features.

Silver Vulnerability. The creature you transform into receives a vulnerability to bludgeoning, piercing, and slashing damage from magical or silvered attacks, in addition to any natural vulnerabilities it may have.

Hit Points and Vitality. When you transform, you assume the animal's hit points. Your hit dice and vitality are shared between forms. When you revert to your true form, you return to the number of hit points you had before you transformed (your true form's current hit points). However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage to your true form. If an effect would kill you instantly without dealing damage, you are reverted to your true form and reduced to 0 hit points instead. If your transformed form is vulnerable to a damage type you are not vulnerable to, double the damage as usual, apply it until the wild shape is reduced to 0 hit points, then halve the remaining damage and apply that to your own hit points.

No Spellcasting or Speech. You cannot speak, cast spells, use maneuvers, or benefit from passive abilities your spells provide while in your wild shape, but may still communicate using Sylvan (Channel Wild I). Transforming breaks concentration, unless a spell specifically states it doesn't.

Equipment. Anything you are wearing or carrying before transforming is worn or carried by your new form, or falls to the ground. Armor and similar equipment that cannot accommodate the transformation is destroyed.

Resting in Wild Shape. When you take a night's rest or long rest while in your wild shape, you expend rations equal to your wild shape's upkeep instead of your true form's and can only eat what your wild shape can digest. You retain your true form's starvation thresholds.

Both your wild shape and your true form benefit from a rest. When you recover hit points or vitality from a rest, both your wild shape and your true form benefit from the recovery. However, your vitality cannot recover beyond your wild shape's natural vitality maximum. Your true form's current hit points can't recover past and are reduced to your wild shape's hit point maximum.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. Alternatively, you may choose a feat from the Feat list.

Druid Circle

When a druid becomes skilled enough to wild shape, the aspect they focus on has a profound impact on the abilities they gain. Different traditions have formed, and groups of druids that share a common approach to teaching their craft are called circles.

Circle of the Beast

THE POWER OF TRANSFORMATION.

The circle of the beast encompasses druids that focus on mastering their wild shape.

In the Other World many beast druids serve as elite soldiers for the archfey, and other allies of the Deep Wood. They are terrors feared by even the most seasoned legionnaire, as every squirrel and every mouse in the dark may just by a druid waiting to turn into an owlbear.

Combat Wild Shape

Starting when you choose this circle at 2nd level, you gain the ability to use Alter Shape or Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action and expend vitality to regain 1d8 hit points for every 2 vitality you expend.

Transformation Expert

Also starting at 2nd level, using your Wild Shape feature only costs an amount of vitality equal to half the maximum hit points of the creature you wish to transform into.

Wild Attacks

Starting at 6th level, your attacks while wild shaped count as magical for the purpose of vulnerability or overcoming resistance and immunity to nonmagical attacks and damage.

Transformation Master

Finally, at 10th level, using your Wild Shape feature only costs an amount of vitality equal to a quarter of the maximum hit points of the creature you wish to transform into.

Circle of the Land

THE POWER OF THE LAND.

The circle of the land encompasses druids that focus their efforts on wielding wild magic and drawing elemental power from the land upon which they walk, similar to a sorcerer.

In the Other World, druids of the land usually revere the mythic elemental spirits as gods and guard the places where they resurrect.

Circle Lore

Starting when you choose this circle at 2nd level, you gain the ability to attune yourself to the land and expand the spells available to you.

Whenever you decide to prepare new spells, you gain access to the elemental lore of magic associated with the environment you are in. Your GM determines what this environment is, choosing from plains, desert, mountains, coast, underground, or urban. Refer to the section on the environment you are in below for the lore and the *Land Druid Spell Level* table for what level of elemental spells you have access to. In addition to being able to prepare spells from that elemental lore, you receive the channel spells and a set of spells associated with that land. These spells do not count against the spells you may prepare and do not decrease your maximum vitality. All other elemental spells you prepare decrease your maximum vitality by an amount equal to their level, just like wild spells.

You may use Wisdom instead of the spellcasting ability normally associated with an elemental lore to cast its spells.

Land Druid Spell Level

Spell Level	Druid Level
Novice	2nd
Apprentice	6th
Adept	10th

Plains (Force)

The strongest of winds blow across the endless green plains, where the mightiest of beasts live. The plains grant you access to the Lore of Force, as well as the circle spells listed below.

Your spellcasting ability for force spells is Wisdom or Strength (your choice).

Druid Level	Circle Spell
2nd	Apprehend, Mobility
6th	Skin of Stone
10th	Blink

Desert (Light)

In the desert life meets death and from this land of contrast, the power of light may be drawn. The desert grants you access to the Lore of Light, as well as the circle spells listed below.

Your spellcasting ability for light spells is Wisdom or Dexterity (your choice).

Druid Level	Circle Spell
2nd	Shadow Cloak, Warding Glare
6th	Invisibility
10th	Beam

Mountains (Frost)

The mountains reach for the sky above and are marked by the frigid winds that blow across them. The mountain grants you access to the Lore of Frost, as well as the circle spells listed below.

Your spellcasting ability for frost spells is Wisdom or Constitution (your choice).

Druid Level	Circle Spell
2nd	Glacial Glide, Sculpt Weapons
6th	Freeze Armament
10th	Counterspell

Coast (Lightning)

The sea ebbs and flows like the currents of electric energy. The coast grants you access to the Lore of Lightning, as well as the circle spells listed below.

Your spellcasting ability for lightning spells is Wisdom or Intelligence (your choice).

Druid Level	Circle Spell
2nd	Counter, Gathering Storm
6th	Heat Metal
10th	Vector Pulse

Underground (Fire)

Within the earth lies a realm of fire, a remnant of the great inferno from which the world was born and those who live in the dark below may draw on its fiery power. The underground grants you access to the Lore of Fire, as well as the circle spells listed below.

Your spellcasting ability for fire spells is Wisdom.

Druid Level	Circle Spell
2nd	Burn, Propulsion
6th	Piercing Javelin
10th	Fireball

Forest (Life)

The forests of the world hum with the endless cycle of birth and decay. The forest grants you access to the Lore of Life, as well as the circle spells listed below.

Your spellcasting ability for life spells is Wisdom or Charisma (your choice).

Druid Level	Circle Spell
2nd	Healing, Revitalize
6th	Revivify
10th	Haste

Urban (None)

Where the diversity of nature is disrupted by the bustle and construction of a city, or outright killed by the black fog, a druid can find no power.

Wild Shape Magic

Starting at 6th level, you may cast spells while wild shaped.

Conduit of the Land

Finally, at 10th level, you may prepare spells without reducing your maximum vitality.

Circle of the Moon

THE POWER OF THE HYBRID.

The first druids studied the magic of the lycan curse to adopt aspects of other creatures and their tradition lives on in the oldest circle. Moon druids have the ability to assume a hybrid form that incorporates the aspects of many different animals into the druid's humanoid form, instead of becoming a full animal. While this does not offer the protection of a full transformation, it allows a druid to easily retain their ability to cast spells. This power is of particular interest to those afflicted by the lycan curse, as it allows them to control their hybrid form.

In the Other World, these druids often lead packs of lycans, but it is also the most popular circle among the jotunns, due to its long history with their people.

Hybrid Shape

Starting at 2nd level, you may spend a bonus action and 4 vitality to shapeshift into an animalistic druid hybrid form, or back into your true form. You may transform into animals as an action using your Wild Shape feature both from your true form or your hybrid shape.

You cannot speak while in your hybrid shape, but may still communicate using sylvan. You have access to any passive abilities provided by spells you have prepared and may cast spells for double their normal vitality cost. If any other feature or effect would double this cost again, triple the spell's vitality cost instead.

Anything you are wearing or carrying before shifting is worn or carried by your new form, or falls to the ground. Armor and similar equipment that cannot accommodate the transformation is destroyed.

While transformed you gain all features described under *Druid Hybrid Shape Features*. You lose these features when you return to your true form.

If you are a lycan, you do not maintain control when you are forcefully transformed, however, whenever a circumstance would force you to transform, you may choose to expend 4 vitality and transform into your druid hybrid shape instead (no action required). If you do, you maintain control.

Druid Hybrid Shape Features

Bestial Body. Your current and maximum hit points are doubled. You are vulnerable to psychic damage and bludgeoning, piercing, and slashing damage from attacks made with magical or silvered weapons. Additionally, your AC increases by 2 while you are not wearing armor.

Claws. Your unarmed attacks deal 1d6 piercing or slashing damage (your choice). The damage of your unarmed attacks increases as you gain druid levels, to 1d8 at 7th level and 1d10 at 10th level. When you make an unarmed attack using the attack action, you can make one additional unarmed attack as a bonus action.

Darkvision. You can see in dim light within 20 meters (60 feet) of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If your species already has natural dark- or infravision, its range increases by 10 meters (30 feet) instead.

Feral Might. You have advantage on Strength checks and saving throws and your speed increases by 3 meters (10 feet).

Heightened Senses. You have advantage on Wisdom (Perception) and Wisdom (Survival) checks.

Animal Aspects

Also at 2nd level, you may incorporate aspects of animals into your hybrid shape.

You may choose a number of aspects with a total value of 8 points. You may only choose an aspect once, unless the aspect specifically states it may be chosen multiple times. You only benefit from these traits while in your hybrid shape and cannot transform into a hybrid shape without the chosen blessings.

You may choose from the following aspects:

Amphibious. Your lungs can breathe both air and water. Three slits on either side below your ribcage allow you to empty your lungs of liquid.This blessing costs 3 points.

Chameleon Skin. Your skin and fur can change color to match your surroundings. When you take the Hide action, you may become camouflaged (see the condition). This blessing costs 4 points.

Climber. A light build, muscled limbs, and small claws that tip your fingers and toes make you an apt climber. You have a climbing speed equal to your walking speed. You may take this blessing a second time to gain the ability to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. This blessing costs 2 points each time it is applied.

Cold Adaptation. Fur covers your entire body and protects you from the cold. You gain resistance to cold damage and you ignore the effects of cold and freezing cold weather. This blessing costs 2 points.

Echolocation. Your large ears have the ability to pick up ultrasound waves that you emit with every breath. You have blindsight out to a range of 10 meters. This sense is blinded while you are deafened. This blessing costs 4 points.

Fast. Your legs bulge with powerful muscles and become angled so that you run on your toes. Your speed increases by 3 meters (10 feet). This blessing costs 4 points.

Fin. A fin runs along your tail and up your back. Your skin is smooth and slippery and your fingers may be webbed. You have a swimming speed equal to your walking speed. This blessing costs 2 points.

Heat Adaption. Your skin is thick and dark. You gain resistance to fire damage and ignore the effects of scorching heat. This blessing costs 4 points.

Infravision. You can see in darkness within 30 meters (90 feet) of you as if it were bright light and smoke and fog do not impede your vision. Any warm-blooded creature within 30 meters (90 feet) of you is revealed to you. You can't discern color in darkness, smoke, or fog, only shades of red. This blessing costs 5 points.

Natural Armor. Scales, thick fur, or feathers cover parts of your body and make you even harder to hurt. While you are not wearing any armor, your Armor Class increases by 2. This blessing costs 3 points each time it is applied. You may choose this blessing up to three times.

Vicious Attacks. Your claws are particularly long and sharp and wielded by arms as thick as tree trunks. Your unarmed attacks deal an additional die of damage. This blessing costs 5 points.

Wings. Massive wings extend from your back, or replace parts of your arms, and your form takes on a harpy or owl-like appearance. You have a flying speed of 15 meters. Any bonus or penalty to your movement speed also affects your flying speed and being proned causes you to fall. This blessing costs 6 points.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn (including in your hybrid form).

Veteran Shifter

Also starting at 6th level, your hybrid form continues to take on more and new aspects of the natural world, while older ones may atrophy. You may choose new blessings and replace old ones for a total value of 11 points (instead of 8).

Master Shifter

Finally, at 10th level, your hybrid form reaches its apex. You may choose new blessings and replace old ones for a total value of 14 points (instead of 11).

Training and Grit

Fighter

A giant draws his massive sword and takes a step *toward the seething dragon. The red monster unleashes a torrent of flame and in an instant the warrior jumps into action. A leap brings him to the monster. He pauses, gathers himself, and then delivers a set of perfectly timed and precise blows into his foe's flank.* A human slams his shield into the bandit's face, just *as the elven woman a few paces away readies her gun. Off balance, the bandit can't dodge and is blasted by a cloud of lead.* With a smug smirk, the elf gives her adversary a *wink. As the man pulls out a gun, she jumps to the side to avoid his shots. Before he can adjust his aim and unleash another salvo, she leaps forward and delivers three strikes. One in the stomach, one in the chest, and her final blow strikes through his neck.*

Fighters are a disparate lot. They train with many weapons or just one, perfect the uses of armor, learn exotic techniques, and study the art of combat. All to shape themselves into creatures of physical and martial perfection. Through discipline and intense training, they become unwavering warriors.

Martial Perfection

Fighters rely entirely on discipline and their training in combat. They hone a few versatile skills to perfection through endless, repetitive training. Some people would call those who rely on perfecting a few skills simple and dull, but most consider this type of combat the most honorable. It is direct and consistent. This makes fighters more predictable than some other warriors, but also gives them a distinct edge in combat. They may not be able to vary their style of combat too much, but what they can do, they can do well. Having a few extremely versatile skills drilled into their heads means that they can focus more on what macro-strategies to employ in combat, instead of deciding what they will do next. A much greater advantage, however, is the fighter's endurance. While others exhaust themselves with spells and other fancy abilities, the fighter simply endures. Through sheer tenacity, they outlast other opponents until they can simply finish them off. It is no wonder this style of combat comes naturally to humans.

Organized Warriors

Most organized armies in the Other World relied on fighters to be the backbone of their force. Teaching soldiers very specific sets of skills can be done through mass drills, allowing a single sergeant to train many recruits at once. When everyone has access to the same skills and can consistently perform the same moves perfectly, it becomes easy to organize a unit of soldiers to act and move in a cohesive manner. Since almost all common folk in the Other World either served in the military or the militia of their home country, need to defend their livelihood with their friends and family on a regular basis, or attack others for one reason or another, the fighter is the most common kind of warrior.

Building a Fighter

Whether by chance or by choice, you were connected to a fighter during the fog. From your patron, you receive a body perfectly honed to fight in a specific way. Whether you fight with a blade, a bow, or any other weapon, you will be a formidable foe. Even when you are near exhaustion, your skills will make you a substantial threat and few foes will beat you in a war of attrition. You have all the skills you need to carve yourself out a piece of this world and make it your own. Will you become a local hero who defends his small but prospering settlement from monsters and bandits alike, or will you become a cruel tyrant that dominates all who can't fend for themselves? Will you go out and face horrors that would make others run in fear, or will you settle down and defend a small plot of land from all who challenge your ownership of it? Perhaps you will do a little bit of everything? The choice is yours.

Quick Build. To build a fighter quickly, pick a species that provides a bonus to Strength or Dexterity and Constitution. Humans and mountain dwarves work well. Then make Dexterity your highest ability score followed by Strength and Constitution.

Level	Proficiency Bonus	Features	Fighting Styles	Maneuvers Known	Maneuver Level
0th	+2	Fighter Proficiencies	-	-	-
1st	+2	Fighting Style, Second Wind	1	-	-
2nd	+2	Action Surge, Maneuvers	1	2	Beginner
3rd	+2	Martial Drills	1	2	Beginner
4th	+2	Ability Score Improvement or Feat	1	3	Beginner
5th	+3	Extra Attack	2	3	Beginner
6th	+3	Ability Score Improvement or Feat	2	4	Veteran
7th	+3	Drills Feature	2	4	Veteran
8th	+3	Ability Score Improvement or Feat	2	5	Veteran
9th	+4	Drills Feature	3	5	Veteran
10th	+4	Ability Score Improvement or Feat, Extra Attack	3	6	Elite

CLASS FEATURES

As a fighter, you gain the following class features.

Fighter Proficiencies

Starting at 0th level, the fighter class provides you with the following proficiencies:

Armor: Light Armor, Medium Armor, Heavy Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Mechanics, Perception, Persuasion, Stealth, and Survival

Multiclassing

Ability Score Minimum: Strength or Dexterity 13

When you multiclass into the fighter, you gain the following proficiencies:

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Fighting Style

At 1st level and again at 5th and 9th level, you gain access to a particular style of fighting your patron specialized in. Choose one of the following options. You can't take a Fighting Style option more than once, even if you get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with non-firearm ranged weapons.

ARMORED

While wearing armor, you gain an additional +1 bonus to your AC from that armor.

DUAL-WIELDING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

PROTECTION

When a creature you can see attacks a target other than you that is within 1 meter of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

LOADER

If a weapon with the reload or loading property requires an action to reload, you can reload it using your bonus action. If it requires a bonus action, you ignore the property.

QUICK

While not wearing armor, your speed is increased by 1 meter and you gain a +1 bonus to your AC.

RELENTLESS

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can use your bonus action to make another weapon attack.

SHARPSHOOTER

Your attacks (including spells) ignore half and three-quarters cover and you do not suffer disadvantage at long range.

SHIELDED

While wielding a shield, you gain an additional +1 bonus to your AC from that shield. This bonus does not stack if you wield more than one shield.

THROWING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

Second Wind

Also starting at 1st level, through sheer discipline and force of will you soldier through lethal damage.
On your turn in combat you can use your bonus action to regain a number of hit points equal to 1d10 + your Fighter level.
Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your limits for a moment. On your turn, you can spend 6 Vitality to take one additional action on top of your regular action and a possible bonus action.
You can use this feature only once on the same turn.

Maneuvers

Starting at 2nd level, you gain the ability to supplement your fighting styles with maneuvers, special actions that can be taken in combat.

About Maneuvers

Maneuvers are special, almost magical, spell-like abilities that warriors may employ in combat. They represent bursts of extreme focus and physical power that push their user to the limit of their ability.
The chapter on spellcasting provides a list of maneuvers you have access to in the subchapter on maneuvers.

Learning Maneuvers

At 2nd level, you learn two maneuvers and an additional one every even level thereafter (4th level, 6th level, 8th level, and 10th level). Refer to the Fighter Maneuver Level table to see at what level you gain access to higher-level maneuvers.

Maneuver Ability

Strength or Dexterity (your choice) is the ability for your fighter maneuvers, as they rely on your martial prowess. You use the chosen ability score whenever a maneuver refers to your maneuver ability. In addition, you use the modifier of the chosen ability when setting the saving throw DC for maneuvers you use. When a maneuver calls for an attack, you use the attack modifier you normally use for the spell, unarmed or weapon attack you decide to use.

Maneuver Save DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice)

Vitality

When you initiate a maneuver, decrease your current vitality by the amount listed as the maneuver's *Vitality Cost*. If you reach 0 vitality, you fall unconscious, and the maneuver you were initiating fails unless you make a final push. (See the general rules on Spellcasting for details).

Fighter Maneuver Level

Maneuver Level	Fighter Level
Beginner	2nd
Veteran	6th
Elite	10th

Martial Drills

Starting at 3rd level, and again at 7th, and 9th level, the drills your patron received determine the abilities you receive. Choose either the Eldritch Knight or the Soldier, both of which are detailed at the end of the class description.

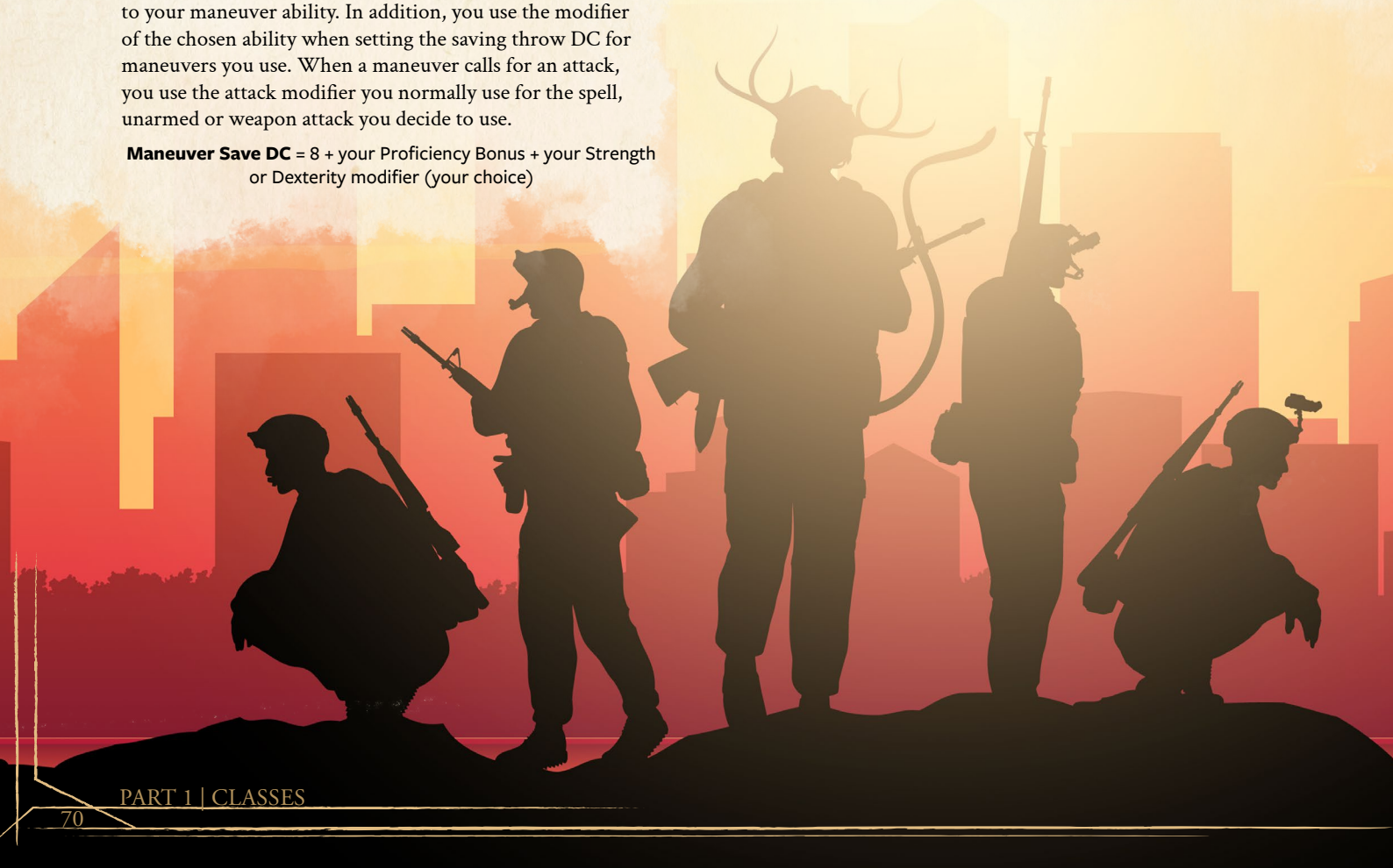
Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, and 10th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 10th level in this class.



Martial Drills

As a fighter becomes more skilled, they will usually specialize into a certain style of combat. The drills they drill into themselves reflect this style and are determined by the group within which the fighter trained.

Eldritch Knight

MARTIAL MAGIC

The archetypal eldritch knight combines the martial mastery common to all fighters with a careful study of elemental magic. Eldritch knights use magical techniques similar to those of mages, adapting the movements of magic to those of more mundane martial combat, while still focusing on weapon combat. This makes learning spells an even more complicated process for an eldritch knight than it already is, however few can deny the effectiveness of an armor-clad spellcaster integrating spells in between precise weapon strikes.

In the Other World, eldritch knights are most common among the dragon riders of Campestria and mercenary companies traveling the land.

Spellcasting

Starting when you choose this subclass at 3rd level, you gain the ability to cast spells that your patron trained and committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Elemental Magic

As an eldritch knight, you choose the lore your patron practiced if it wasn't already determined randomly. Choose from the Lore of Force, Light, Frost, Lightning, Fire, or Life. Your lore determines what spells you have access to. The chapter on spellcasting provides detailed descriptions of each lore and the spells they have access to. Refer to the spell list of your lore to see what these spells are and what effects they have.

Learning Spells

At 3rd level, you learn the Channel I spell of your lore and 2 Novice spells. Whenever you gain a level, you may choose 1 new spell from your lore of a level you have access to.

Whenever you gain access to a new spell level, you automatically learn the corresponding channel spell, which does not count against the number of spells you may choose. Any spell you learn is committed to your memory and can be cast at any time, as long as you have the needed vitality. Refer to the *Eldritch Knight Spell Level* table to see when you gain access to a new level of spells.

Spellcasting Ability

Your lore determines your spellcasting ability for your eldritch knight spells. You use the ability score determined by your lore whenever a spell refers to your spellcasting ability. Additionally, you use your ability modifier when setting the saving throw DC for an eldritch knight spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Spellcasting Ability modifier

Spell Attack Modifier = your Proficiency Bonus + your Spellcasting Ability modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's *Vitality Cost.* If you reach 0 vitality, you fall unconscious and the spell you were casting fails. (See the general rules on Spellcasting for details)

Eldritch Knight Spell Level

Spell Level	Fighter Level
Novice	3rd
Apprentice	7th

War Magic

Beginning at 7th level, when you use your action to cast a spell, you can make one attack as a bonus action.

Eldritch Strike

At 9th level, you learn how to make your attacks undercut a creature's resistance to your spells. When you hit a creature with an attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Soldier

FIGHT AS ONE

As a soldier, your patron relies on precise and well-coordinated teamwork. They are the troops that hold the line. With shield, sword, pike, or in this world usually rifle in hand, they stand side by side with their fellow soldiers and face the charging enemy. They advance together, they train together, and they die together. This kind of training is common in the armies of the Other World and from your patron you have inherited their ability for tactical teamwork.

Improved Critical

Beginning when you choose this subclass at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Troop Tactics

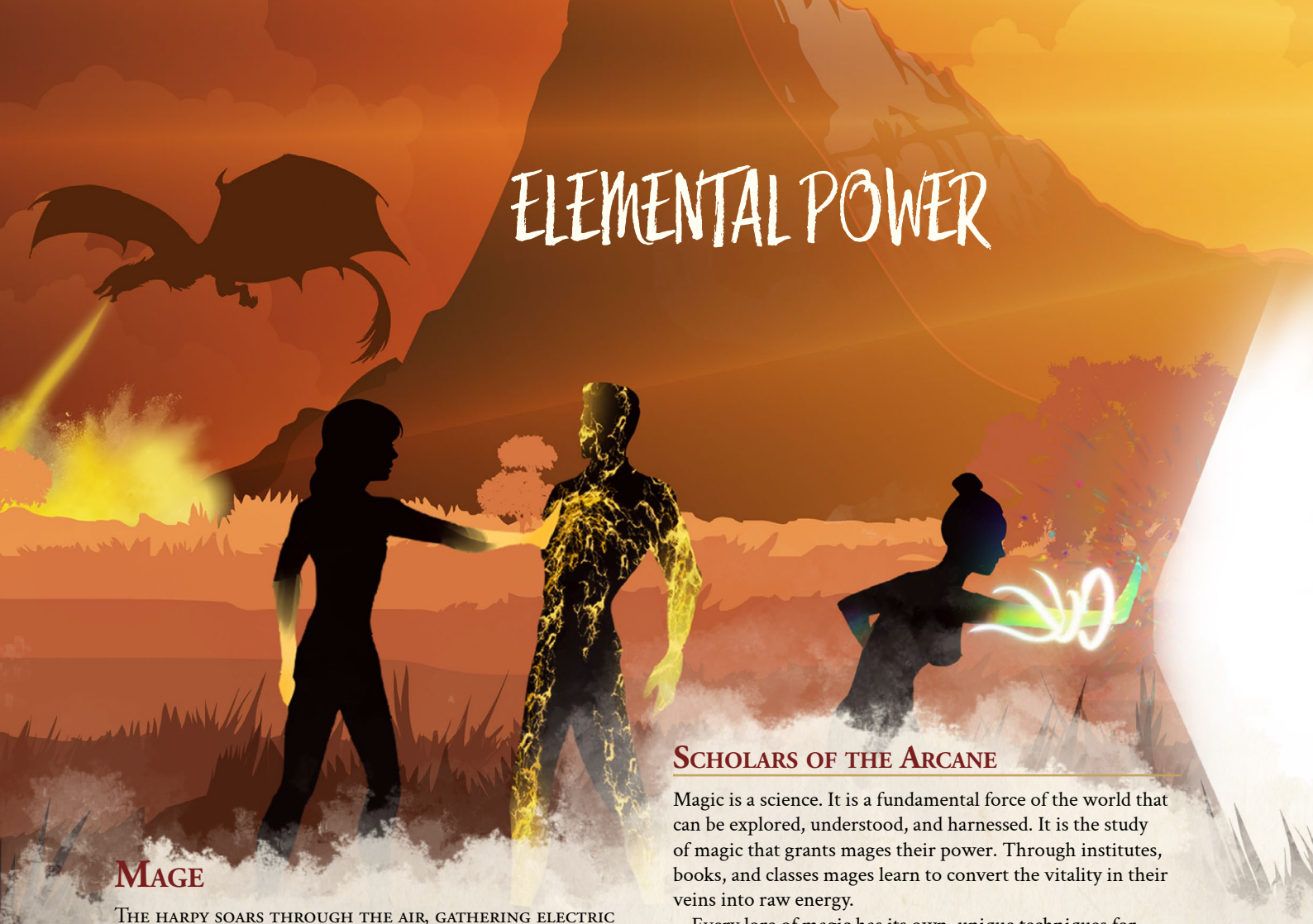
Starting at 7th level, you can use the Help action as a bonus action.

Legion Tactics

Starting at 9th level, you are a master of the battlefield. Your ability to work with others is unsurpassed. You can use the Help action to aid an ally within 5 meters of you, rather than 1 meter of you, as long as the target can see or hear you.

Superior Critical

Starting at 9th level, your weapon attacks score a critical hit on a roll of 18-20.



Elemental Power

Mage

The harpy soars through the air, gathering electric *energy on her feet. Below, her friends are battling an owlbear. Gunshots ring, but the monster seems unimpressed by the ballistic weapons. With a thunderous boom, she fires the bolt into the rampaging monster. Sparks explode off its body and the shock delivered by the bolt allows her ally to slip past its claws as he backs away from the monster.*

Golden veins snake over the elf's pale hands. The *bullet hole in her friend bleeds everywhere and his death is near. As her hands close in, tendrils of bright-yellow energy snake into his body and flow through it in crisscross patterns. He grunts from the unpleasantly hot sensation and a moment later the wound closes. The bleeding stops and the warrior picks up his weapon. He gives the elf a nod and charges back into the fray.*

Green energy glistens on the orc's skin as he *charges forward. The gun emplacement fires shot after shot, but the bullets simply ricochet off the forcefield with barely visible flashes of green light. Bright-green energy flares around his legs and with a dull phoom the massive man is flung into the air. The gunner can only look up in horror as the mass of magically protected muscle flies toward him. With a splat, he is crushed under the orc's weight.*

Mages are magic users, defined and united as a class by the spells they cast. There are six different elemental energies. Force, Lightning, Frost, Light, Fire, and Life. Through complicated martial and mental techniques, mages convert their vitality into these elemental energies. Few things require as much knowledge, as much mental acuity, and as much discipline as magic and each lore is different in the physical attributes and the mental techniques it demands of its wielder. Only the greatest can hope to master more than one.

Scholars of the Arcane

Magic is a science. It is a fundamental force of the world that can be explored, understood, and harnessed. It is the study of magic that grants mages their power. Through institutes, books, and classes mages learn to convert the vitality in their veins into raw energy.

Every lore of magic has its own, unique techniques for drawing power. While a mage can easily branch into multiple different lores, most focus on becoming highly proficient in a single lore and only learn a few elementary spells from other lores to give themselves some versatility. The reason for this is that while the basics are mostly the same, the unique aspects of every lore mean that every type of energy requires different abilities from its wielder. Developing an ability is demanding, and, as most mages are part of larger groups specialized in the use and development of magic, a high level of proficiency in a single lore is usually more valuable than a broad set of different magical capabilities.

Knowledge is Power

In the Other World, most mages begin their training at a young age, either at specialized institutes or through mentorship by family members. Mages rarely segregate themselves based on the specific lore of magic they practice, especially because any group that employs mages will want to have access to all lores. While novice mages often explore various types of magic, they usually discover a natural talent for one lore over others and decide to specialize in it.

Before one learns the proper safeguards, spellcasting is dangerous. One wrong move and a spell might misfire, unleashing its destructive potential on its caster. Fully-fledged mages have learned how to wield arcane power safely, but most still carry the scars of their early attempts. Aside from the danger, using a spell is complicated. To use it in combat, it must become second nature. An instinctive reflex honed through relentless practice. The endless study of mental and martial techniques leaves little time for else. There is no room for anything but the most basic weapon drills or the development of other skills of any kind.

The Mage

Level	Proficiency Bonus	Features	Spells Known	Spell Level
0th	+2	Mage Proficiencies, Bonus Vitality and Primary Lore	-	-
1st	+2	Spellcasting	6	Novice (1)
2nd	+2	Arcane School	8	Novice (1)
3rd	+2	--	10	Apprentice (2)
4th	+2	Ability Score Improvement or Feat	12	Apprentice (2)
5th	+3	--	14	Adept (3)
6th	+3	School Feature	16	Adept (3)
7th	+3	--	18	Expert (4)
8th	+3	Ability Score Improvement or Feat	20	Expert (4)
9th	+4	--	22	Master (5)
10th	+4	School Feature	24	Master (5)

Building a Mage

Whether by choice or pure chance, you have inherited the body of one who wields elemental magic as a martial science. As a mage, you may know a large number of spells from the vast catalogue of elemental magical abilities. However, each lore has its own unique approach to casting it. Most mages will have developed a specific attribute of their physique extensively to make the lore they prefer as effective as possible. The Lore of Force requires intense and powerful movements and thus feeds off your strength. The Lore of Light requires precise actions and as such requires great dexterity. Those who practice the Lore of Frost must have bodies as strong as a mountain, for only the toughest constitution can command the cold. The Lore of Lightning must be wielded with a mind that can understand its complicated nature. It is best invoked by the intelligent. The Lore of Fire is unpredictable. Only those who can go with its flow have the wisdom needed to guide it properly. Finally, when commanding the forces that govern life, the iron will granted by high charisma is of great help.

Through your patron, you have been given a shortcut to great power. As you gain experience, you will unlock the spells they trained into their ingrained memory and what took them years, you will gain in months. Will you stand above your fellow mortal, beautiful and terrible? Will you fight for an ideal, or will you simply protect those you hold dear and build your own small patch of paradise with them? The choice is yours.

Quick Build. To build a mage quickly, pick a lore first, then select a species that provides a bonus to the ability score associated with the lore you chose (Strength for Force, Dexterity for Light, Constitution for Frost, Intelligence for Lightning, Wisdom for Fire, and Charisma for Life). Humans and elves work well, as they can provide a bonus to any ability score. Then make that your highest ability score followed by Constitution.

CLASS FEATURES

As a mage, you gain the following class features.

Mage Proficiencies

Starting at 0th level, the mage class provides you with the following proficiencies:

Armor: None

Weapons: Simple Weapons

Saving Throws: Your Spellcasting Ability Score, Intelligence or Wisdom

Skills: Choose three from Acrobatics, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Mechanics, Perception, Performance, Persuasion, Religion, Science, Sleight of Hand, and Stealth

Bonus Vitality and Primary Lore

As a mage, you add your Primary Spellcasting Ability modifier to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class.

At 0th level, you choose your primary lore from the Lore of Force, Light, Frost, Lightning, Fire, or Life. This decision determines your Primary Spellcasting Ability at 0th level and determines which Channel spell you learn for free at 1st level. Check the *Spellcasting Ability* table to see which Ability score is associated with the lore of your choice. This Ability score becomes your Primary Spellcasting Ability.

Multiclassing

Ability Score Minimum: Spellcasting Ability 13

When you multiclass into the mage, you gain the following proficiencies:

Weapons: Simple Weapons

Spellcasting

As a mage, you focus on casting spells that your patron trained and committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Elemental Magic

Mages have the six elemental lores at their beck and call. The part on spellcasting provides a detailed description of each lore and the spells they have access to in the chapter on

elemental magic. While most mages specialize in a single lore, many also dabble in other lores for additional versatility.

Learning Spells

At 1st level, you learn the Channel spell of the primary lore you chose at 0th level and 6 novice or other Channel spells of your choice.

Whenever you gain a level, you may choose 3 new spells of a level you have access to. Refer to the *Mage Spell Level* table to see when you gain access to a new level of spells.

To learn a spell, you must know the Channel spell associated with it. For example, you can only learn the novice fire spell *Burn* if you know *Channel Fire*. You may learn a channel spell as though it were any other spell.

Each lore has a Channel spell, which represents your ability to summon that elemental energy. A Channel spell provides a few abilities and is upgraded with new options whenever you gain access to a new spell level. Having access to Novice (1st level) spells grants you the abilities described under Channel I at the start of the section on that lore's novice spells. Once you gain access to Apprentice (2nd level) spells, all your Channel spells are automatically upgraded with the abilities described under Channel II. Adept (3rd level) grants access to Channel III, Expert (4th level) to Channel IV, and Master (5th level) to Channel V abilities.

For example, let's assume your primary lore is fire, and you just gained your first level. You now know *Channel Fire*, gain the abilities described under *Channel Fire I*, and may choose six more spells. You may choose to learn six fire spells or choose, for example, the *Channel Life* spell from the Lore of Life. If you do, you may then choose five more novice spells that are either from the Lore of Fire or the Lore of Life.

Spellcasting Ability

The lore a spell is associated with determines your spellcasting ability for that spell (see the *Spellcasting Ability* table below). You use the ability score determined by your lore whenever a spell refers to your spellcasting ability. In addition, you use your ability modifier when setting the saving throw DC for that spell and when making an attack roll with it.

Spell Save DC = 8 + your Proficiency Bonus + your Spellcasting Ability modifier

Spell Attack Modifier = your Proficiency Bonus + your Spellcasting Ability modifier

Spellcasting Ability

Lore	Ability Score
Force	Strength
Light	Dexterity
Frost	Constitution
Lightning	Intelligence
Fire	Wisdom
Life	Charisma

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's Vitality Cost. If you reach 0 vitality, you fall unconscious and the spell you were casting fails unless you make a final push. (See the general rules on Spellcasting for details).

Mage Spell Level

Spell Level	Mage Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Arcane School

When you reach 2nd level, the way your patron trained and employed magic impacts your capabilities. Choose either the School of the Path, the Scholar, or the Warrior, all of which are detailed at the end of the class description. Your choice grants you features at 2nd level, and again at 6th, and 10th level.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Learning Spells on your Journey

Mages can learn new spells with relative ease. When you meet another mage or a sorcerer during your travels, you may be able to convince them to teach you a spell or the channel spell of a lore you do not yet know.

If a willing teacher knows a spell or lore (force, light, frost, lightning, fire, or life) you don't, the two of you can spend a long rest training together as a downtime activity. At the end of the rest, you learn either the channel spell from a lore your teacher knows, or one spell that your teacher can cast of a level you can cast. As with leveling up, you must know a lore's channel spell to learn a spell from that lore.

You can also learn magic from books or other repositories of knowledge this way, however learning without a teacher is difficult. If you only have a written record of a spell, you will need to succeed an Intelligence (Arcana) check at the end of your long rest. The DC of this check equals 10 + the Spell's Level.

Arcane Schools

Mages focus on spellcasting, but their training usually has a purpose. The philosophy behind the mage's training is called their school and once a mage gets past the basics of spellcraft their school has a profound impact on their style of spellcasting.

School of the Path

DANCE OF SPELLS

The school of the path focuses on blending spell and defensive weapon work.

Groups of mages that mostly act on their own, as is often the case with special forces or guerrillas, require a broad range of skills. Integral part of their training is the so-called path. A journey that hones these mages' ability to work in small groups or on their own, inspired by their wilder brethren, the rangers. Mages of the path supplement the use of magic with defensive weapon techniques.

Not unlike in a dance, the users of this so-called bladesong rapidly alternate between the martial movements of magic and strokes of their weapon, integrating one into the other. This state makes dodging, maintaining spells, and attacking easier. However, it is draining to use and only suited for short engagements. The name bladesong is a relic from the high elven warriors that originally developed this technique and often refer to the distinct noises of spellcasting as 'singing'.

Training in Spell and Blade

When you adopt this school at 2nd level, you gain proficiency with light armor and simple weapons.

Bladesong

Starting at 2nd level, you can free the flow of magic through your body. As a bonus action, you may expend 1 vitality to begin a Bladesong. While you are not wearing medium or heavy armor or using a shield your Bladesong grants the following benefits:

- You gain a bonus to your AC equal to your Primary Spellcasting Ability modifier (minimum of +1).
- Your speed increases by 2 meters (10 feet).
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throws you make to maintain concentration on a spell. The bonus equals your Primary Spellcasting Ability modifier (minimum of +1).

At the start of each of your turns, you must expend an additional 1 vitality to maintain the Bladesong.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn. During your bladesong, you may replace one of these attacks with a spell that has a casting time of 1 action or less.

Dance of Victory

Finally, at 10th level, you add your Spellcasting Ability modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

School of the Scholar

ARCANE UNDERSTANDING

Mages of the scholar focus on understanding and adapting their spells.

Many mages work in civilian environments; heating forges, freezing food, or carrying massive loads are just a few of the jobs made easier, or possible, by magic. In these environments, it's important for a caster to cast a large number of spells over a long period of time. They also have the luxury of gaining a deeper understanding of how their spells work, allowing them to modify them in the field.

In the Other World, scholars were originally used to transcribe knowledge and study magic in large academies to develop new spells. The most famous of these academies were the old elven institutes scattered across the world. While scribe mages rarely work in any such capacities, the doctrine behind their training still reflects this origin.

Metamagic

When you adopt this school at 2nd level, you gain the ability to use the deep understanding you have about your lore to modify spells on the fly. You gain two Metamagic options of your choice. You gain an additional one at 6th and 10th level.

You can apply only one Metamagic option on a spell when you cast it unless otherwise noted in the option's description. You can only apply your Metamagic to spells you learn through the mage class.

Careful Spell

Sculpt the spell you are casting to curve around your allies and leave them unharmed as your foes are met with its full force.

When you cast a spell that has an area of effect and allows other creatures to make a saving throw to resist its effects, you can protect some of those creatures from the spell's full force. Spend 1 vitality for every creature you want to protect. They are unaffected by the spell. If the spell creates hazardous or difficult terrain, the protected creature's space is unaffected but it is not immune to the hazard if it moves from that space.

Distant Spell

You create a more stable magical effect that can be projected over a far greater distance than usual.

When you cast a spell that has a range of 1 meter or greater, you can spend 2 vitality to double the range of the spell, or increase it to 10 meters (whichever is higher).

When you cast a spell that has a range of touch, you can 2 vitality to make the range of the spell 10 meters.

Empowered Spell

By adding energy to the spell, you empower it and increase the damage it deals.

When you cast a spell, you can spend 2 vitality to maximize the damage of 1 damage die before you roll it. You may maximize all damage dice of a casting this way, spending 2 vitality each.

You can use Empowered Spell even if you've already used a different Metamagic option during the casting of the spell.

Extended Spell

By carefully layering more magical energy into the spell, you increase the stability of the effect.

When you cast a spell that has an effect with a *Duration* longer than instant, you can spend 2 vitality to double its duration.

Heightened Spell

By increasing the speed at which the spell takes effect, its victim will have a harder time resisting it.

When you cast a spell that forces a creature to make a saving throw, you can spend 4 vitality to give one target of the spell disadvantage on the first save it makes against the spell.

Quickened Spell

You speed through the thoughts and movements required for the spell. Instead of risking a miscast, you stabilize the arcane flow by adding more energy to it.

When you cast a spell that has a casting time of 1 Action, you can spend 4 vitality to cast the spell as a Bonus Action instead.

Subtle Spell

You forgo the movements a spell requires and suppress its visual effects to prevent opponents from reacting to the casting.

When you cast a spell, you can spend 4 vitality to give it the subtle property (see the rules on spellcasting for details).

Take a Breather

At 6th level, you can quickly focus your mind to regain some of your vitality.

On your turn in combat, you can use your bonus action to regain an amount of vitality equal to 1d10 + your Mage level.

Once you use this feature, you must finish a night's rest before you can use it again.

Field Research

Finally, at 10th level, you are a master scholar of elemental magic.

When you finish a long rest, you may replace one of your known Metamagic options with another from the Metamagic list.

School of the Warrior

BALANCED COMBAT

The school of the warrior encompasses mages that rely entirely on magic to act as their offense and defense.

Mages form the backbone of any army and are thus the ones most likely to be focus-fired by enemy missile units and spellcasters alike. While most lores encompass at least one technique (spell) that can be used to directly counter an enemy attack, mages that work in a military unit must be able to defend against unexpected attacks. They train to weave their magic so that it forms a defensive shield that can thwart mundane attacks or disrupt the integrity of enemy spells. They strike fast and thwart any would-be assassins that make it past their fellows.

Arcane Deflection

At 2nd level, you weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction and expend 1 vitality to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

Decisive Action

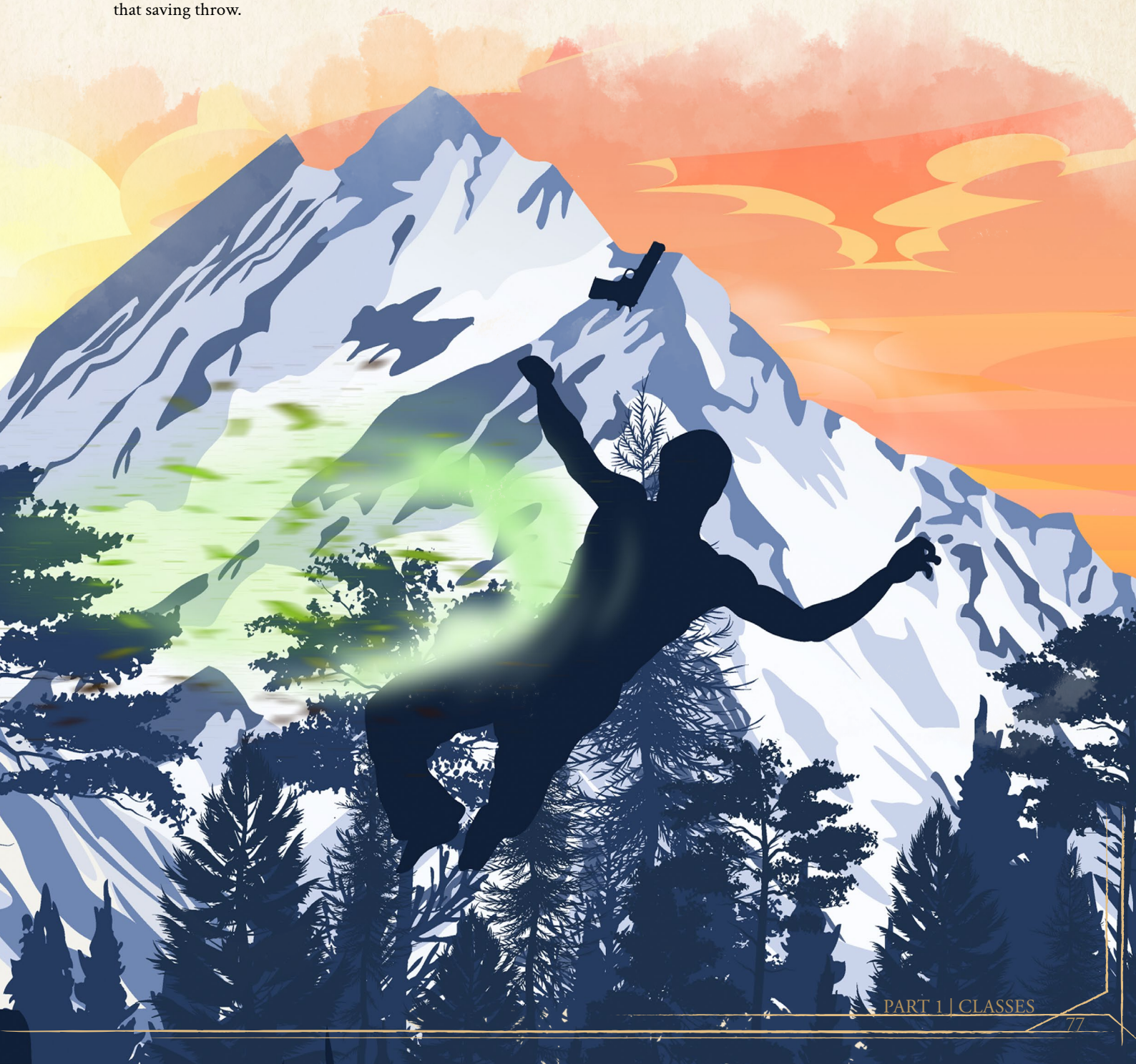
Also at 2nd level, you are trained to move quickly. You can give yourself a bonus to your initiative rolls equal to your (highest) Spellcasting Ability modifier.

Antipathic Channel

Starting at 6th level, the magic you channel passively wards off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

Efficient Defense

Finally, at 10th level, your defense is perfectly incorporated into your casting. Using Arcane Deflection consumes no vitality and its effectiveness increases. You gain a +4 bonus to your AC or a +6 bonus to saving throws instead of the bonuses provided until now.



Strength of Order

Monk

Her opponent charges her, but the elf dodges his *sledgehammer. One, two, three times her fists slam into him, with the final one cracking the human's skull. A bullet flies past her, but before the dark elf can give off another shot, the woman closes the distance. In a single motion, she grabs the pistol and knocks the elf out cold. Smiling she pockets the weapon.*

A gun. The pull of a trigger. The human moves before *the hammer strikes. The bullet snaps past his head. It is the sniper's last shot. Quick, light steps bring the warrior face-to-face with him before he can chamber another round. The kobold squeals and turns to run, but with a single kick, the man caves in his skull.*

Moving with the silence of the night, a black-clad *wildling uses a beat of his wings to jump onto a balcony. He hears the guard around the corner and waits for just the right moment. In the blink of an eye, he steps out of the shadows, grabs the man, and breaks his neck. Nothing but a quiet pop disturbs the night.*

Instead of relying on unreliable things such as swords or crossbows, these martial artists turn their bodies into weapons. Through discipline, they learn how to put themselves on par with opponents with far superior equipment, using only their bodies and simple or improvised weapons.

Martial Mastery

There were many orders in the Other World that focused on training monks of all kinds. A monk's actions in combat are guided by intuition. Through focus and an orderly mind, monks gain limited foresight. A skilled monk can sense an incoming blow and not only knows where it will land or how devastating it will be, but also how they may avoid it. However, this intuition is not perfect and only extends to their own body. Weapons, like swords, bows, and guns, not only distract the monk as they focus on wielding the weapon, but put something between the monk and his target. The more complex the weapon, the greater this effect. Some monks train extensively to master one weapon so thoroughly that they can overcome this dampening effect, while others simply rely only on nothing but simple armaments and their own body.

Power through Order

Monks in the Other World are as varied as can be. From a simple seamstress who takes classes in the evening, to the grand master living in a monastery at the edge of the world. The way of the monk can be both a way of life and a great addition to the life one already has. After all, there are few professions and even fewer situations where greater awareness of the world around you is not beneficial. The protection such order of body and spirit offers against mind-altering spells and abilities is another bonus, and for many the primary reason why they train these skills.

Monks' powers rely on order of both body and mind and thus they strive to eliminate chaos from the world whereever they can. Most monks in the Other World don't actively fight against the gods. They realize that the world requires balance between order and chaos, but where the followers of the gods and people who strive for order come into contact, eventual conflict is almost assured. Especially because many train to become monks because they are disgusted by the very thought that someone may influence their minds.

Building a Monk

Whether your monk patron was assigned to you by choice or chance, you now have the body of a martial artist. A body made to move like the wind and hit like a battering ram. Was your patron a monk living in a secluded monastery? Were they a civilian wanting more order and awareness in their life, or were they a thug who lived in a city where the carrying of weapons was prohibited, but local shop keeps weren't going to pay protection on their own? Their life defines what abilities you receive, but now they are yours. In a world where weapons are rare and resources rarer, having the skills to make due with less is valuable. Your enhanced awareness will also come in handy, as many dangerous predators rely on surprising their prey, yet they will fail to find an easy kill in you. Will you use your abilities to live a life of giving and asceticism, or will you use them to take what you think you need? Perhaps your fist will fall somewhere in between.

Quick Build. To quickly build a monk, pick a species that provides a bonus to Dexterity and Strength or Wisdom. Humans and Elves work well. Then make Dexterity your highest ability, followed by Wisdom and Strength.

CLASS FEATURES

As a monk, you gain the following class features.

Monk Proficiencies

Starting at 0th level, the monk class provides you with the following proficiencies:

Armor: None
Weapons: Monk Weapons (see Martial Arts)
Saving Throws: Wisdom, Charisma
Skills: Choose two from Acrobatics, Athletics, Insight, Perception, Sleight of Hand, Stealth, and Survival

Multiclassing

Ability Score Minimum: Dexterity and Wisdom 13
When you multiclass into the monk, you gain the following proficiencies:
Weapons: Monk Weapons (see *Martial Arts*)

THE MONK

Level	Proficiency Bonus	Features	Martial Art Die	Maneuvers Known	Maneuver Level
0th	+2	Monk Proficiencies	-	-	-
1st	+2	Iron Soul, Martial Arts, Unarmored Defense	1d4	-	-
2nd	+2	Maneuvers, Awareness, Unarmored Movement	1d4	2	Beginner
3rd	+2	Monastic Tradition, Deflect Missiles	1d4	2	Beginner
4th	+2	Ability Score Improvement or Feat	1d4	3	Beginner
5th	+3	Extra Attack, Silver Soul	1d6	3	Beginner
6th	+3	Tradition Feature	1d6	4	Veteran
7th	+3	Perfect Foresight	1d6	4	Veteran
8th	+3	Ability Score Improvement or Feat	1d6	5	Veteran
9th	+4	Golden Soul	1d8	5	Veteran
10th	+4	Extra Attack, Tradition Feature	1d8	6	Elite

Iron Soul

Starting at 1st level, your control over your emotions and thoughts dampens sudden fluctuations. You are resistant to psychic damage and when you succeed an Intelligence, Wisdom, or Charisma saving throw against a mind-altering spell or effect, or the effect ends for another reason, you always realize that someone tried to influence you.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons.

MONK WEAPONS
Any simple melee weapon that doesn't have the two-handed or heavy property is a monk weapon. The following weapons from this book are eligible: club, dagger, hammer, handaxe, javelin, mace, pickaxe, quarterstaff, sickle, and spear.

You gain the following benefits while you are unarmed or wielding only monk weapons and aren't wearing armor or wielding a shield.

- You can add both your Dexterity and your Strength modifier to the attack rolls of your unarmed attacks. When you roll damage for your unarmed or monk weapon attacks, you may add either your Strength or your Dexterity modifier to the roll.
- You can roll a d4 in place of the normal damage of your unarmed attack or monk weapon attack. This die changes as you gain monk levels - to a d6 at 5th level and a d8 at 10th level.
- As a bonus action, you may make one unarmed attack.

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, you may add your Wisdom modifier to your armor class.

Maneuvers

Starting at 2nd level, you learn maneuvers, special actions that can be taken in combat.

About Maneuvers

Maneuvers are special, almost magical, spell-like abilities that warriors may employ in combat. They represent bursts of extreme focus and physical power that push their user to the limit of their ability.

The chapter on spellcasting provides a list of maneuvers you have access to in the subchapter on maneuvers.

Learning Maneuvers

At 2nd level, you learn two maneuvers and an additional one every even level thereafter (4th level, 6th level, 8th level, and 10th level). Refer to the Monk Maneuver Level table to see at what level you gain access to higher level maneuvers.

Maneuver Ability

Strength or Dexterity (your choice) is the ability for your monk maneuvers, as they rely on your martial prowess. You use the chosen ability score whenever a maneuver refers to your maneuver ability. In addition, you use the modifier of the chosen ability when setting the saving throw DC for maneuvers you use. When a maneuver calls for an attack, you use the attack modifier you normally use for the spell, unarmed or weapon attack you decide to use.

Maneuver Save DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice)

Vitality

When you initiate a maneuver, decrease your current vitality by the amount listed as the maneuver's *Vitality Cost*. If you reach 0 vitality, you fall unconscious, and the maneuver you were initiating fails unless you make a final push. (See the general rules on Spellcasting for details).

MONK MANEUVER LEVEL

Maneuver Level	Monk Level
Beginner	2nd
Veteran	6th
Elite	10th

Awareness

At 2nd level, your supernatural awareness protects you from danger. You gain the following benefits:

- You add your Wisdom modifier to your initiative
- You can't be surprised while you are conscious
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you
- You have blindsight in a 5-meter radius around yourself.

Unarmored Movement

Also starting at 2nd level, your movement speed increases by 3 meters (10 feet) while you are not wearing armor or wielding a shield. This bonus increases to 5 meters (15 feet) at 6th level and 7 meters (20 feet) at 10th level. Additionally, you may use your bonus action to take the Dash action.

Monastic Tradition

When you gain your 3rd level, the tradition your patron followed becomes more apparent. Choose from the Tradition of the Fist or the Tradition of the Weapon, both of which are detailed at the end of the class description. Your tradition grants you features at 3rd level, and again at 6th and 10th level.

Deflect Missiles

Also starting at 3rd level, you can use your reaction and spend 1 vitality to deflect or catch the missile when you are hit by a ranged weapon attack. When you do, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the attack's damage to 0, you dodge the missile or alter its path so that it flies past you and your allies. Alternatively, if the ranged attack was not from a firearm or spell, you may spend an additional 2 vitality to redirect the attack at an enemy of your choice. In this case, you make a ranged attack that you are proficient with and that deals damage equal to what the projectile would have dealt to you (excluding after-hit enhancements like sneak attack). The attack has a normal range of 10 meters and a long range of 30 meters.

If the missile is small enough for you to hold in one hand, its damage was reduced to 0 and you have at least one hand free, you can catch it in mid-air.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Silver Soul

Also at 5th level, your control of both your body and your mind increases. By pausing and taking a look inside yourself, you can easily identify foreign impulses or ideas and purge them from your thoughts. You can use your bonus action and spend 3 vitality to end one effect on yourself that is affecting your mind. This includes effects that cause you to be charmed or frightened or that deal psychic damage. You can use this ability even if you are incapacitated, but not if you are unconscious.

Perfect Foresight

At 7th level, your ability to sense incoming threats extends, giving you a split second more time to react and prepare for the attack.

You are proficient in all saving throws. Additionally, if you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, like a fireball or a grenade, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Golden Soul

At 9th level, you master both your body and your mind.

You cannot be targeted by divine spells and other magical effects that influence your mind. Creatures that try to detect or read your thoughts are unable to do so.

You are also immune to psychic damage.

Monastic Traditions

The training monks receive is steeped in tradition. There are many techniques and principles all traditions share, but as a monk becomes more skilled, the tradition they are following starts to have a bigger impact on their abilities.

Tradition of the Fist

FOCUS ON THE FLOW

Monks of the Way of the Fist understand how important it is to focus your efforts into a single endeavor. Each finger on the hand represents a fundamental belief: concentration, reaction, equilibrium, speed, and control. To truly master yourself, you need to take all five of these aspects and bring them together. Just like fingers close into a fist. Once every aspect of your being is focused on a single task, you will be able to make the most of every action you take. Be it in combat, or in your day-to-day life. It is no wonder then, that this tradition is the most popular, as supernatural awareness and single-minded focus have endless applications outside of smashing someone's face in.

Closing the Fist

Starting when you choose this tradition at 3rd level, you learn to make the most of your maneuvers. Whenever you successfully use a maneuver, you can impose one of the following effects on the target of the maneuver:

- It must succeed a Strength or Dexterity saving throw or be knocked prone.
- It must succeed a Strength saving throw or be pushed up to 5 meters (15 feet) away from you.
- It can't take reactions until the end of your next turn.

A maneuver is successful if an attack roll made as part of the maneuver hits the target or the target fails a saving throw against it. A maneuver that targets yourself, such as *Precision Strike*, does not trigger this ability. Any single maneuver can only trigger this ability once.

Vigilance

At 6th level, you become adept at moving with the flow of battle. You have advantage on attack rolls you make while it is not your turn in combat.

Perfect Flow

At 10th level, you have mastered going with the flow of battle and reacting to it. After taking a reaction, you may move up to half your speed without provoking attacks of opportunity and make a single unarmed attack.

Tradition of the Weapon

TOOLS OF DEATH, *PERFECTED*

Monks of the Weapon deviate from their peers' philosophy. Instead of focusing all their attention on their own body, they train relentlessly with their weapons, to the point where the armament becomes an extension of both their body and spirit. To them, their weapon is more than a thing used to destroy and kill. It is so much more. It is a thing of beauty, used to draw elegant swings into the air. For few things are as beautiful as such a tool of death.

Armament

Starting at 3rd level, you choose a weapon your patron mastered. This can be any simple or martial, ranged or melee weapon that lacks the heavy and special property and is not a firearm. The longbow is also a valid choice. You gain proficiency with this weapon if you don't already have it. The chosen type of weapon becomes your mastered weapon and is a monk weapon for you. When you reach 6th and 10th level in this class, you can choose another type of weapon whose use your patron perfected, following the criteria above.

Perfect Strike

Also at 3rd level, your focus in battle is almost infallible. As you prepare a perfect set of strikes, you clear your mind and focus on nothing but your weapon and your target. While wielding a mastered weapon, you can use your bonus action and expend 3 vitality to give yourself advantage on weapon attack rolls until the end of your current turn. When you do so, you also gain 5 temporary hit points. The number of temporary hit points increases to 10 at 10th level.

Perfectionist

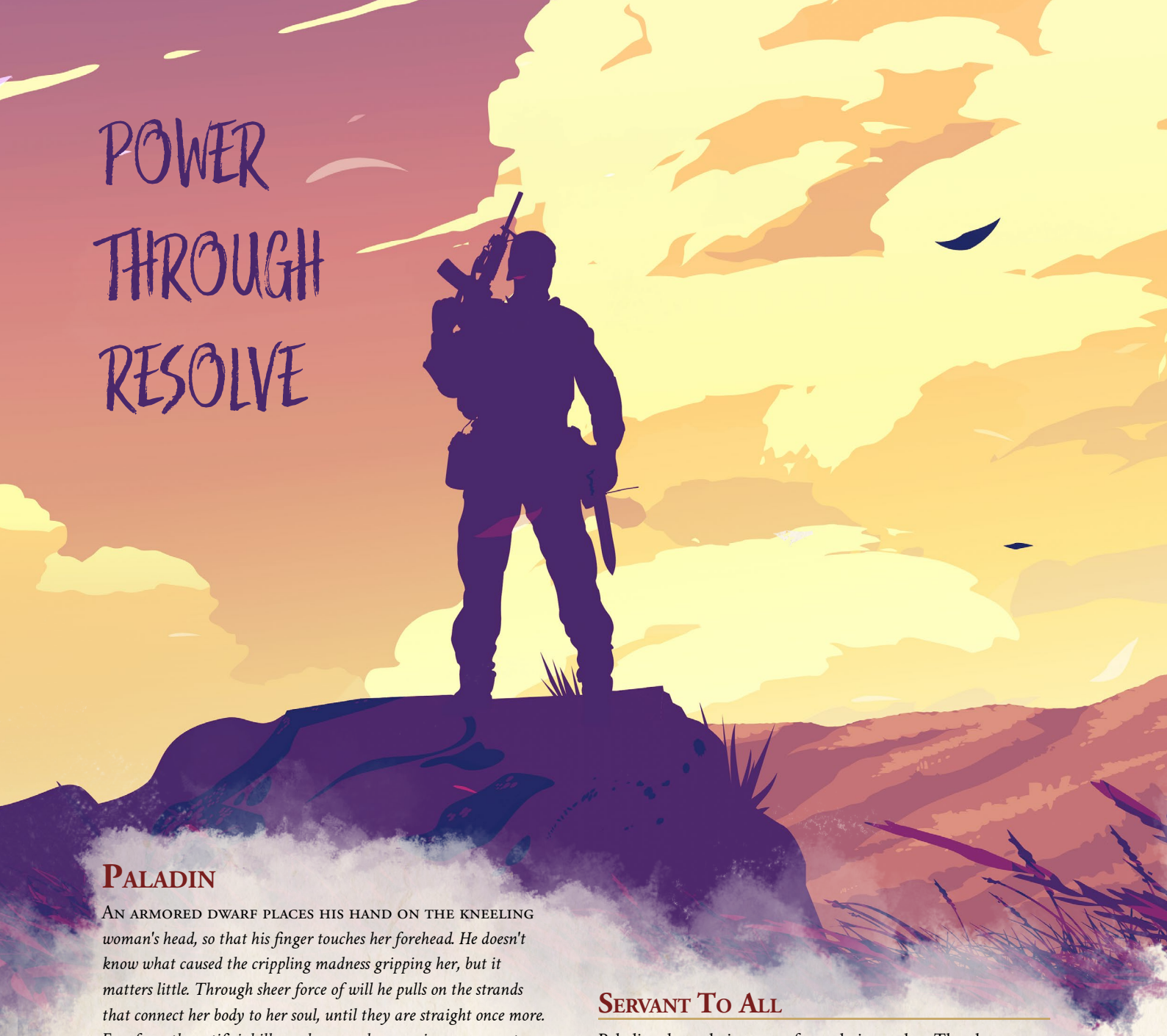
Your patron and thus you are adept at combat, but your perfectly honed body can melt hearts just as well as it can pierce them.

Starting at 7th level, whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Strength or Dexterity (your choice) modifier.

Tireless Spirit

When you reach your 10th level, your focus becomes perfect. You may use *Perfect Strike* at will.

POWER THROUGH RESOLVE



Paladin

An armored dwarf places his hand on the kneeling woman's head, so that his finger touches her forehead. He doesn't know what caused the crippling madness gripping her, but it matters little. Through sheer force of will he pulls on the strands that connect her body to her soul, until they are straight once more. Free from the artificial illness she opens her eyes in amazement.

The golden shine of the everlight keeps the black fog at bay, but not the wraith within it. The creature's limbs of black metal move through the golden barrier as though it were water. As soon as it is fully inside the luminous sphere, a spear slams into its body. The damage is minimal, but the physical weapon is only a vessel for the resolve of the elven woman wielding it. Her determination to protect her friends manifests as violet light, like the sky at dawn, that shreds whatever semblance of a soul maintains the undead.

Bullets ping off the ballistic shield the human is wielding and burrow into the kevlar and steel within which he is clad. He can feel the impacts like punches as he charges the machine gun-wielding giant. With a scream and his resolve as steel, he drives his sword into his foe. By pure force of will and with a violet glint in his eyes the blade rends body and spirit alike.

With martial prowess, minds hard as steel and the power of the divine at their back, paladins are warriors who's dedication to their goals knows no equal. Through sheer force of will they bring the gods' favor upon their cause and influence the minds of friends and foes alike.

Servant To All

Paladins draw their power from their resolve. They hone their will through martial training, but the most important aspect of their power is the paladin's oath. A paladin swears to commit themselves to a goal that they believe is right, just, and must be pursued. This oath holds no divine power over the paladin that forces them to obey it. It is better to consider a paladin's oath as a lens. It allows them to focus their efforts on achieving a goal and allows them to purge doubt and hesitation from their minds.

Acting with unshakable resolve is essential, for it is this resolve that allows a paladin to bend divine favor to their will and influence the minds of mortals. The most potent weapon a paladin can bring to bear using this ability is their divine smite. When a paladin strikes a foe, they may pour their entire being into the attack. The force of their will echoes through the divine and resonates with the very soul of their target.

The gods from which all divine magic originates are compelled by the paladin's conviction to provide their power to the paladin's cause. They aide the paladin's quest, but as the paladin is not devoted to feeding the power of any particular god by indulging the basic human desire that forms their domain, the gods hold no power over the paladin and do not provide their most potent boons.

The Paladin

Level	Proficiency Bonus	Features	Spells Known	Spell Level
0th	+2	Paladin Proficiencies	-	-
1st	+2	Spellcasting, Cleanse Spirit	2	Novice (1)
2nd	+2	Divine Smite, Fighting Style	3	Novice (1)
3rd	+2	Sacred Oath, Channel Resolve Unbreakable Mind	4	Novice (1)
4th	+2	Ability Score Improvement or Feat	5	Novice (1)
5th	+3	Extra Attack	6	Apprentice (2)
6th	+3	Aura of Protection	7	Apprentice (2)
7th	+3	Oath Feature	8	Apprentice (2)
8th	+3	Ability Score Improvement or Feat	9	Apprentice (2)
9th	+4	--	10	Adept (3)
10th	+4	Oath Feature	11	Adept (3)

Slave To None

Most paladins in the Other World live in service of grand ideals. A common ideology and shared goals make it easier for members of a group to reinforce each other's convictions and thus use their powers.

Paladins lack the direct magical power of prophets but pride themselves on being independent of the direct influence of any god. Instead of catering to their own needs to fuel their powers, they may dedicate themselves to a cause. Paladins have a reputation for being unyielding, (self-)righteous, and uncompromising in their ideals. While they can technically change their oaths, a promise not made with serious intent holds no power. They make near-perfect soldiers for any cause, but convincing a paladin that your cause is worthy of an oath is rarely an easy feat.

Building a Paladin

Whether by choice or pure chance, you have inherited the body of a warrior empowered by their unyielding conviction. You will find your new body honed by dedicated training and equipped with the ability to influence the minds of others through divine magic.

To make full use of your patron's power, you too will have to find something to stand for. Will you swear to protect those who can't protect themselves, or will your oath serve only yourself? Will you dedicate yourself to building a new world, or to destroying everything that you believe stands in your way? Perhaps a bit of everything. Whichever way you choose, you will have to find a cause to realize your full potential.

Quick Build. To build a paladin quickly, pick a species that provides a bonus to Strength or Dexterity and Charisma. Humans and halfling dwarves work well. Then make Strength your highest ability score followed by Charisma. At 1st level, learn the Novice divine spells: Divine Strikes and Rebuke.

Class Features

As a paladin, you gain the following class features.

Paladin Proficiencies

Starting at 0th level, the paladin class provides you with the following proficiencies:

Armor: Light Armor, Medium Armor, Heavy Armor, Shields
Weapons: Simple Weapons, Martial Weapons
Saving Throws: Wisdom and Charisma
Skills: Athletics, Insight, Intimidation, Mechanics, Medicine, Persuasion, and Religion

Multiclassing

Ability Score Minimum: Strength and Charisma 13
When you multiclass into the paladin, you gain the following proficiencies:
Armor: Light Armor, Medium Armor, Shields
Weapons: Simple Weapons, Martial Weapons

Spellcasting

As a paladin, your patron learned to wield divine magic using techniques they committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Divine Magic

The mental defenses all living creatures have makes influencing their minds almost impossible, but by sheer force of will paladins can channel power through divinity and interfere with the minds of others. The chapter on spellcasting provides a list of the spells you have access to in the subchapter on divine magic.

Learning Spells

When you gain your 1st level, you learn the Channel Mind I spell and 2 novice spells of your choice from the Divine Magic spell list. You learn 1 additional spell of your choice whenever you gain a level. These spells must be of a level you are able to cast.

Whenever you gain access to a new spell level, you automatically learn the corresponding Channel Divinity spell, which does not count against the number of spells you may choose. The *Paladin Spell Level* table tells you when you gain access to spells of greater complexity (higher level).

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your resolve. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Charisma modifier

Spell Attack Modifier = your Proficiency Bonus + your Charisma modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's *Vitality Cost.* If you reach 0 vitality, you fall unconscious and the spell you were casting fails. (See the general rules on Spellcasting for details).

Paladin Spell Level

Spell Level	Paladin Level
Novice	1st
Apprentice	5th
Adept	9th

Cleanse Spirit

Also at 1st level, your blessed touch and indomitable resolve can cleanse the minds of your allies.

As an action, you may touch a willing creature and expend 2 vitality to end one charmed or frightened condition affecting the target, or any effect that would end if the creature were immune to these conditions. If such a condition affects you at the start of your turn, you may expend 2 vitality to end that condition (no action required).

You may also perform a 1-minute ritual and expend 4 vitality to remove a madness afflicting a creature.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee attack, you can expend 2 vitality to deal an additional 2d6 psychic damage as part of the attack. You may expend an additional 2 vitality to increase this damage by 1d6 a number of times equal to your Proficiency Bonus.

When you hit a creature with a ranged attack, you can expend 4 vitality to deal an additional 2d6 psychic damage as part of the attack. You may expend an additional 4 vitality to increase this damage by 1d6 a number of times equal to your Proficiency Bonus.

Fighting Style

Also at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

ARMORED

While wearing armor, you gain an additional +1 bonus to your AC from that armor.

DUELIST

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

PROTECTION

When a creature you can see attacks a target other than you that is within 1 meter of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

QUICK
While not wearing armor, your speed is increased by 1 meter and you gain a +1 bonus to your AC.

RELENTLESS
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can use your bonus action to make another weapon attack.

Sacred Oath

When you reach 3rd level, the oath that your patron used to steel their resolve is revealed. Choose from the oath of ancients, devotion, or vengeance described at the end of this class description.

Your choice grants you features at 3rd level and again at 7th, and 10th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath's description and these spells do not count against the spells you may learn at that level. If you already know a spell when you gain it as an oath spell, you may choose a different spell of a level you can cast.

If you gain an oath spell that's not a divine spell, the spell is nonetheless a paladin spell for you.

Channel Resolve

Your oath allows you to focus on a specific purpose to fuel magical effects. Each Channel Resolve option provided by your oath explains how to use it.

The more often you channel your resolve, the more difficult it becomes. After using Channel Resolve, you double the vitality cost of subsequent uses until you finish a long rest. For example, if using your Channel Resolve costs 2 vitality to activate for the first time, using the ability a second time requires 4 vitality, and the third time requires 8, etc.

Some Channel Resolve effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Unbreakable Mind

Also starting at 3rd level, you become immune to madness.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection

Starting at 6th Level, whenever you or a friendly creature within 3 meters (10 feet) of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Sacred Oath

A paladin's oath is a tool to focus their mind and the paladins' state of mind also influences the kind of boons the gods provide and paladin orders optimize their training for a certain type of oath. Naturally, its mindset also determines the organization and training methods of an order.

Breaking Your Oath

A sacred oath is a technique used to focus your resolve. A paladin that has no goals and nothing to fight for will find it exceedingly difficult, if not impossible to use their abilities. However, your oath does not represent any specific creed. It can be dedicated to an ideology or way of life, but it does not need to be. Your oath is what you believe to be the purpose of all your actions. This purpose can change to suit your needs and is unique to you. It is what grants you the resolve to bind the divine to your will.

Oath of Ancients

Oaths of Ancients are oaths made to safeguard. Paladins that swear them dedicate themselves to protecting something or someone. They are stewards of divine sanctuaries and magical glades. They are the bodyguards of governors and lords. They are the guards of ancient monuments and troves of knowledge that must be protected for future generations. Their dedication to preservation grants these paladins very limited control over life-energy. Enough to heal wounds, protect from magic and preserve their own body.

The oath of the ancients is the first oath ever sworn when humanoids learned the way of the paladin from the mighty unicorn. Over the years these paladins have perfected weaving life and divine magic into powerful protective abilities.

Oath Spells

You gain the following oath spells at the paladin levels listed. These spells are from the Lore of Life. Whenever you may learn a new spell, you may choose a spell from either the Lore of Life, or Divine magic of a level you have access to.

Oath of Ancients Spells

Paladin Level	Spells
3rd	*Channel Life I, Healing*
5th	*Channel Life II, Revivify*
9th	*Channel Life III, Haste*

Channel Resolve: Vow of Protection

As a reaction to taking damage, you may use your Channel Resolve and expend 2 vitality to halve the triggering damage.

Aura of Warding

Beginning at 7th level, you and friendly creatures within 3 meters (10 feet) of you have advantage on saving throws.

Undying Sentinel

Starting at 10th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you stop aging and suffer none of the drawbacks of old age.

Oath of Devotion

Those who swear an oath of devotion see their destiny tied to a specific way of life. They are the ones who travel between settlements, spreading the good message of their ideology. They are the ones who stand for uncompromising principles and they are the ones who seek to convince the world of their way.

Their presence alone inspires those who share their goals and hardens their resolve against all who would oppose their mission.

Oath Spells

You gain the following oath spells.

Oath of Devotion Spells

Paladin Level	Spells
3rd	*Benediction, Protection of Faith*
5th	*Communion, Suggestion*
9th	*Hypnotize, Speak*

Channel Resolve

When you take this oath at 3rd level, you gain the following two Channel Resolve options.

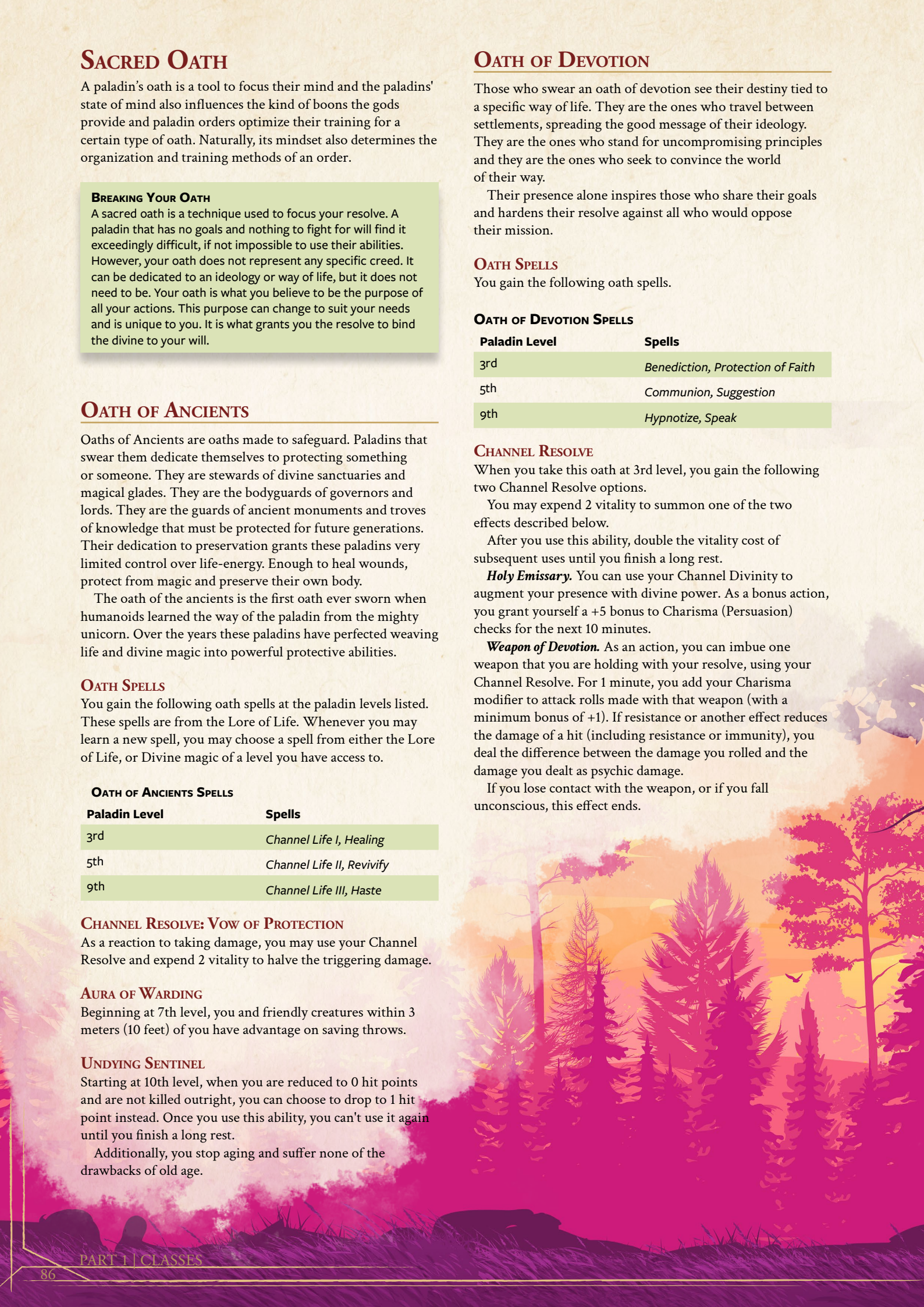
You may expend 2 vitality to summon one of the two effects described below.

After you use this ability, double the vitality cost of subsequent uses until you finish a long rest.

Holy Emissary. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Weapon of Devotion. As an action, you can imbue one weapon that you are holding with your resolve, using your Channel Resolve. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). If resistance or another effect reduces the damage of a hit (including resistance or immunity), you deal the difference between the damage you rolled and the damage you dealt as psychic damage.

If you lose contact with the weapon, or if you fall unconscious, this effect ends.



Aura of Alacrity

At 7th level, you emanate an aura that fills you and your companions with supernatural speed, allowing you to race across a battlefield in formation. Your walking speed increases by 3 meters (10 feet). In addition, if you aren't incapacitated, the walking speed of any ally that starts their turn within 3 meters (10 feet) of you increases by 3 meters (10 feet) until the end of that turn.

Glorious Defense

Finally at 10th level, when you or another creature you can see within 1 meter (5 feet) of you is hit by an attack, you can use your reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one weapon attack against the attacker as part of this reaction, provided the attacker is within your weapon's range.

Oath of Vengeance

Oaths of vengeance are made to destroy. Paladins that take them seek to root out what they believe to be evil, heretical, and unacceptable. They are the ones who hunt down criminals. They are those who root out threats to their ideology. They are the ones who set wrongs right.

These paladins have a particularly intense connection to whatever has become the victim of their ire. Their resolve bends the world, not unlike wild magic, to destroy their enemies.

Oath Spells

You gain the following oath spells.

Oath of Vengeance Spells

Paladin Level	Spells
3rd	*Divine Strikes, Rebuke*
5th	*Mind Spike, Paralyzing Dread*
9th	*Ire, Shackles of Pain*

Channel Resolve: Vow of Enmity

As a bonus action, you expend 2 vitality and utter a vow of enmity against a creature you can see within 3 meters (10 feet) of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

After you use this ability, double the vitality cost of subsequent uses until you finish a long rest.

Aura of Binding

Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated.

If a creature that is frightened of you, or the target of your *Vow of Enmity,* is within 3 meters (10 feet) of you, its speed is reduced to 0, and that creature takes psychic damage equal to half your paladin level rounded down if it starts its turn there.

Soul of Vengeance

Starting at 10th level, the authority with which you speak your *Vow of Enmity* gives you greater power over your foe. When a creature under the effect of your *Vow of Enmity* makes an attack, you can use your reaction to make a weapon attack against that creature if it is within your range.

POWER OF THE GODS

PROPHET

A human man stands atop a stage. His eyes glow with *purple light, as a white gas hangs in the air. His followers, their minds opened by the bliss, are pulled into a magnificent realm of the man's creation. All of them stare in wonder as their prophet begins his sermon.*

The female giant's eyes glint pink. She stares at the *kobold jumping around her and growls. A burst of psychic static tears through the little thing's mind like a bullet. He squeaks and falls over, frothing at the mouth, his mind a shattered mess of random thoughts and madness.*

A male elf gives the female leader of the bandits a *single seductive wink. In an instant, her aggression melts away and is replaced by lust. The rest of her gang looks at her with surprise as she gives the elf a wink and invites him and his friends to their hideout, instead of demanding their supplies.*

Prophets are priests of a god that have learned to control and focus the power of their deity and use it to influence the minds of others. Through techniques not unlike those of elemental magic they can use their bodies as conduits for divine energy, however, this connection works both ways.

MASTERS OF THE MIND

Divine magic, as the name suggests, is the power of the gods manifesting in this world. As avatars of desires and the way of the world, the gods hold sway over the souls and thus the minds of mortals. Through study, prophets can learn arcane techniques that allow them to channel energy through a specific god and influence the emotions, and eventually even the thoughts, of other living beings. With a few words they can make a mighty warrior flee in fear. Their gaze attacks the soul itself, causing it to lose control over its body, or rending its connection to it entirely. With a wink they can dominate their foes' minds, turning them into little more than their puppets.

CONDUITS OF THE GODS

Most prophets in the Other World live their lives as leaders of cults or temples devoted to their gods. Every god represents a domain, a basic, fundamental desire of all living beings. Each of the six has a plethora of enigmatic goals, yet they all allow people to manipulate others. Those who use their powers often act in erratic ways to satisfy the urges their god's influence causes. In some lands, where their powers are frowned upon or outright banned, prophets operate in the shadows. Much can be gained by subtly, or openly, influencing the minds of others. However, few people take kindly to such manipulation. Most see it as a violation of the highest degree and it's not hard to see why prophets are either held in the highest regard by their community, or mercilessly persecuted.

BUILDING A PROPHET

Whether by choice or pure chance, you have inherited the body of one who wields divine power through their faith and conviction. The deity through which you channel your magic doesn't just grant your powers. It influences you and compels you to do certain things. You are not forced to act upon these urges and may resist, or even drown out your god's influence. You may also indulge in it and completely give in to what the force of chaos residing on the other side of the Veil demand. There is power in submission. However, all good things come in moderation and if you selfishly overindulge, chaos will follow and your allies may be driven away. Will you use your powers to manipulate those around you into giving you what you want, or will you use your powers sparingly and only to peacefully resolve conflicts that would otherwise end in bloodshed? Whether you use your abilities for good or evil, and what good or evil even mean, is up to you. Either way, you will be a force of uncertainty, for both your allies and foes can never be sure whether what they are feeling is real, or caused by your influence.

Quick Build. To build a prophet quickly, pick a subclass (domain) first, then select a species that provides a bonus to the ability score associated with the domain you chose (Strength for Glory, Dexterity for Freedom, Constitution for Peace, Intelligence for Knowledge, Wisdom for Duty, and Charisma for Love). Humans and elves work well, as they can provide a bonus to any ability score. Then make that your highest ability score followed by Constitution or Dexterity.

The Prophet

Level	Proficiency Bonus	Features	Spells Known	Spell Level
0th	+2	Prophet Proficiencies, Domain	-	-
1st	+2	Spellcasting, Divine Fervor, Sense Sanctuary	4	Novice (1)
2nd	+2	Channel Domain, Domain Feature	6	Novice (1)
3rd	+2	--	8	Apprentice (2)
4th	+2	Ability Score Improvement or Feat	10	Apprentice (2)
5th	+3	--	12	Adept (3)
6th	+3	Domain Feature	14	Adept (3)
7th	+3	--	16	Expert (4)
8th	+3	Ability Score Improvement or Feat	18	Expert (4)
9th	+4	--	20	Master (5)
10th	+4	Domain Feature	22	Master (5)

CLASS FEATURES

As a prophet, you gain the following class features.

Prophet Proficiencies

Starting at 0th level, the prophet class provides you with the following proficiencies:

Armor: Light Armor, Medium Armor, Shields
Weapons: Simple Weapons
Saving Throws: Your spellcasting ability and Wisdom or Charisma
Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Perception, Religion, and Survival

Bonus Vitality

As a prophet, you add your Spellcasting Ability modifier to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class. Your spellcasting ability is determined by your Domain. Refer to the description of your Domain to see what it is.

Multiclassing

Ability Score Minimum: Spellcasting Ability 13
When you multiclass into the prophet, you gain the following proficiencies:
Armor: Light Armor, Medium Armor, Shields

Domain

As a 0th level prophet, the type of deity your patron channeled their powers through grants you additional proficiencies. Available domains are described at the end of the class description. Your choice also determines the abilities you receive at 1st, 2nd, 6th, and 10th level. Additionally, every domain resonates with a different ability, meaning that your domain also determines your spellcasting ability.

Spellcasting

As a prophet, your patron focused on drawing power from a god using techniques they trained and committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Divine Magic

The mental defenses all living creatures have make influencing their minds almost impossible, but by using the gods as a gateway, prophets can interfere with the minds of others. To that end, you choose a domain through which you channel your power (this is your subclass). Your subclass determines your spellcasting ability. The chapter on spellcasting provides a list of the spells you have access to in the subchapter on divine magic.

Learning Spells

When you gain your 1st level, you learn the Channel Divinity I spell and 4 novice spells of your choice from the Divine Magic spell list. You learn 2 additional spells of your choice whenever you gain a level. These spells must be of a level you are able to cast.

Whenever you gain access to a new spell level, you automatically learn the corresponding Channel Divinity spell, which does not count against the number of spells you may choose. The Prophet Spell Level table tells you when you gain access to spells of greater complexity (higher level).

Spellcasting Ability

Your subclass determines your spellcasting ability for your prophet spells. You use the ability score determined by your subclass whenever a spell refers to your spellcasting ability. In addition, you use your ability modifier when setting the saving throw DC for a prophet spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Spellcasting Ability modifier

Spell Attack Modifier = your Proficiency Bonus + your Spellcasting Ability modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's Vitality Cost. If you reach 0 vitality, you fall unconscious and the spell you were casting fails unless you make a final push. (See the general rules on Spellcasting for details).

Prophet Spell Level

Spell Level	Prophet Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Divine Fervor

Also starting at 1st level, service to your domain gives you power. Your subclass determines how you can gain Divine Fervor. When you gain Divine Fervor, the next divine spell you cast has its vitality cost halved. Divine Fervor does not stack and lasts until it is used or one minute (10 Turns) has passed.

Sense Sanctuary

Also starting at 1st level, if you spend a night's rest in an area, you know if there are any divine sanctuaries in a 10-kilometer (6-mile) radius and their general locations.

Channel Domain

At 2nd level, you gain the ability to channel divine power directly from your deity to manifest a powerful effect. You start with two such effects: Destroy Undead and an effect determined by your domain. Your domain grants you an additional effect when you reach 10th level.

When you use your Channel Domain, you choose which effect to manifest. You must then finish a night's rest to use your Channel Domain again.

Some Channel Domain effects require saving throws. When you use such an effect from this class, the DC equals your spell save DC, as determined by your subclass.

Beginning at 6th level, you can use your Channel Domain twice between rests, and finally, at 10th level, you can use it three times between rests. When you finish a night's rest, you regain your expended uses.

Whenever you finish a night's rest in a sanctuary of your god, you gain a temporary use of your Channel Domain that lasts until you use it. You cannot have more than one temporary Channel Domain at a time. When you use Channel Domain, you decide whether you expend a normal or a temporary use.

Using a Channel Domain ability in a sanctuary of your god does not cause you to expend a use.

Channel Domain: Turn Undead

As an action, use your Channel Domain to target each undead of your choice no more than 10 meters (30 feet) away. Each target must succeed a Charisma saving throw or be frightened of you for 1 minute. If an undead is destroyed while frightend this way, any spell or ability that would allow it to return to life has no effect.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Domains

Gods represent the fundamental desires of living beings and the desire a god represents is its domain. The domain a prophet connects to influences them constantly and also determines the boons they receive from their god.

Glory Domain

I am tyranny. I am tooth and claw. The fist, *undenied. As long as you vie for the sharpest blades and loudest voice, I will enforce your rule.*

Every soul desires glory. To see itself above others. To feel the world yield. It comes naturally to those who can overcome resistance and crush anyone in their way. It requires power and leaves no room for those too weak to take what they want. Yet those who follow it risk becoming arrogant tyrants consumed by an obsession with being seen that can hollow out every quieter virtue. The sanctuaries of this domain instill a feeling of fear and paranoia. The voices from beyond speak of competition, insisting that all that matters is to climb and climb over.

In the Other World, Eor is often the name of this domain's god. He strives for the rule of the strong tyrant, conquest, and endless war. He despises complacency, equality and peace and is worshiped by warriors, tyrants, and the ambitious. His followers strengthen themselves to become significant and create hierarchies based on power.

In the New World, many call him Thor or know him as the archangel Camael.

Glory Domain Proficiencies

At 0th level, you gain the following proficiencies:
Armor: Heavy Armor
Weapons: Martial Weapons

Spellcasting Ability

Your spellcasting ability for divine spells is Strength.

Fervor of Glory

Whenever you apply a condition to a creature against its will, another creature gives you the Help action, or another creature applies a condition to you with your consent (you must be willing), you gain Divine Fervor.

Channel Domain: Smite of Domination

Starting at 2nd level, you can use your Channel Domain to crush a failing foe. When you hit a creature with a weapon or unarmed attack, or it fails a saving throw against one of your divine spells, you can use your Channel Domain to deal an additional 3d6 psychic damage to the target.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Channel Domain: Exploit

Finally, at 10th level, you can use your Channel Domain to find a creature's weak point.

As a bonus action, you use your Channel Domain to gain advantage on your next attack roll. If the attack hits, it is a critical hit.

Freedom Domain

I AM LIBERTY. I AM BREATH AND MOTION. THE SPIRIT, UNBOUND. I WILL BE BY YOUR SIDE UNTIL YOU STAND AS YOUR TRUEST SELF.

Every soul desires freedom. To never falter. To be unbound. It requires precision and leaves no time for doubt. Yet those who follow it risk overconfidence, contempt for caution and an addiction to the feeling of success.

The sanctuaries of freedom instill a feeling of unmatched confidence in those that step foot within them. It whispers that they can achieve anything they want. Those who experience this describe the god as a presence that believes in your potential with such zeal, that it inspires you to be your best self.

In the Other World, Kin is often the name of this domain's god. Though prayed to by many and counting the most followers out of all gods, it formed no organized cults. Its temples usually monasteries dedicated to personal perfection and self-sufficiency. He wants for all living things to be free. For chaos and self-fulfillment to reign supreme and he despises hierarchy and inequality of any kind.

In the New World, many call him Tyr or know him as the archangel Michael.

Freedom Domain Proficiencies

At 0th level, you are proficient in the Acrobatics skill and your proficiency bonus is doubled on checks relating to it (expertise). If you are already proficient in Acrobatics, you gain proficiency in a different skill of your choice from the prophet skill list.
You are also proficient with martial weapons.

Spellcasting Ability

Your spellcasting ability for divine spells is Dexterity.

Fervor of Freedom

Whenever you hit a creature with an attack, succeed a saving throw, or are missed by an attack, you gain Divine Fervor.

Channel Domain: Guided Strike

Starting at 2nd level, you can use your Channel Domain to strike with supernatural confidence. When you make an attack roll, you can use your Channel Domain to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Channel Domain: Break the Chains

Finally at 10th level, you can use your Channel Domain and your bonus action to target a creature no more than 10 meters (30 feet) away from you. All effects affecting it that can be ended by succeeding a saving throw instantly end.

If you are being affected by an effect that can be ended by succeeding a saving throw at the start of your turn, you may use your Channel Domain to end it instantly (no action required).

If the target of this ability is downed and/or unconscious from being reduced to 0 hit points, it regains 1 hit point.

Peace Domain

IT SEEKS THOSE WHO WITH STOUT HEARTS AND OFFERS PERPETUAL PEACE.

Every soul desires certainty. To be released of pain. To know peace. It requires endurance to push through suffering and endure the pain of existence. The sanctuaries of this domain fill those who enter with sorrow. The voices whisper of loss and pain on a scale the mortal mind can barely comprehend. Even the certain end of one's life seems bearable when compared to the suffering of a god.

In the Other World, Hylenia is a common name for the god of this domain. She strives for certainty, complacency, and the quiet comfort of the end. She wants to lay all undead to permanent rest and despises those who cause life to flourish or increase its suffering. Her followers endure pain to bring peace to others. They hunt undead, ease suffering, and try to end all life.

In the New World, many call her Hela or know her as the archangel Azrael.

Peace Domain Proficiencies

At 0th level, you gain the following proficiencies:
Armor: Heavy Armor
Weapons: Martial Weapons

Spellcasting Ability

Your spellcasting ability for divine spells is Constitution.

Fervor of Peace

Whenever a creature you can see is reduced to 0 hit points or you target an undead with a harmful attack, spell, or ability, you gain Divine Fervor. An effect is harmful if it deals damage or affects the target against its will.

Channel Domain: Mark of Final Death

Starting at 2nd level, you can use your Channel Domain to mark a creature for final death. As an action, target a creature you can see no more than 20 meters away and curse it for 1 minute. Whenever the creature takes damage, it takes an additional 1d6 psychic damage. If the target is killed while cursed this way, any spell or ability that would allow it to return to life has no effect.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Channel Domain: Final Death

Finally, at 10th level, you may use your Channel Domain to force upon a foe final death. As a reaction to a creature you can see no more than 20 meters away being reduced to 0 hit points, you may cause that creature to die instantly and any spell or ability that would allow it to return to life has no effect.

Knowledge Domain

IT SEEKS THOSE DRIVEN BY CURIOSITY
AND OFFERS ENLIGHTENMENT.

Every soul desires knowledge. To be curious. To be awed. It requires curiosity to understand the things around you and learn how things work. The sanctuaries of this domain instill a feeling of deep awe. A wish to learn every secret and turn every stone in this vast world.

In the Other World, Cartouche is the name often given to the deity of this domain. He reveals truth to his followers and strives to further understanding of all things, to have science and technology advance, and to discover new things. He despises ignorance and the end of pursuit. His followers are scientists, explorers, and detectives that attempt to uncover the hidden truths of the world.

In the New World, many call him Heimdall or know him as the archangel Raziel.

Knowledge Domain Proficiencies

At 0th level, you are proficient in the Investigation and Perception skills and your proficiency bonus is doubled on checks relating to these two (expertise). If you are already proficient in one of the named skills, you gain proficiency in a different skill of your choice from the prophet skill list.

Spellcasting Ability

Your spellcasting ability for divine spells is Intelligence.

Fervor of Knowledge

Whenever an opponent succeeds a saving throw against your spells, you fail an ability check, or you fail a saving throw, you gain Divine Fervor.

Channel Domain: Reveal Mistake

Starting at 2nd level, you can use your Channel Domain to realize flaws in your actions or plans. When you make an ability check, saving throw, or attack roll you can use your Channel Domain to reroll it after seeing the result, but before you know if it succeeds or fails. You get a bonus to this reroll equal to your prophet level.

Potent Casting

Starting at 6th level, you add your Intelligence modifier to the psychic damage you deal with any prophet spell.

Channel Domain: True Seeing

Finally, at 10th level, you can use your Channel Domain to reveal the true nature of the world. Purple veins crisscross your eyes as they turn into a star-filled void. Your vision pierces through the veil and you receive a glimpse of the Void beyond.

You may use your action to gain truesight out to a range of 40 meters (120 feet) for 1 minute. This ability requires concentration, as though you were concentrating on a spell.

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically see through illusions and detect if an object or creature is being affected by magic (but not by what kind). Furthermore, the creature can see into the Void.

Duty Domain

IT SEEKS THOSE WITH KEEN MINDS
AND OFFERS PURPOSE.

Every soul desires duty. To be part of a greater whole. To contribute. It requires perception and the ability to act rightly without needing certainty. The sanctuaries of this domain instill a feeling of happiness and safety. Those who enter a sanctuary of this domain are overwhelmed by a feeling of safety and community. A loving embrace that inspires to build a utopia, together.

In the Other World, Helvetica is often the name of this domain's god. She strives for community, equality and service to others. She despises abandonment and tyranny and is worshiped by parents, soldiers, and those who wish to selflessly contribute to something greater. Her followers attempt to build societies based on equality and compassion.

In the New World, many call her Frigg or know her as the archangel Uriel.

Duty Domain Proficiencies

At 0th level, you gain the following proficiencies:
Armor: Heavy Armor
Weapons: Martial Weapons

Spellcasting Ability

Your spellcasting ability for divine spells is Wisdom.

Fervor of Duty

Whenever you move within reach of a hostile creature or take the Dash or Disengage action, you gain Divine Fervor.

Channel Domain: Battle Commands

Starting at 2nd level, you can use your Channel Domain to rally others in battle.

Attack Order. As a bonus action, choose one friendly creature that can hear or see you and use your Channel Domain. That creature may immediately use its reaction to make one attack.

Maneuvering Order. As a bonus action, choose a creature that can hear or see you and use your Channel Domain. That creature may move up to its speed without provoking attacks of opportunity.

Rally Order. As a bonus action, choose a creature being affected by a temporary condition that can be ended with a saving throw and use your Channel Domain. The creature may immediately attempt a saving throw against that effect.

Potent Casting

Starting at 6th level, you add your Wisdom modifier to the psychic damage you deal with any prophet spell.

Channel Domain: Call of Duty

Finally, at 10th level, your god's power removes all hesitation. At the start of combat, if you are not surprised, you may use your Channel Domain to give yourself and one creature of your choice that can hear or see you advantage on its initiative roll (no action required).

Love Domain

IT SEEKS THOSE WITH UNFLINCHING RESOLVE AND OFFERS COMPANIONSHIP.

Every soul desires love. To be with someone. To lust. It requires the strength of character to open oneself to others and draw them in. The sanctuaries of this domain instill an overwhelming feeling of lust and a desire for companionship. The voices within whisper of life new and old and encourage those within to emotionally connect.

In the Other World, Ostara is a common name for the god of this domain. She strives for people to connect, and spread life. She despises loneliness and endings. She wants people to live and be together everywhere and forever. Her followers are lovers. They seek the lonely, spread the gift of life and try to connect with as many as they can.

In the New World, many call her Freyja or know her as the archangel Haniel.

Love Domain Proficiencies

At 0th level, you are proficient in the Deception and Persuasion skills and your proficiency bonus is doubled on checks relating to these two (expertise). If you are already proficient in one of the named skills, you gain proficiency in a different skill of your choice from the prophet skill list.

Spellcasting Ability

Your spellcasting ability for divine spells is Charisma.

Fervor of Love

Whenever you target a willing creature with a spell or ability or use the Help action, you gain Divine Fervor.

Channel Domain: Charming Presence

Starting at 2nd level, you can use your Channel Domain to infatuate those around you.

As an action, you make a seductive gesture. Each creature of your choice that can see or hear you within 10 meters (30 feet) of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

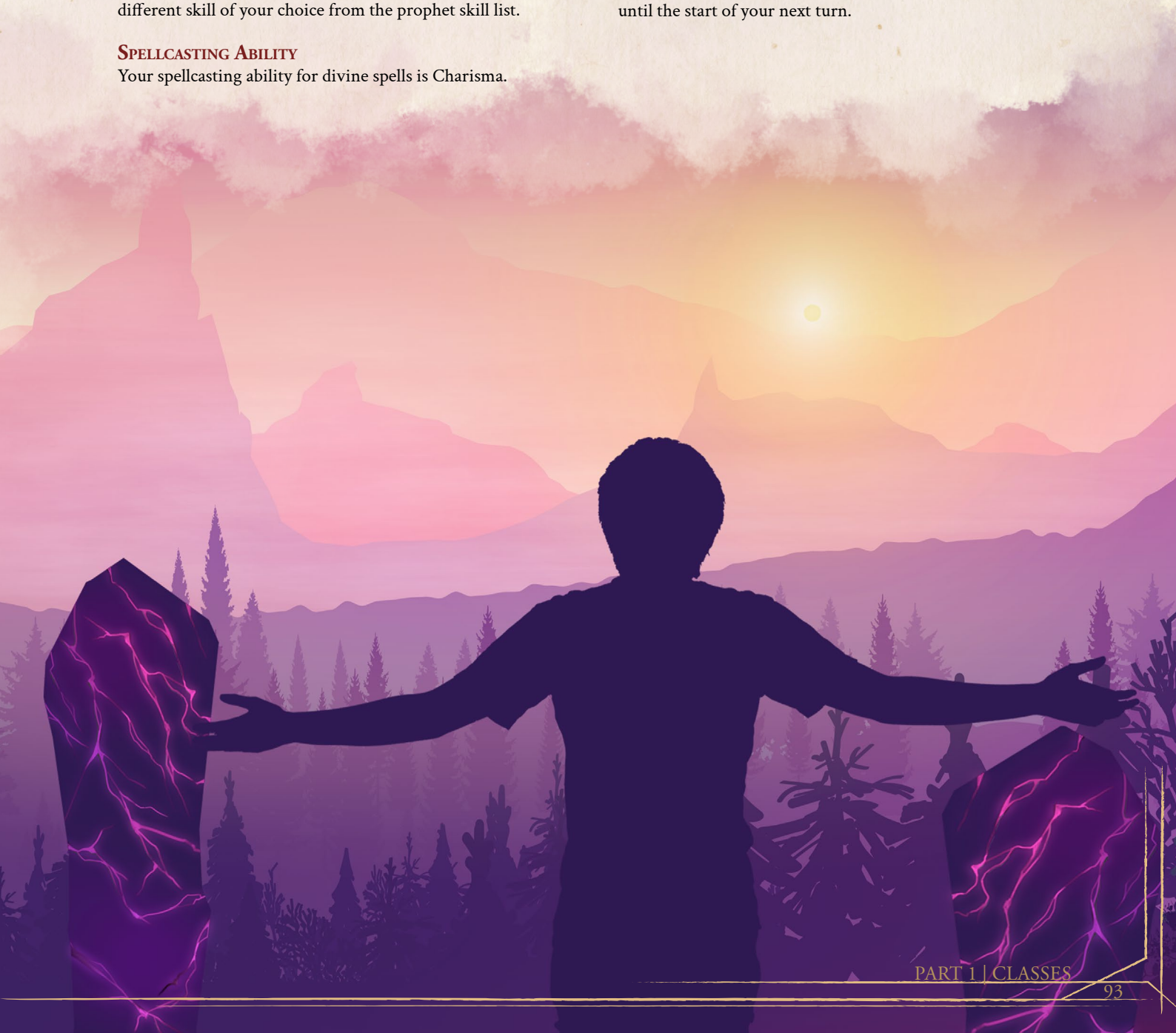
Potent Casting

Starting at 6th level, you add your Charisma modifier to the psychic damage you deal with any prophet spell.

Channel Domain: Infatuation

Finally, at 10th level, you may use your Channel Domain to cause your enemies to become stricken by your beauty.

As a bonus action, you can expend a use of your Channel Domain to impose disadvantage on a creature's attacks against you and on its saving throws against your spells and abilities until the start of your next turn.



VERSATILE AND INDEPENDENT

Ranger

A female elf sits in a tree, overlooking the road *below. As she sees the bandits approach, she silently pulls out her revolver and as she clenches her fist, her skin hardens and takes on a bark-like appearance. They pass her by and just as they do, she jumps off her perch. Before they can react, she makes a pirouette, delivering lethal shot upon lethal shot from her trusty firearm.*

A human man lays his machete on the ground and *places five rifle rounds next to it. He unrolls his tools, lights up a gas cooker, and begins brewing. Mushrooms and flowers are crushed and the liquid filtered from them. After magic is infused over a low flame, a grey liquid with a pink sheen is the final result. Careful not to touch the potion, he smears it on his blade and ammunition. Those vampires won't even know what hit them.*

Hissing a quick thanks to his hawk companion, the *male halfling looks down at the young red dragon relaxing in the shadow of a half-collapsed department store. He pulls out his sniper rifle and focuses his gaze on his target. Mystical powers mark the creature as his prey and draw his gaze onto its weak points. He lifts his weapon and silently takes aim at the creature that thinks it can take whatever it wants without consequence.*

Rangers combine martial prowess with wild magical powers to fight. Their abilities allow them to track foes through any terrain and kill guided by the enigmatic forces of the wild. Most Rangers go on the Path, a journey on which they prove that they can fight and survive the dangers of the world.

One Art

Rangers have a broad set of different skills tied together into a single craft. Some specialize in performing specific tasks, while others focus on versatility, but all need to make sure that the varied skills they have form a coherent, effective whole. They are not equipped with a stockpile of spells like other magic users, but instead focus on mastering a select few wild magic techniques that enhance their other abilities. Rangers attune their bodies to the world and internalize the magic they use, making the spells they know easier to cast. However, a ranger cannot exchange one technique for another the way a druid reattunes to the land. Every new spell must be earned through patience and practice until it settles into the bone. Thanks to their wild magic all rangers know how to talk to all living things, including animals, and can use their attunement to the natural world to guide them. This guidance enhance their other proficiencies and is complemented by martial techniques specifically tailored to work in perfect harmony with the Ranger's magic. From tracking and hunting to scouting and surveying, rangers are unsurpassed in their ability to thrive in even the most challenging environments.

The Ranger

Level	Proficiency Bonus	Features	Spells Known	Spell Level	Maneuvers Known	Maneuver Level
0th	+2	Ranger Proficiencies	-	-	-	-
1st	+2	Spellcasting	2	Novice (1)	-	-
2nd	+2	Maneuvers, Fighting Style	3	Novice (1)	2	Beginner
3rd	+2	Path Feature	4	Novice (1)	2	Beginner
4th	+2	Ability Score Improvement or Feat	5	Novice (1)	3	Beginner
5th	+3	Extra Attack	6	Apprentice (2)	3	Beginner
6th	+3	--	7	Apprentice (2)	4	Veteran
7th	+3	Path Feature	8	Apprentice (2)	4	Veteran
8th	+3	Ability Score Improvement or Feat	9	Apprentice (2)	5	Veteran
9th	+4	--	10	Adept (3)	5	Veteran
10th	+4	Path Feature	11	Adept (3)	6	Elite

Many Paths

In the Other World, rangers are usually wandering mercenaries or protectors of remote tribes. They are particularly prevalent among the wildeborn, who were the pioneers of this unique combat style. Rangers have a reputation as lone wolves that come when they are needed and leave as soon as they have done what needs to be done and collected their reward. For many isolated communities they are an important connection to the outside world, as they are some of the few capable of traversing the dense and dangerous forests, mountains, and mesas.

The Path is both the ranger's first true trial and the name they give to the journey that follows it. It is a tradition that started with the first rangers and is practiced by almost all who follow this way. After completing their initial training, usually within a sheltered fort or conclave, a young ranger is sent out alone or in a small group to accomplish a chosen feat. Some visit a hard to reach place, others promise to slay an animal. Those who return are counted as fully trained, and step from one Path onto another. The long road that will carry them from feat to feat through the rest of their lives, until it carries them to their end.

Building a Ranger

Whether by choice or chance, you have been blessed with the body of a specialized warrior, and with it, the potential for greatness. As a ranger, you are a master of survival, possessing the skills necessary to thrive in even the harshest of environments. Your connection to the untamed forces of nature grants you an instinctual understanding of the world around you. Whether you need to move with blinding speed or strike with devastating force, your wild magic gives you the edge you need to succeed.

Will you choose to use your skills to help others, protecting those who cannot protect themselves? Or will you stalk the forests in search of hapless animals and survivors to prey on? Perhaps both, doing what you must to survive while also aiding those in need when it is convenient. Whatever path you choose, know that as a wild magic-wielding ranger, you are a force to be reckoned with.

Quick Build. To build a ranger quickly, pick a species that provides a bonus to Dexterity and Wisdom. Humans and elves work well. Then make Dexterity your highest ability score followed by Wisdom. At 1st level, learn the Novice wild spells: *Hunter's Mark* and *Zephyr Strike*.

CLASS FEATURES

As a ranger, you gain the following class features.

Ranger Proficiencies

Starting at 0th level, the ranger class provides you with the following proficiencies:

Armor: Light Armor, Medium Armor, Shields
Weapons: Simple Weapons, Martial Weapons
Saving Throws: Strength or Dexterity, Wisdom
Skills: Choose three from Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Mechanics, Medicine, Nature, Perception, Performance, Persuasion, Religion, Science, Sleight of Hand, Stealth, and Survival

Multiclassing

Ability Score Minimum: Strength or Dexterity and Wisdom 13

When you multiclass into the ranger, you gain the following proficiencies:

Armor: Light Armor, Medium Armor, Shields
Weapons: Simple Weapons, Martial Weapons
Skills: One skill from the ranger skill list

Spellcasting

As a ranger, your patron trained to weave wild magic into martial combat.

Wild Magic

When you gain your 1st level, you learn how to control the natural world around you and gain access to wild magic. The chapter on spellcasting provides a list of the spells you have access to in the subchapter on wild magic.

Learning Spells

At 1st level, you learn the *Channel Wild I* spell. You may then choose a total of 2 spells from the wild magic spell list. Whenever you gain a level, you may choose 1 new spell from the wild magic spell list. Whenever you gain access to a new spell level, you automatically learn the corresponding Channel Wild spell, which does not count against the number of spells you may choose. The *Ranger Spell Level* table tells you when you gain access to spells of greater complexity (higher level). Once you know a spell, you may cast it at any time, as long as you have enough vitality.

Each wild magic spell also has a passive ability. As long as you know a wild magic spell, you benefit from its passive.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since their power derives from your understanding of nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Spell Attack Modifier = your Proficiency Bonus + your Wisdom modifier

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's Vitality Cost. If you reach 0 Vitality, you fall unconscious and the spell you were casting fails unless you make a final push. (See the general rules on Spellcasting for details).

Ranger Spell Level

Spell Level	Ranger Level
Novice	1st
Apprentice	5th
Adept	9th

Maneuvers

As a ranger you learn maneuvers, special actions that can be taken in combat, to blend with your wild magic.

About Maneuvers

Maneuvers are special, almost magical, spell-like abilities that warriors may employ in combat. They represent bursts of extreme focus and physical power that push their user to the limit of their ability.

The chapter on spellcasting provides a list of maneuvers you have access to in the subchapter on maneuvers.

Learning Maneuvers

At 2nd level, you learn 2 maneuvers and an additional 1 every even level thereafter (4th level, 6th level, 8th level, and 10th level). Refer to the *Ranger Maneuver Level* table to see at what level you gain access to higher-level maneuvers.

Maneuver Ability

Strength or Dexterity (your choice) is the ability for your ranger maneuvers, as they rely on your martial prowess. You use the chosen ability score whenever a maneuver refers to your maneuver ability. In addition, you use the modifier of the chosen ability when setting the saving throw DC for maneuvers you use. When a maneuver calls for an attack, you use the attack modifier you normally use for the spell, unarmed or weapon attack you decide to use.

Maneuver Save DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice)

Vitality

When you initiate a maneuver, decrease your current vitality by the amount listed as the maneuver's Vitality Cost. If you reach 0 vitality, you fall unconscious, and the maneuver you were initiating fails unless you make a final push. (See the general rules on Spellcasting for details).

Ranger Maneuver Level

Maneuver Level	Ranger Level
Beginner	2nd
Veteran	6th
Elite	10th

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with non-firearm ranged weapons.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

QUICK

While not wearing armor, your speed is increased by 1 meter and you gain a +1 bonus to your AC.

SHARPSHOOTER
Your ranged attacks (including spells) ignore half and three-quarters cover and you do not suffer disadvantage at long range.

SPELLSWORD
After using your action to cast a spell, you may use your bonus action to make a single attack with a one-handed weapon.

Ranger's Path

When you reach your 3rd level, the path your patron took reveals itself. The path is a journey initiate rangers are sent on to prove that they can survive and the course of their life thereafter. The path a ranger takes determines the rest of their life and the path your patron traveled determines which abilities you gain here and then again at 6th, and 10th level.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Ranger's Path

The Ranger's Path is a sacred journey that every initiate must undertake to become a full-fledged ranger. It is a test of survival, strength, and resourcefulness. Each ranger group trains differently, and the path they send their initiates on reflects their unique outlook on the world and their training. But the Ranger's Path is not just a test of survival skills. It is also a spiritual journey, designed to connect the initiates with the natural world and the wild magic that flows through it. As the initiates navigate the path, they must learn to attune themselves to the rhythms of nature, to understand the language of the animals, and to tap into the power of wild magic.

Path of the Beastmaster

SURVIVE BY THE BEAST

Rangers that follow the path of the beastmaster focus on bonding with animals. They use wild magic to connect to their wild companions and know how to properly train them to enhance their natural abilities. While most rangers have one companion, if any, the beastmaster can form a deep bond with multiple animals. These animals then usually hunt down opponents while the ranger supports them with ranged attacks. The bond is not coercive however. Nothing stops a companion from ripping their master's throat out or simply leaving and must thus be based on mutual respect and benefit.

In the Other World beastmasters are known to seek out the most dangerous and elusive creatures in the wilderness. They can often be found traversing the most treacherous terrains and braving the harshest environments, all in the name of finding the perfect companion. They are most common among the humans of the deep north where man and animal must band together to survive the deadly wilderness.

Beastmaster Magic

Starting at 3rd level, you periodically learn additional spells that do not count against the spells you may learn when you reach those levels. Refer to the *Beastmaster Spells* table to see what these spells are. If you already know one of the listed spells, you may learn a different spell of your choice of a level you can cast.

Beastmaster Spells

Ranger Level	Spells
3rd	*Summon Insects, Find Familiar*
5th	*Summon Critters*
9th	*Summon Animals*

Better Taming

When you take this path at 3rd level, your advanced knowledge on taming makes it easier to get animal companions. The ration cost of taming a creature is halved and you have advantage on Wisdom (Animal Handling) checks to tame a creature.

Enhanced Familiar

Also at 3rd level, you gain the ability to bond with two familiars at the same time and the creatures you may call upon using your *Find Familiar* spell become more powerful. See the Familiar CR table to see what the maximum CR of a creature you may summon with the Find Familiar spell is at what level. As normal you can bond with more powerful creatures by taming them.

Additionally, after finishing a long rest with a familiar they become bonded to you. A bonded creature may may add your Proficiency Bonus to its attack rolls.

Familiar CR

Ranger Level	Beast CR
3rd	1/4
7th	1/2
10th	1

Exceptional Training

Beginning at 7th level, when you command your beast to take the Attack action, it can make two natural weapon attacks as part of that action.

Perfect Bond

Finally when you reach 10th level, when you cast a spell that targets yourself, you can grant your familiar the effects of that spell, without expending additional vitality, as long as it is no more than 10 meters (30 feet) away.

The Path of the Hunter

SURVIVE BY THE HUNT

Rangers who follow the path of the hunter focus on hunting. They specialize in tracking down their marks, whether they are dangerous predators, elusive prey, or even intelligent humanoids. Through wild magic they can gain a deep understanding of the habits and behaviors of their prey. Even after a few moments a hunter may already know enough to predict the movements of their quarry, set effective traps and take lethal shots.

In the Other World, rangers of this path were perhaps the most common and often not even called rangers. Many hunters among the Wildeborn, Confederates, and beyond learn wild magic tricks to aid in their survival. Most of them are only lightly or self-trained and usually live in small villages or are in the employ of lords. Those that advance their skills then often become bounty hunters, scouts, or guides that lead other folk through the wilderness.

Hunter Magic

Starting at 3rd level, you learn additional spells that do not count against the spells you may learn when you reach those levels. Refer to the *Hunter Spells* table to see what these spells are. If you already know one of the listed spells, you may learn a different spell of your choice.

Hunter Spells

Ranger Level	Spells
3rd	*Hunter's Mark, Zephyr Strike*
5th	*Pass Without Trace*
9th	*Freedom of Movement*

Favored Foe

Starting when you take this path at 3rd level, when you hit a creature with an attack, or affect it with a spell, you may spend 2 vitality to probe its defenses and mark it as your favored foe. When you do so, you learn whether the creature has any damage or condition immunities, resistances, or vulnerabilities and what they are.

After probing a creature, your damaging spells and attacks deal an additional amount of damage equal to your Proficiency Bonus to the target. If you enhance an attack with one or more spells, this ability still only triggers once for that attack.

You can only have one favored foe at a time and when you mark a new creature, the effect ends on any creature previously marked.

Adaptive Defense

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever a favored foe forces you to make a saving throw and whenever you make

an ability check to escape that target's grapple, you have advantage on the roll of the d20.

Predicted Shot

Finally at 10th level, you are a master hunter and have learned to predict and precisely track the movements of your favored foes. Attacks against a favored foe have advantage.

Path of the Witcher

SURVIVE BY WITCHCRAFT

Rangers that follow the path of the witcher supplement their martial skills with the secrets of witchcraft. They brew simple potions and employ a technique not unlike that used to create staffs, to infuse magical pathways into the surface of their weapons. These magical pathways allow the witcher to set their weapons ablaze with elemental magic. Not only do these rune-like enchantments provide the witcher's attacks with an extra kick, they have the added advantage of not requiring a weapon to be reforged from scratch to be implemented. Of course unlike a witch's enchantments, their use requires specialized training, meaning only witcher rangers can use the magical enhancements they apply to their weapons.

Often also referred to as the witch's grooms or witch guard, most witchers in the Other World can be found traveling between, and learning from, the villages of the wildeborn clans. However, due to the versatility of this tradition it has recently spread quickly across the world. They are amongst the most independent and effective monster hunters, as their repertoire of magic, potions, and skills allows them to select the right tools to take on any foe. If they can prepare for the fight.

Brewing

When you take this path at 3rd level, you gain the ability to brew potions as a witch does. A potion is a combination of herbs and other ingredients infused with magic to create a certain effect when ingested or injected. They are usually stored in small bottles that can be downed in a quick swig.

Brewing a Potion

At the end of a long rest, you decide which potions you spent that time brewing and receive those that you brewed.

Brewing requires a kitchen or a witch's workshop (see the project). Crafting potions in the wild requires an alchemy kit (see the item), which you may craft by expending 4 scrap (half its value).

Infusion Cost

Every potion has an infusion cost, representing the amount of time and effort preparing the ingredients, brewing the potion, and finally performing the magical infusion requires. To brew a potion you must expend a number of infusions equal to its cost and you must know its formula.

Formulas

A formula is the steps, both mundane and arcane, needed to properly brew a potion. Most potions include a short description of how they are made, including their effects and most notable ingredients. These ingredients represent what witches living in temperate climates usually use. Depending on where they live, a witcher will have altered their formulas to use the local flora and in most cases, witchers have the ability and knowledge to substitute any ingredient they are unable to find with a different one.

The chapter on spellcasting provides a list of the formulas you have access to in the subchapter on formulas.

Formulas Known

At 3rd level, you learn *Infuse Formula I* and 2 novice formulas of your choice. Whenever you gain a level in the ranger class you may choose one additional formula to learn of a level that you have access to. The *Witcher Formula Level* table above tells you when you gain access to a new level of formulas. Whenever you gain access to a new level of formulas, you learn the corresponding Infuse Potion formula.

Brewing Ability

Intelligence is your infusion ability for your ranger formulas, since their quality depends on your knowledge of the techniques used to craft them. You use your Intelligence whenever a formula refers to your infusion ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a ranger formula you brew.

Formula Save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Witcher Formula Level

Formula Level	Ranger Level
Novice	3rd
Apprentice	7th

Infusions

During a long rest (1 week of downtime), you gain a number of Infusions:

Infusion = 1 + your Ranger level

The infusions you gain from this feature do not stack with those gained from other sources (such as a witch's *Infusions* feature) unless the feature explicitly says so.

Elemental Imbuement

Also at 3rd level, you learn to infuse your weapon with a simple enchantment only you can use.

Over the course of a long rest, you may enchant your weapons, spending 1 infusion for every melee weapon, or 5 pieces of ammunition you enchant. These enchanted armaments require a special technique to activate and can only be used by a creature with a feature named Elemental Imbuement. They require no attunement.

As you make an attack with an enchanted weapon or piece of ammunition, you may activate the enchantment (no action required). On a hit, the enchanted weapon or piece of ammunition deals an additional 1d4 acid, cold, force, fire, lightning, or radiant damage (your choice when you create the weapon or ammunition), which increases to 1d6 at 6th level and 1d8 at 9th level.

Adaptable Imbuement

Starting at 7th level, you no longer decide whether the weapons or ammunition you infuse with your elemental imbuement ability deal additional acid, cold, force, fire, lightning, or radiant damage in advance. Instead, you decide which damage type the enchantment deals when you activate it.

Explosive Imbuement

Finally when you reach 10th level, you gain the ability to make the enchantments you infuse explosive. When you activate one of your enchantments, you can choose to make it explosive. Upon impact, the weapon deals normal damage and then erupts in a burst of elemental energy. Every creature in a 1-meter radius sphere centered on the target takes damage equal to your elemental imbuement die, while the target takes the maximum damage of that die. You may target a point instead of a creature with an explosive attack.

Subtlety and Precision

Rogue

The male elf cracks his neck. This is going to be fun. *The giant tries to slam his axe down on the elf but using his knife he guides the heavy weapon to the side. He pretends to stab at the massive man's neck and just as he reflexively tries to block it, the elf changes the path of his weapon and rams it right into his foe's kidney. The giant howls and tries to hack at him. In his rage he misses and the elf uses the opportunity to deliver another painful stab.*

The kobold takes a deep breath and looks into his *scope. His crosshair hovers over the head of the human man. He's talking to his followers and just as he opens his mouth to say another word, the kobold snaps his finger back ever so slightly. Phew. The shot from the suppressed rifle echoes through the land and a single small red hole appears on the target's head. The man is flung over as the kobold disappears into the shadows once more.*

The human woman pulls an arrow out of a deer. A *perfect double lung shut. Branches crack. Without a noise she leaps into the shadows of the trees. She pulls her hands apart and multicolored light becomes pure darkness that merges her with the shadows. An allosaur glides out of the undergrowth. It sniffs the air and moves its eyes over her form, not seeing her in the darkness as she sits silent.*

Rogues are precision experts, utilizing martial skill and stealth to take down opponents much stronger than themselves. With a mastery of intricate combat maneuvers, they dodge, parry, kite, and fight with every advantage at their disposal, striking at their foes' weak points.

Cunning

Rogues outmaneuver rather than overpower. Where others lean on armor, brute strength, or weight of numbers, a rogue leans on preparation, positioning, and a broad practical skillset. Some perfect climbing, lock-picking, and trap work, while others train as investigators, scouts, fixers, or persuaders. In combat, that same disposition holds. Rogues prioritize cunning over force, using intricate maneuvers to strike at exposed openings and deliver decisive blows. Trained stamina and mental endurance let them dodge, time their moment, and choose their ground. They struggle against large groups in open combat, but have the skills necessary to engineer their engagements. Whether eliminating a priority target, navigating hostile terrain, or resolving a problem before any blade is drawn, a capable rogue is among the most valuable assets a party can field.

Demanded Skills

Rogues are common in every region of the Other World, present in nearly every line of work, and in every layer of society. They are the hunters who learn stealth because the alternative is being eaten by the monsters that stalk the forest. The scouts who range ahead of caravans and warbands to spot bandits. The trappers and poachers whose traps and sneaky attacks feed families through long winters. Some are burglars, cutpurses, and killers, but the same skills that serve a thief serve a forester, a smuggler, or a mother living alone in the woods. However, rogues are generally viewed poorly by most living in highly urban or otherwise civilized regions. Their abilities can benefit an army as scouts or assassins but are not really useful in direct pitched battles, as rare as those ultimately are due to magic. Among the poor, the rural folk, and those who live where law does not reach, being a rogue is not a vocation but a baseline. You learn to move quietly, listen carefully, and pick your fights, or you do not last long in this world of magic and monsters.

Building a Rogue

You have been bestowed with the body of a subterfuge master, a warrior who glides seamlessly among foes to strike at their heart without so much as a scratch. While rogues are adept at working alone, they are equally effective as part of a team that works around their skills, especially when equipped with a versatile arsenal provided by a large community of supporters.

As a skilled rogue, your expertise is always in high demand, whether you prefer to work independently or as part of a

The Rogue

Level	Proficiency Bonus	Features	Sneak Attack	Maneuvers Known	Maneuver Level
0th	+2	Rogue Proficiencies	-	-	-
1st	+2	Maneuvers, Sneak Attack	1d6	4	Beginner
2nd	+2	Cunning	1d6	5	Beginner
3rd	+2	Rogue Archetype	2d6	6	Beginner
4th	+2	Ability Score Improvement or Feat	2d6	7	Beginner
5th	+3	--	3d6	8	Veteran
6th	+3	Archetype Feature	3d6	9	Veteran
7th	+3	Evasion	4d6	10	Veteran
8th	+3	Ability Score Improvement or Feat	4d6	11	Veteran
9th	+4	--	5d6	12	Elite
10th	+4	Archetype Feature	5d6	13	Elite

larger group. Will you become a shadowy assassin, stalking your prey in the darkness, or a nimble warrior weaving through hordes of enemies with ease? Will you use your mastery of weapons and subterfuge for personal gain or to eliminate those who threaten others? The choice is yours.

Quick Build. To build a rogue quickly, pick a species that provides a bonus to Dexterity and Constitution. Humans, elves, and halfling dwarves work well. Then make Dexterity your highest ability score followed by Constitution. At 1st level, choose the Beginner maneuvers: Blind, Precision Strike, Quick Toss, and Steady Aim.

CLASS FEATURES

As a rogue, you gain the following class features.

Rogue Proficiencies

Starting at 0th level, the rogue class provides you with the following proficiencies:

Armor: Light Armor
Weapons: Simple Weapons
Tools: Thieves' Tools
Saving Throws: Dexterity and Intelligence or Wisdom
Skills: Choose three from Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Mechanics, Medicine, Nature, Perception, Performance, Persuasion, Religion, Science, Sleight of Hand, Stealth, and Survival

Bonus Vitality

As a rogue, you add either your Strength or your Dexterity modifier (your choice) to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class.

Multiclassing

Ability Score Minimum: Dexterity 13
When you multiclass into the rogue, you gain the following proficiencies:
Armor: Light Armor
Weapons: Simple Weapons
Skills: One skill from the rogue skill list

Maneuvers

As a rogue you focus on outmaneuvering your foes and overwhelming them with fast, intense assaults.

About Maneuvers

Maneuvers are special, almost magical, spell-like abilities that warriors may employ in combat. They represent bursts of extreme focus and physical power that push their user to the limits of their ability.

The chapter on spellcasting provides a list of maneuvers you have access to in the subchapter on maneuvers.

Learning Maneuvers

At 1st level, you choose a total of 4 beginner maneuvers, and every level thereafter you may learn an additional maneuver of a level you have access to. Refer to the Rogue Maneuver Level table to see at what level you gain access to higher-level maneuvers.

Maneuver Ability

Strength or Dexterity (your choice) is the ability for your rogue maneuvers, as they rely on your martial prowess. You use the chosen ability score whenever a maneuver refers to your maneuver ability. In addition, you use the modifier of the chosen ability when setting the saving throw DC for maneuvers you use. When a maneuver calls for an attack, you use the attack modifier you normally use for the spell, unarmed or weapon attack you decide to use.

Maneuver Save DC = 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice)

Vitality

When you initiate a maneuver, decrease your current vitality by the amount listed as the maneuver's *Vitality Cost*. If you reach 0 vitality, you fall unconscious, and the maneuver you were initiating fails unless you make a final push. (See the general rules on spellcasting for details).

Rogue Maneuver Level

Maneuver Level	Rogue Level
Beginner	1st
Veteran	5th
Elite	9th

Sneak Attack

Beginning at 1st level, you know how to strike with precision and abuse a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 1 meter (5 feet) of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases by 1d6 every odd level you gain in this class, to a maximum of 5d6 at 9th level.

Cunning

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You may use your bonus action to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, the rogue archetype your patron exercised determines which abilities you gain here and then again at 6th and 9th level.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of area-of-effect attacks, including a fireball or an explosion from a grenade. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Roguish Archetypes

While some may belong to larger organizations, most rogues are self-taught or mentored by skilled individuals. Their unique sets of skills allows them to operate outside of traditional societal structures, and they are more defined by the purpose for which they train than the organization to which they belong. As their skills increase, they begin to conform to a certain archetype.

Assassin

EXPERT IN INSTANT DEATH

Assassins specialize in killing a target with a single, well-placed attack. They usually rely on ranged weapons or small concealable blades that strike with speed and precision. When facing an assassin, the difficult part is reaching the fight alive.

In the Other World assassins are in some cases actual hitmen, though most are simply hunters that train to kill an animal with a single well placed attack. As specific as their skillset is, it is an extremely useful skill that is common in the wilderness across the entire world and most rogues follow this achetype.

Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Quick in Action

At 6th level, you learn to better move into position and strike your target before they realize what's coming.

You gain advantage on Initiative rolls. In addition, you gain a climbing speed equal to your walking speed.

Death Strike

Finally at 10th level, you become a master at instantly killing your targets. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your Proficiency bonus). On a failed save, double the damage of the triggering attack.

Spellblade

EXPERT AT ARCANE TRICKERY

Spellblades train to combine elemental magic with precise attacks. Underground mages and cultists of the elementals are particularly fond of combining the roguish skillsets of their members with what little magic their organizations can gather. In addition to just enhancing their capabilities with magic, they focus on weaving their spells into their tactics. Most spellblades favor the Lore of Light.

Spellcasting

Starting when you choose this subclass at 3rd level, you gain the ability to cast spells that your patron trained and committed to ingrained memory. See the chapter on spellcasting for the general rules on using magic.

Elemental Magic

As a spellblade, you choose the lore your patron practiced. Choose from the Lore of Force, Light, Frost, Lightning, Fire, or Life. Your lore not only determines your spellcasting ability but also what spells you have access to. The chapter on spellcasting provides detailed descriptions of each lore and the spells they have access to in the subchapter on elemental magic. Refer to the spell list of your lore to see what these spells are and what effects they have.

Learning Spells

At 3rd level, you learn the *Channel I* spell of your lore and 3 Novice spells. Whenever you gain a level, you may choose 1 new spell from your lore of a level you have access to.

Whenever you gain access to a new spell level, you automatically learn the corresponding channel spell, which does not count against the number of spells you may choose at that level. Any spell you learn is committed to your memory and can be cast at any time, as long as you have the needed vitality. Refer to the *Spellblade Spell Level* table to see when you gain access to a new level of spells.

Spellcasting Ability

The lore a spell is associated with determines your spellcasting ability for that spell (see the Spellcasting Ability table below). You use the ability score determined by your lore whenever a spell refers to your spellcasting ability. In addition, you use your ability modifier when setting the saving throw DC for that spell and when making an attack roll with it.

Spell Save DC = 8 + your Proficiency Bonus + your Spellcasting Ability modifier

Spell Attack Modifier = your Proficiency Bonus + your Spellcasting Ability modifier

Spellcasting Ability

Lore	Ability Score
Force	Strength
Light	Dexterity
Frost	Constitution
Lightning	Intelligence
Fire	Wisdom
Life	Charisma

Vitality

When you begin to cast a spell, decrease your current vitality by the amount listed as the spell's Vitality Cost. If you reach 0 vitality, you fall unconscious and the spell you were casting fails unless you make a final push. (See the general rules on Spellcasting for details).

Spellblade Spell Level

Spell Level	Character Level
Novice	3rd
Apprentice	7th

Spell Tactics

When you reach 6th level, the technique with which you interweave sword and sorcery becomes near perfect allowing you to jump into combat even faster. You may add your spellcasting ability modifier to your initiative.

Arcane Ambush

Finally at 10th level, you are a master of combining magical and martial techniques. If you are hidden from a creature when you cast a spell on it, the target has disadvantage on the first saving throw it makes against that spell.

Thief

EXPERTS AT MOTION.

Thieves specialize in moving through their environment, getting places, and interacting with it. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do professional treasure seekers, explorers, delvers, and scavengers. In addition to improving your agility and stealth, you learn skills useful for moving through the ruins that cover the New World.

In the Other World thieves were most common in mountainous, great forests, or urban areas where stealth and movements are most important.

Fast Hands

Starting at 3rd level, you can use a bonus action to disarm a trap, pick a lock, drink a potion, or take the Use an Object action.

Parkouring

When you choose this archetype at 3rd level, you also gain a climbing speed equal to your walking speed. If you already have a climbing speed equal to your walking speed, increase your speed by 2 meters instead.

In addition, when you make a running jump, the distance you cover increases by a number of meters equal to your Dexterity modifier.

Supreme Sneak

Starting at 6th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn. Dashing allows you to move your full speed while still gaining this benefit.

Thief's Reflexes

Finally at 10th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10.

This feature does not function if you are surprised.

PRIMAL POWER

Sorcerer

Twisting her arms, a human girl summons two *spheres of sunfire, one in each hand. She laughs maniacally as a torrent of magical energy flows through her and into the globes of plasma. She tosses them casually, like balls meant for play. They whistle as they fly and when they touch the wood and fabric of the carriages, they blossom into brilliant coronas of yellow-red. The blinding explosions sear the flesh off the nomads' bones. The woman's compatriots give her angry looks as the goods they were about to plunder go up in smoke.*

A dwarf dressed in a cloak made from white feathers *summons glittering white mist around his thick hand. With a complex thrust he unleashes a torrent of pure cold at both his foe and the friendly dire wolf fighting her. The human woman is bathed in the spray of liquid air but the stream bends around the wolf, leaving a pocket of safety from the deadly chill.*

An elf pulls her hand back, charging a bolt of *lightning. She wants to blast the orc charging her, but the assailant is faster. His sledgehammer slams down on her head. As her skull breaks and her life ebbs away, her flesh ignites with electric crackling. Her unstable form falls apart. Her clothes collapse in on themselves in a puff of grey dust. Her eyes reopen moments later to the sound of crashing waves in the settlement from which she hails.*

Sorcerers are blessed with a spark of the environment in which they are born. Elemental magic suffuses their very being, turning them into the most powerful, yet least versatile, spellcasters.

The Spark

Magic is an omnipresent force that permeates our world, much like gravity. It is a power that can be harnessed by anyone with the necessary skills. However, some individuals possess an innate gift. A spark that sets them apart from others. These gifted can effortlessly summon the elemental energies that make up our universe, and wield magic with unparalleled potency. Their spells flow from their very being, like a raging torrent that dwarfs the feeble attempts of other casters. Yet, this torrent of power, while easy to bend, can be difficult to expand. A sorcerer can often manifest their power only in a few select ways determined by their nature and so focus on completely and utterly mastering the intricacies of their powers. They draw on their vast reserves of magical energy to shape their spells in ways other casters may find overly taxing or unnecessarily complicated.

The spark that sets a sorcerer apart from normal mortals is usually present from birth, marking them as a living shard of the environment in which they were born. Sadly, the gift of sorcery is almost never bestowed upon individuals born in the cities of the civilized. Sorcerers usually only appear naturally in places where mortals are few, and the wilds are still untouched by the hand of man. How or why a soul is blessed with a sorcerous body at birth is unknown, but the elemental spirits that roam the land have the ability to bestow this gift on worthy mortals and sorcerers are far more common in the lands they roam.

The Sorcerer

Level	Proficiency Bonus	Features	Spells Known	Spell Level	Metamagic Options
0th	+2	Sorcerer Proficiencies, Bonus Vitality, Sorcerous Spark	-	-	-
1st	+2	Innate Spellcasting, Sorcerous Spark Feature	2	Novice (1)	-
2nd	+2	Metamagic	3	Novice (1)	2
3rd	+2	--	4	Apprentice (2)	2
4th	+2	Ability Score Improvement or Feat	5	Apprentice (2)	3
5th	+3	--	6	Adept (3)	3
6th	+3	Sorcerous Spark Feature, Soul of the Land	7	Adept (3)	4
7th	+3	--	8	Expert (4)	4
8th	+3	Ability Score Improvement or Feat	9	Expert (4)	5
9th	+4	--	10	Master (5)	5
10th	+4	Sorcerous Spark Feature	11	Master (5)	6

Of The Land

As sorcerers are mostly born in rural communities and require no formal training to wield their powers, they are often not just sparks of the land but also sparks of revolution. Those that rule from palaces will never find a sorcerer in their midst, but those in the province they oppress will. A grand army formed from the citizens of great city-states will not find a sorcerer among their conscripts, but the savages they march against will. Sorcerers are thus seen by many as embodiments of the wild and a simple way of life. To the civilized, they are the greatest threats to their towers, while to all others they are nature's way of evening the score.

Many of those who live in the wilderness actively seek out mythic beasts in the hope that their presence may bless their child with powers, or that they may find a way to gain the god-like being's favor and be marked by it themselves. Once they are born, clans and villages usually cherish their sorcerer kin as protectors, even saviors, and see their births as signs that the earth itself sends its aid. Much to the dismay of would-be overlords and invaders.

Building a Sorcerer

Whether by choice or by chance you were given the body of a sorcerer and gifted the power that courses through their veins. You will learn to use these powers to survive the horrors of this wonderful New World. As you gain experience, you will learn new ways to harness this innate magic, as well as staggering ways to bend and unleash that power.

How do you feel about the magical power coursing through you? Do you embrace it, try to master it, or revel in its nature? Is it a blessing or a curse? Perhaps you feel like you've been given this magic for some lofty purpose. Or you might decide that your abilities give you the right to do what you want. To take from those who lack such power. Either way, you will leave a mark in the New World. Whether that mark is a crater of despair, or a pillar of hope is up to you.

Quick Build. To build a sorcerer quickly, pick a Spark (subclass) first, then select a species that provides a bonus to the ability score associated with the subclass (and thus magical lore) you chose (Strength for Force, Dexterity for Light, Constitution for Frost, Intelligence for Lightning, Wisdom for Fire, and Charisma for Life). Humans and elves work well, as they can provide a bonus to any ability score. Then make that your highest ability score followed by Constitution.

CLASS FEATURES

As a sorcerer, you gain the following class features.

Sorcerer Proficiencies

Starting at 0th level, the sorcerer class provides you with the following proficiencies:

Armor: None

Weapons: None

Saving Throws: Your Spellcasting Ability Score, Charisma or Wisdom

Skills: Choose three from Acrobatics, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Bonus Vitality

As a sorcerer, you add your Spellcasting Ability modifier to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class. Your spellcasting ability is determined by your Spark. Refer to the description of your Spark to see what it is.

Multiclassing

Ability Score Minimum: Spellcasting Ability 13

When you multiclass into the sorcerer, you gain no proficiencies.

Sorcerous Spark

At 0th level, the environment of which you are a spark determines the lore of magic you have access to, the special abilities you gain, and how the magic that suffuses you changes your appearance. Your choice of spark grants you additional features at 1st level, and again at 6th and 10th level. Additionally, every environment resonates with a different ability, meaning that your spark also determines your spellcasting ability.

Innate Spellcasting

As a sorcerer, you are different from other spell casters. The element you wield suffuses your very being. Your spells are a part of you, instinctive powers you unleash far more efficiently than any other spellcaster. You train your body to handle the strain and discover new powers hiding within yourself as you instinctively realize how to bend the elements to your will.

Elemental Magic

As a sorcerer you gain access to one lore of magic you are a natural conduit for. Your spark (subclass) determines which lore that is (see *Sorcerous Spark* below). Your lore determines what spells you have access to. The chapter on spellcasting provides detailed descriptions of each lore and the spells they provide access to. Refer to the spell list of your lore to see what these spells are and what effects they have.

Learning Spells

At 1st level, you learn the Channel I spell of your lore and 2 more spells of your choice from that lore. Whenever you gain a level, you may choose 2 new spells from your lore of a level you have access to.

Whenever you gain access to a new spell level, you automatically learn the corresponding channel spell, which does not count against the number of spells you may choose. Any spell you learn is imbued into your body and can be cast at any time, as long as you have the needed vitality. Refer to the *Sorcerer Spell Level* table to see when you gain access to a new level of spells.

Spellcasting Ability

Your subclass determines your lore and thus the spellcasting ability for your sorcerer spells. You use the ability score determined by your spark and lore whenever a spell refers to your spellcasting ability. In addition, you use your ability modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Proficiency Bonus + your Spellcasting Ability modifier

Spell Attack Modifier = your Proficiency Bonus + your Spellcasting Ability modifier

Sorcerous Vitality

When you begin to cast a spell, decrease your current vitality by half the amount listed as the spell's Vitality Cost (rounded down). If you reach 0 vitality, you fall unconscious and the spell you were casting fails unless you make a final push. (See the general rules on Spellcasting for details). Spells that have an unreduced vitality cost of 1 or cause vitality loss in increments of 1 have their vitality cost reduced to negligible. A spell's vitality cost is halved after all other effects that increase its costs are applied, including upcast costs, costs from alternate casting options, and cost modifications by effects such as the Restrained condition. Your Metamagic is not part of the casting cost of a spell and is not halved. It is an additional cost paid after the spell's cost is paid.

Sorcerer Spell Level

Spell Level	Sorcerer Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Metamagic

Starting at 2nd level, your focus on understanding your innate powers gives you the ability to manipulate the abilities you have to a great degree. You gain two Metamagic options of your choice. You gain an additional one every even level (at 4th, 6th, 8th, and 10th). Your Metamagic options are not part of your spell's casting cost and are not affected by effects that decrease or increase the cost of your spells.

You can apply only one Metamagic option on a spell when you cast it unless otherwise noted in the option's description.

You can only apply your Metamagic to spells you learn through the sorcerer class.

Gaining Power on Your Journey

Scattered across the land are places of power where natural spells appear. These are usually the lairs of mythic elementals or natural fountains of magic. They can usually be found in places where this energy was accumulated before the fog, for example in power plants, foundries, solar farms, or similar locations where energy is accumulated. Especially in places where radioactive elements are present.

Sorcerers have the ability to deepen their connection to the land when they visit such a place. If you find a place of power associated with the lore of your spark, you can perform a short rest within it to attune to it. When you do, you learn one spell that the place of power contains. If you already know the spell, you may learn a different spell of your choice of a level you have access to..

Careful Spell

Sculpt the spell you are casting to curve around your allies and leave them unharmed as your foes are met with its full force.

When you cast a spell that has an area of effect and allows other creatures to make a saving throw to resist its effects, you can protect some of those creatures from the spell's full force. Spend 1 vitality for every creature you want to protect. They are unaffected by the spell. If the spell creates hazardous or difficult terrain, the protected creature's space is unaffected but it is not immune to the hazard if it moves from that space.

Distant Spell

You create a more stable magical effect that can be projected over a far greater distance than usual.

When you cast a spell that has a range of 1 meter or greater, you can spend 2 vitality to double the range of the spell, or increase it to 10 meters (whichever is higher).

When you cast a spell that has a range of touch, you can 2 vitality to make the range of the spell 10 meters.

Empowered Spell

By adding energy to the spell, you empower it and increase the damage it deals.

When you cast a spell, you can spend 2 vitality to maximize the damage of 1 damage die before you roll it. You may maximize all damage dice of a casting this way, spending 2 vitality each.

You can use Empowered Spell even if you've already used a different Metamagic option during the casting of the spell.

Extended Spell

By carefully layering more magical energy into the spell, you increase the stability of the effect.

When you cast a spell that has an effect with a *Duration* longer than instant, you can spend 2 vitality to double its duration.

Heightened Spell

By increasing the speed at which the spell takes effect, its victim will have a harder time resisting it.

When you cast a spell that forces a creature to make a saving throw, you can spend 4 vitality to give one target of the spell disadvantage on the first save it makes against the spell.

Quickened Spell

You speed through the thoughts and movements required for the spell. Instead of risking a miscast, you stabilize the arcane flow by adding more energy to it.

When you cast a spell that has a casting time of 1 Action, you can spend 4 vitality to cast the spell as a Bonus Action instead.

Subtle Spell

You forgo the movements a spell requires and suppress its visual effects to prevent opponents from reacting to the casting.

When you cast a spell, you can spend 4 vitality to give it the subtle property (see the rules on spellcasting for details).

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Soul of the Land

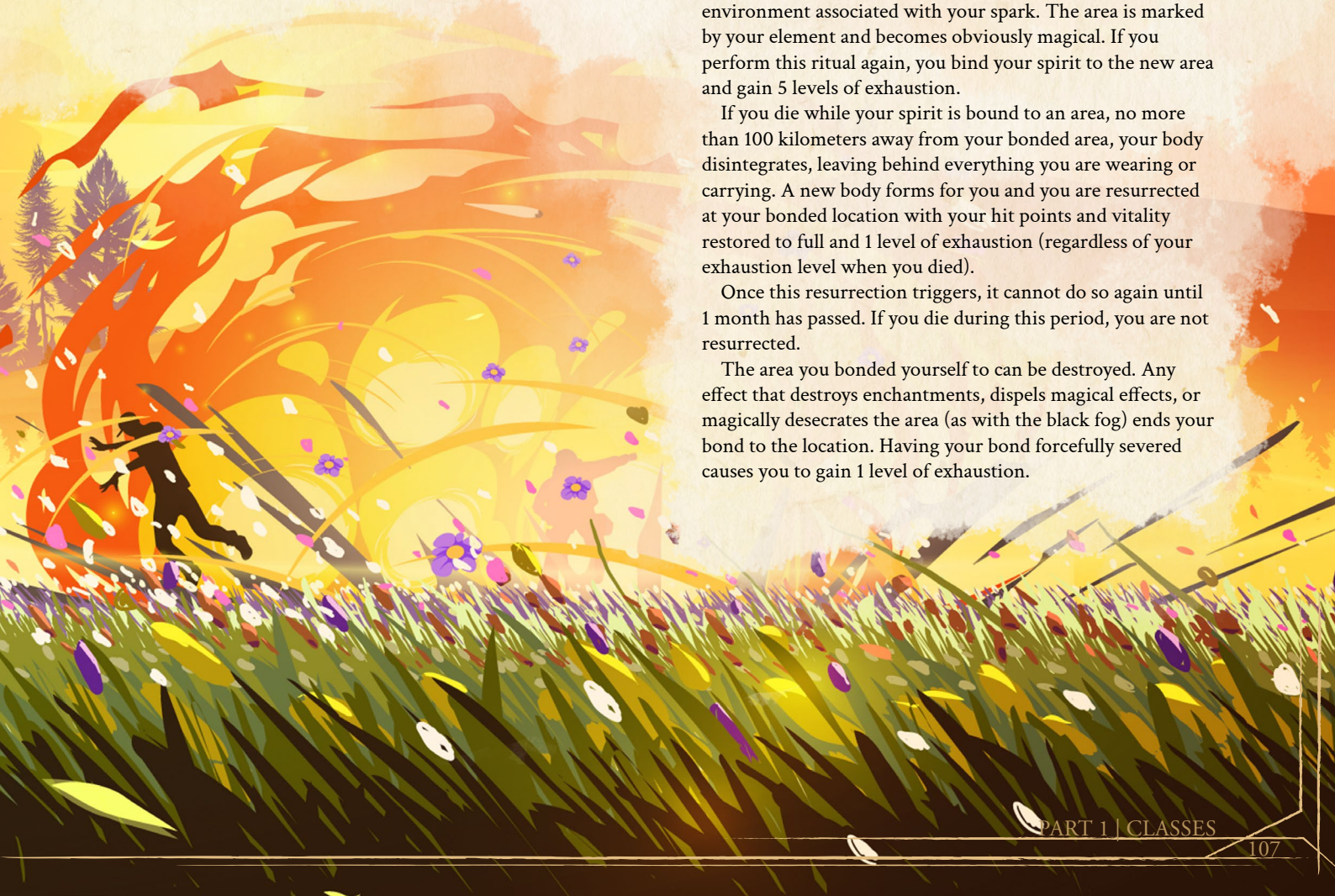
Starting at 6th level you may form a near unbreakable bond to a location.

You may spend a long rest performing a ritual that binds your spirit to a 5-meter radius area that is within the environment associated with your spark. The area is marked by your element and becomes obviously magical. If you perform this ritual again, you bind your spirit to the new area and gain 5 levels of exhaustion.

If you die while your spirit is bound to an area, no more than 100 kilometers away from your bonded area, your body disintegrates, leaving behind everything you are wearing or carrying. A new body forms for you and you are resurrected at your bonded location with your hit points and vitality restored to full and 1 level of exhaustion (regardless of your exhaustion level when you died).

Once this resurrection triggers, it cannot do so again until 1 month has passed. If you die during this period, you are not resurrected.

The area you bonded yourself to can be destroyed. Any effect that destroys enchantments, dispels magical effects, or magically desecrates the area (as with the black fog) ends your bond to the location. Having your bond forcefully severed causes you to gain 1 level of exhaustion.



Sorcerous Sparks

Sorcerers are born with a unique connection to the land. The spark of magic that resides within them is intimately tied to the elemental energies of the terrain where they first drew breath. Whether born on a windswept mountaintop, in the heart of a dense forest, or on the rocky shores of a tempestuous sea, a sorcerer's magic is shaped by the land that gave them life.

Spark of the Plains

FORCE OF THE WINDS

The strongest of winds blow across the endless green plains, where the mightiest of beasts live. Force is the dominant element in the plains of the world and sorcerers born here command it. Its magic suffuses their bodies. Green energy pulses through their veins and causes their hair to billow when they're angry. By their will, wind blows and the strongest can move matter with a thought and a wave. Force requires strength, and so the force sorcerers' bodies are toned and strong. Most of them are dominant in their personalities and move with power. Every step looks weighed down, yet they still move quickly.

In the Other World, most force sorcerers are from the rural villages of the Confederation, the hidden hamlet of the halflings, or the orc clans that live on the great plains.

Force Spellcasting

Starting at 1st level, force magic suffuses your being. You gain access to the Lore of Force and learn the Channel Force I spell. When you gain access to a new spell level at 3rd, 5th, 7th and 9th level, you also learn the corresponding Channel Force spells.

Your spellcasting ability for sorcerer spells is Strength.

Heart of Force

Starting at 1st level, your every move exudes strength. You are resistant to force damage and ignore difficult terrain.

Body of the Plains

Starting at 6th level, you automatically succeed saving throws against effects that would move you against your will.

Force Immunity

Finally, at 10th level, you are immune to force damage.

Spark of the Desert

LIGHT OF CONTRAST

In the desert, the darkest night meets the brightest day. It is a land of contrast, where the air shimmers with mirages and the black sky glitters with stars. A balance where light follows dark, just like the lore of light. Sorcerers imbued with an elemental spark of the desert command light. They seem to change with the level of illumination. Surrounded by deep shadows that darken their skin's ever so slightly in the dark and when the sun shines upon their forms, they seem to glow beneath its glare. Light is exact and fast and those that wield it must be dexterous to weave rays and shadows into art and attacks. Sorcerers of the desert move precisely and with a natural, effortless grace. Their bodies are slender and most are free spirits that want to move at the speed of light and be never bound.

In the Other World, most light sorcerers are members of the nomadic clans that roam across the deserts. Many are found among the dark elves and the Borderlords of the southern deserts and the human and high elf tribes of the frozen ice-deserts in the Moving Lands.

Light Spellcasting

Starting at 1st level, light magic suffuses your being. You gain access to the Lore of Light and learn the Channel Light I spell. When you gain access to a new spell level at 3rd, 5th, 7th and 9th level, you also learn the corresponding Channel Light spells.

Your spellcasting ability for sorcerer spells is Dexterity.

Heart of Light

Starting at 1st level, your skin seems to darken in shadows and lighten when touched by the sun. You are resistant to radiant damage, are immune to being blinded by intense light, and treat scorching hot weather as though it were pleasant.

Body of the Desert

Starting at 6th level, you can see normally in absolute darkness, both magical and nonmagical, to a distance of 40 meters (120 feet) and may see through illusions.

Radiant Immunity

Finally, at 10th level, you are immune to radiant damage.

Spark of the Mountain

FROST OF THE PEAKS

The mountains rise high to where the cold winds howl and the thin air is chilled by the void above. Sorcerers infused with a spark of the mountain command frost. Their skins are cool to the touch. The magic contained within them can be projected outwards with little more than a thought to turn the world around them as cold and still as the spark within their souls. To command frost, one must have the constitution necessary to handle the cold. So, most sorcerers of frost are tough and as resilient as the mountains. They value peace of mind and dislike change.

In the Other World, most frost sorcerers are members of the jotunn tribes and dwarven exiles that share the mountains and valleys between them. The lairs of mythic elementals of the mountains are usually found on the highest peaks where the air is thin and the snow never melts.

Frost Spellcasting

Starting at 1st level, frost magic suffuses your being. You gain access to the Lore of Frost and learn the Channel Frost I spell. When you gain access to a new spell level at 3rd, 5th, 7th and 9th level, you also learn the corresponding Channel Frost spells.

Your spellcasting ability for sorcerer spells is Constitution.

Heart of Frost

As a spark of the mountain, the chill within your heart seeps into your skin and alters your appearance.

Starting at 1st level, your skin is cool to the touch. You are resistant to cold damage, immune to the chilled condition, and treat cold and freezing cold weather as though it were pleasant.

Body of the Mountain

Starting at 6th level, you ignore difficult terrain caused by snow and ice.

Cold Immunity

Finally, at 10th level, you are immune to cold damage.

Spark of the Coast

LIGHTNING OF THE CURRENTS

The sea ebbs and flows like the currents of electric energy and where the currents of the sea meet the resistance of land storms form and currents flow. Sorcerers imbued with an elemental spark of the coast command lightning. There is a charge to their bodies. They can see the currents moving through the air and those who touch them may have a jolt shoot through their bodies. Their very beings are suffused with electrical energy and using this power they can unleash bursts of current. Lightning flows in complex, logical patterns. It explores and always finds the path of least resistance. Those that guide it must have a mind that can follow the logical paths of electric energy. Lightning sorcerers are naturally curious and intellectual, willing to explore and find new paths through the world.

In the Other World, most lightning sorcerers are found among the merchants of the desert folks, merfolk, and those who live in the many coastal or river villages across the world.

Lightning Spellcasting

Starting at 1st level, lightning magic suffuses your being. You gain access to the Lore of Lightning and learn the Channel Lightning I spell. When you gain access to a new spell level at 3rd, 5th, 7th and 9th level, you also learn the corresponding Channel Lightning spells.

Your spellcasting ability for sorcerer spells is Intelligence.

Heart of Lightning

Starting at 1st level, a charge seems to emanate from your body. You are resistant to lightning damage and immune to the shocked condition. Being wet does not make you vulnerable to lightning damage.

Body of the Coast

Starting at 6th level, you gain blindsight out to a range of 20 meters (60 feet), allowing you to perceive your surroundings without relying on sight.

Lightning Immunity

Finally, at 10th level, you are immune to lightning damage.

Spark of the Underground

FIRE OF THE EARTH

Beneath the earth is a realm of fire. Our worlds were born from the same fire that forms the sun above, and beneath cold stone that fire still burns. Sorcerers imbued with a spark of the underground command fire. Their bodies are almost hot to the touch and their blood dries moments after it is spilled. By their will, this inner flame can spill forth in torrents of burning heat, scorching explosions, and bolts of sunfire that pierce the thickest armor. But fire cannot be commanded, only guided. Those that wield it must have the wisdom to respond to its fickle nature and thus most fire sorcerers learn to go with the flow. They learn to feel when to trust in the flames and when to fight them. Often they thus also learn how to feel with others. To react to trouble and guide their communities just like they do the flames.

In the Other World, fire sorcerers are usually found in villages near geysers, hot springs, and dormant volcanoes. They are among the rarest sorcerers.

Fire Spellcasting

Starting at 1st level, fire magic suffuses your being. You gain access to the Lore of Fire and learn the Channel Fire I spell. When you gain access to a new spell level at 3rd, 5th, 7th, and 9th level, you also learn the corresponding Channel Fire spells.

Your spellcasting ability for sorcerer spells is Wisdom

Heart of Fire

The flame within your heart suffuses your body and alters your appearance.

Starting at 1st level, your skin is hot to the touch and you seem to emit a fiery glow, even though you exude no light. You are resistant to fire damage, immune to the scorched condition, and treat scorching hot weather as though it were pleasant.

Body of the Underground

Starting at 6th level, you can see in dim light, darkness and absolute darkness within 40 meters (120 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. If your species already has natural infravision, its range increases by 20 meters (60 feet) instead.

Fire Immunity

Finally, at 10th level, you are immune to fire damage.

Spark of the Forest

LIFE OF THE WOODS

The forests of the world hum with the endless cycle of birth and death. Sorcerers infused with a spark of the forest are wellsprings of healing, vitality, and life magic. They have a healthy glow to their skin and their wounds seem to heal at an unnatural rate. Their wills are strong, for only those with confidence can force their will upon the fickle magic of life, and most of these sorcerers wish to see all life flourish.

In the Other World, sorcerers of life are most common in the small communities of humans, elves, and wildlings in the Deep Wood, the Wildlands and the many other forested regions across the world.

Life Spellcasting

Starting at 1st level, life magic suffuses your being. You gain access to the Lore of Life and learn the Channel Life I spell. When you gain access to a new spell level at 3rd, 5th, 7th, and 9th level, you also learn the corresponding Channel Life spells.

Your spellcasting ability for sorcerer spells is Charisma.

Heart of Life

Starting at 1st level, your skin is perfectly smooth and unmarred. You are resistant to acid and necrotic damage.

Body of the Forest

Starting at 6th level, you gain the ability to regenerate injuries. If you have less than your maximum hit points at the start of your turn, you expend a hit die and regain hit points equal to the rolled amount plus your Charisma modifier. This trait does not stop you from being instantly killed.

Acid Immunity

Finally, at 10th level, you are immune to acid damage.

Witch

The kobold leaps into the air, and from his pouch he *pulls a small sphere of porcelain. In a single motion, he throws it at the charging giant. The impact causes the fragile material to crack, and with a loud snap it unleashes a bright-orange explosion.*

With a flick of her wrist, the human sends a bolt of *lightning from her wand. A crack, a flash of blue, and the high elf fire mage's carefully crafted spell fizzles out. Before he can attempt another cast, she pulls out a different wand and unleashes a blast of force that knocks him off his feet.*

A bang echoes through the workshop as the female *dwarf slams her hammer onto an anvil. Her magical touch keeps the iron red-hot and infuses paths of arcane magic into the alloy as the hammer beats it into shape. Once it cools, the adamantine will be nearly indestructible.*

Witches craft potions, enchant magic items, and wield all six elemental lores with their wands. Their potential is unlimited, and their versatility unmatched.

Arcane Craft

Witchcraft is the most versatile way of magic and defined by the tradition, or coven, the witch follows. The art of wand crafting in particular gives witches access to a wide variety of abilities. Most witches learn to infuse specific spells by heart, allowing them to create wands that can cast those spells even when no other spellcaster is at hand. A spell infusion is a complicated thing, but it is independent of the lore of the spell. Spell infusions of the same lore do not build upon each other the way their parent spells do, but in exchange, a witch does not need to understand the channeling techniques behind a spell to learn its infusion. On the other hand, casting through a wand requires far greater effort than casting a spell normally, for inanimate material cannot facilitate the flow and conversion of vitality like a living being can.

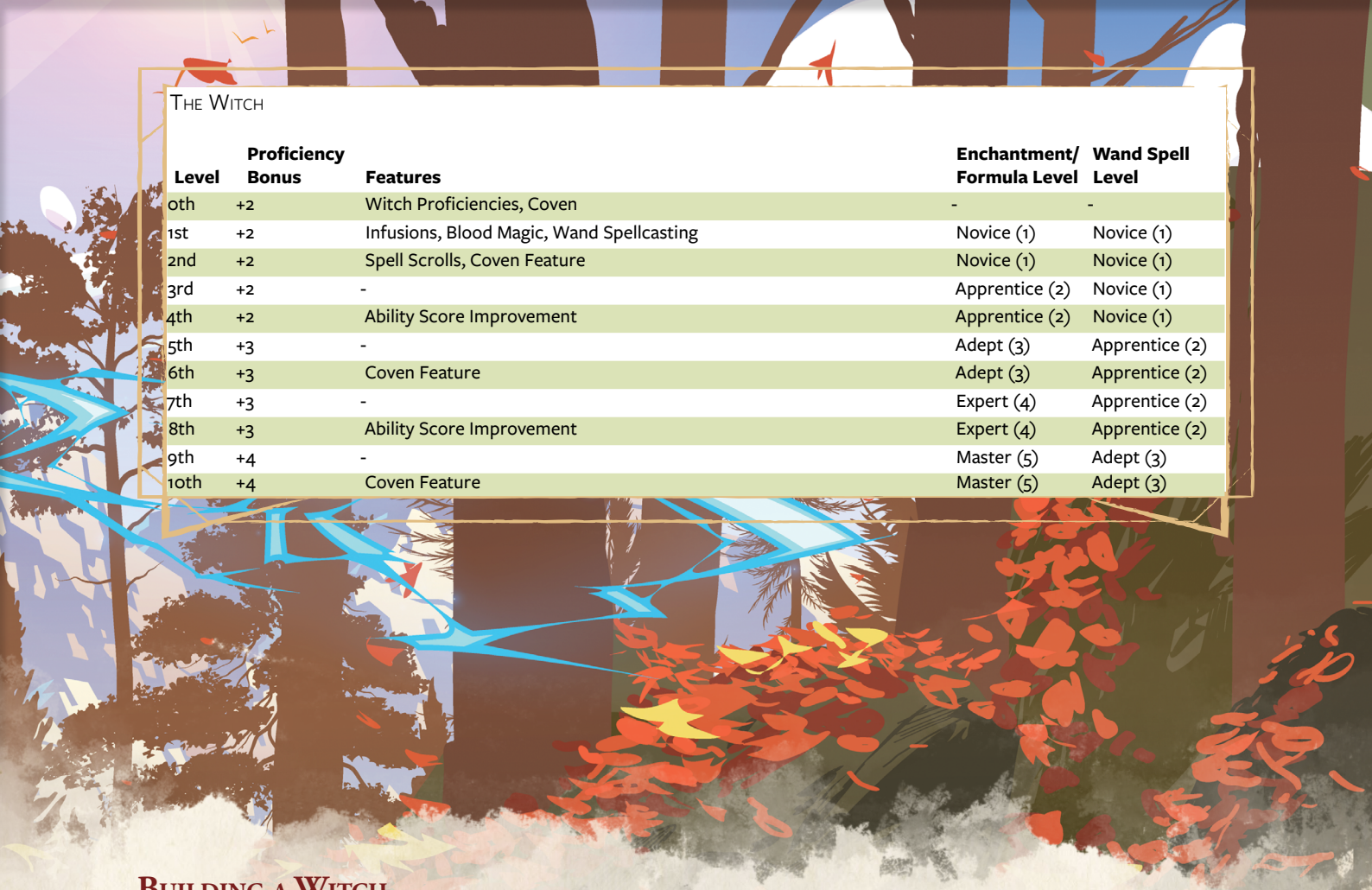
Some practitioners of witchcraft engage in a darker form known as blood magic, which involves sacrificing living beings to increase the reserve of power they have available for infusing magic. In this case, the life force of the sacrifice is appropriated to craft items faster or to make them more powerful. While many witches ignore this ability, all witches know how to perform the technique, as drawing strength from another is little different from drawing on one's own.

Ancient Tradition

Witchcraft is perhaps the oldest form of spellcasting in the Other World, born when the crones first learned to imbue inanimate objects with magic through their claws. That knowledge was soon stolen by avaricious dwarves and elves, and ever since, enchantments and potion formulas have been passed from master to apprentice. An old witch drills her techniques so deeply into her pupil's mind that a healing potion's recipe will be the last thing they ever forget, for a single missing detail can cost an entire coven a formula generations in the making and developing a new enchantment or potion is a demanding process, requiring decades of grueling trial and error.

With the mountain dwarf clans as a notable exception, most witches practice alone or with one or two apprentices. The closest thing to an overarching organization is the coven circle, where regional members gather yearly to trade knowledge and induct apprentices. Massive stone pillars spiral outward around each circle, and witches who believe their discoveries deserve to endure use a glyph chisel of marking to inscribe them. These stones are a safety net, but witchcraft remains a primarily oral tradition.

The craft has earned a poor reputation across much of the Other World. Mages dismiss it as a weaker echo of their own art, and the common folk fear evil witches dragging them into blood rituals. Martial warriors, however, prize magic gear: a fighter outfitted with a life-stealing sword, power armor, and healing potions has little reason to share those reservations. A group of six mages would outperform a witch on most tasks, but a single witch can supply the potions, enchantments, and wands an entire community needs, which is invaluable in remote regions where mages are scarce. For all its dark reputation, witchcraft endures, kept alive by a surprisingly numerous and devoted tradition.



The Witch

Level	Proficiency Bonus	Features	Enchantment/ Formula Level	Wand Spell Level
0th	+2	Witch Proficiencies, Coven	-	-
1st	+2	Infusions, Blood Magic, Wand Spellcasting	Novice (1)	Novice (1)
2nd	+2	Spell Scrolls, Coven Feature	Novice (1)	Novice (1)
3rd	+2	-	Apprentice (2)	Novice (1)
4th	+2	Ability Score Improvement	Apprentice (2)	Novice (1)
5th	+3	-	Adept (3)	Apprentice (2)
6th	+3	Coven Feature	Adept (3)	Apprentice (2)
7th	+3	-	Expert (4)	Apprentice (2)
8th	+3	Ability Score Improvement	Expert (4)	Apprentice (2)
9th	+4	-	Master (5)	Adept (3)
10th	+4	Coven Feature	Master (5)	Adept (3)

Building a Witch

Whether by choice or chance, you have inherited the body of a witch. While you may lack the pure power of other magic users, through your wands you may wield any elemental lore you wish. Planning and preparation are your greatest assets. The tools you have access to are more numerous than those of anyone else. Use them to outwit your enemies and they will rue the day they crossed a witch. The wondrous items you may craft will enhance your allies and while some may scowl at your blood magic, perhaps even consider it evil, only fools will not welcome the gifts you can give. Your power is only limited by your own creativity, skill, and the sacrifices you are willing to make. Will you be a paragon that refuses the power hidden within your foes, or will you embrace blood magic? Will you give your wondrous creations to those who need them most, or sell them to the highest bidder? The choice is yours. Either way, those who receive your boons will celebrate you, while those who are forced to face them will curse your crafting hands.

Quick Build. To quickly build a witch, pick a species that provides a bonus to Intelligence. Humans and Dwarves work well. Then make Intelligence your highest ability, followed by Constitution and Dexterity. Pick the Hedge Coven as your coven. At 1st level, for your spell infusions choose the Novice spells: *Burn* from the Lore of Fire and *Healing* from the Lore of Life. Immediately craft a wand that contains these spells during the long rest you gain your first level and be sure to look out for fey creatures to collect more spells from. For your potion formulas/enchantments pick the following. From the formula list pick the *Nescience Poison* and *Vitality Potion*. From the enchantments list pick the *Hallow Rune* and *Toxifying Rune*. Craft yourself a melee weapon that has the *Hallow* and *Toxifying* runes applied to it and use this melee weapon to deliver your *Nescience Poison*.

Class Features

As a witch, you gain the following class features.

Witch Proficiencies

Starting at 0th level, the witch class provides you with the following proficiencies:

Armor: Light Armor, Medium Armor, Shields
Weapons: Simple Weapons
Saving Throws: Intelligence
Skills: Choose two from Acrobatics, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Bonus Vitality

As a witch, you add your Intelligence modifier to your starting vitality at 0th level and to the vitality you gain whenever you take a level in this class.

Multiclassing

Ability Score Minimum: Intelligence 13
When you multiclass into the witch, you gain the following proficiencies:
Armor: Light Armor, Medium Armor, Shields

Witches' Coven

The coven your patron was part of defines your capabilities. Choose from the alchemy, forge, or hedge covens, which are all detailed at the end of the class description. Your coven determines which additional proficiencies you receive at 0th level, whether you gain access to enchanting or alchemy (or both) at 1st level and grants you additional features at 2nd level and again at 6th and 10th level.

Infusions

Infusing magic requires time and effort. The number of items you can create is represented by your infusions. You may spend infusions to create wands, brew potions and use special features provided by your coven.

During a long rest (1 week of downtime), you gain a number of **Infusions** equal to:

Infusions = Your Intelligence modifier + your Proficiency Bonus + your Witch Level.

To create a magic item, you must expend a number of infusions equal to its cost during a single long rest. The number of infusions used to create a single item cannot exceed your Intelligence score. Multiple witches can contribute to another witch's efforts, even if they do not know the spell infusion, enchantment or formula being crafted, however the leading witch's Intelligence score and Proficiency Bonus are used to determine the properties of the items and the maximum number of infusions that can be used in any single item's creation.

If you level up over the course of a long rest, you level up before you determine how many infusions you receive or decide what to spend them on. For example, if you are level zero when you start the long rest but have enough experience to level up, you receive all features of level 1 (including this feature), and may already craft. When you gain your first level, the first thing you will want to craft is your first wand(s) (see Wand Spellcasting for details). Unspent infusions are lost at the end of the long rest, unless another long rest is taken immediately after the first ends, without any activity that would interrupt a long rest between them.

Quick-Infusion

In some cases, a specific magic item might need to be made quickly and simply waiting through a long rest is not enough. In these cases, you may focus completely on that item. To determine how long crafting takes, divide the number of infusions you have available by 7. The result is how many days you need to create an item that requires 1 infusion. Simply multiply this number by the item's infusion cost. Even if you use sacrifices to speed up your work, crafting an item cannot take less than 6 hours.

Variant Rule: Retroactive Infusion

Instead of having to decide what you crafted at the end of a long rest, your GM may allow you to keep any infusions you did not spend during your long rest. Until the start of your next long rest, you may spend unused infusions to produce any item you can craft that does not require attunement from your inventory. It is simply assumed that you crafted this item during a past long rest. Your GM may prevent you from producing items that you would not have constructed in advance in this way.

Blood Magic

As part of the infusion process, you may ritualistically sacrifice a living creature. You gain a number of temporary infusions depending on the creature used. See the Sacrifice Infusions table for the number of infusions a specific type of creature provides. Tiny non-humanoids provide nothing and gargantuan creatures cannot be sacrificed or have special rules. Infusions gained through sacrifices must be expended during the long rest they were acquired, or they are lost. Sacrifices do not increase the maximum number of infusions you may use for a single item. Sacrificing multiple creatures provides stacking temporary infusions.

Sacrifice Infusions

Creature Type	Infusions Gained
Small	1
Medium	2
Large	3
Huge	4
Tiny Humanoid	2
Small Humanoid	4
Medium Humanoid	6
Large Humanoid	8
Huge Humanoid	10

Using Wild Essence

Elementals accumulate a powerful substance called wild essence in their bodies, where unstable elements are concentrated and made safe. After destroying an elemental you can harvest this wild essence to aid in your crafting. When you craft an item, you may consume wild essence to gain one additional Infusion to spend during that long rest for each wild essence consumed.

Wand Spellcasting

As a witch you have the ability to create wands by infusing spells into inanimate materials. A wand is a magical item that requires attunement. A wand must be shaped like a rod or similar item that can be aimed with one hand and has to weigh at least 500 grams (1 lb). See the chapter on Spellcasting for general rules on casting spells.

Creating a Wand

Creating a wand consumes a number of Infusions equal to the level of the spell you wish to infuse. For example, the novice (1st level) spell Burn would require one Infusion to infuse into a wand (2 for apprentice, 3 for adept).

To create a wand, you must either know the spell's infusion, which is essentially a blueprint of what the spell looks like inside a wand, own a wand that contains that spell, or a magical organ harvested from a fey that contains the spell (see Gaining Spells, Enchantments, and Formulas).

Spell Infusions

You can infuse elemental spells (spells from the Lore of Force, Light, Frost, Lightning, Fire, and Life) into wands. Arias, divine magic, and wild magic cannot be infused into wands. Infusing void spells requires void essence, a resource harvested from fiends. Your GM will provide you with a list of available Void spells and crafting mechanics should you ever find this material.

The more complex the spell, the harder it is to infuse. As a 1st level witch you may infuse Novice spells. Starting at 5th level you may infuse Apprentice spells and finally at 9th level you may create wands containing Adept level spells. A wand cannot contain anything more complex than an adept (3rd level) spell.

You may infuse more than one spell into a wand by adding each spell's crafting cost together. This does not increase the wand's weight. You may also add spells to an existing wand by paying their infusion cost, if the wand was originally created by you (you cannot modify another witch's wands, even if you can use them). If a wand provides special bonuses or modifiers to spells within it, it applies those modifications to all spells infused into it, without changing the cost of the modification.

When you infuse a channel spell, you decide at which level you want to infuse it and determine the cost accordingly.

Spell Infusions Known

You know 2 Novice spell infusions of your choice from any lore. The spells do not need to be from the same lore.

You may learn an additional spell infusion whenever you gain a level. Each of these spells must be of a level that you can infuse into a wand. For instance, when you reach 6th level in this class, you learn one new spell of 1st or 2nd level. Instead of learning a new spell infusion, you may learn an additional potion formula or enchantment of a level that you have access to (refer to your subclass for details).

Gaining Spells, Enchantments, and Formulas

Witches have the ability to gather more arcane knowledge from a wide variety of sources. Below are the most common ways a witch can do this.

Harvesting Fey. Fey creatures have a magical organ which can be harvested from their remains. Over the course of a long rest you can use this magical organ to extract one of the spells it contains and infuse it into a wand. Doing so destroys the organ, as it is incorporated into the wand.

Learning from Witches. If a willing teacher knows a spell infusion, formula, or enchantment you don't, the two of you can spend a long rest training together as a downtime activity. At the end of the rest, you learn one of your teacher's spell infusions, formulas or enchantments that are of a level you can infuse/craft. Channel spells can be taught this way, however Infuse Potion and Infuse Enchantment cannot. This means an Alchemy witch cannot teach formulas to a Forge witch and a Forge witch cannot teach enchantments to an Alchemy witch. You can also learn from a written record by succeeding an Intelligence (Arcana) check at the end of your long rest. The DC of this check equals 10 + the Spell's, Formula's or Enchantment's Level.

Attuning to Wands

To use a wand, you must attune to it. You may either attune to it as part of the creation process, or over the course of a short rest (1 hour). You may allow other creatures to attune to your wands. After attuning to a wand your maximum vitality is reduced by 1 for every spell inside the wand (regardless of the spell's level). If your vitality is not at its maximum, also decrease your current vitality by an equal amount. You may attune to as many wands as you like, and if a spell contains more than one spell you must attune to the wand as a whole or not at all.

Casting with a Wand

To use the wand, you must hold it in your hand. See the chapter on Spellcasting for the general rules on casting spells. It is assumed that you carry your wand(s) in an easily accessible place and whip them out as part of the action used to cast the spell.

When you cast a spell with a wand, you must expend an amount of vitality equal to twice the Vitality Cost listed in the spell's description. You also have to double any upcast and conditional costs, as well as the cost of maintaining concentration. If the spell's vitality cost is normally negligible, it costs 1 vitality to cast through a wand.

Effects that double a spell's casting cost, like the restrained condition or the Black Fog, do not double this cost again unless the effect specifically states that it does (as usual).

If the wand contains a channel spell, or another spell with multiple casting options, you may choose any of its options when you cast the spell and pay the appropriate (doubled) cost.

To maintain concentration on a spell you cast with a wand, you must continue holding the wand that was used to cast it. If that wand leaves your hand, concentration on the spell ends.

Wand Spellcasting Ability

Intelligence is your spellcasting ability for any spells you cast using a wand, regardless of the ability normally associated with that elemental lore. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast using a wand and when making an attack roll with one.

Wand Spell Save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Wand Spell Attack Modifier = your Proficiency Bonus + your Intelligence modifier

Witch Spell Infusion

Spell Level	Character Level
Novice	1st
Apprentice	5th
Adept	9th

Non-Witches Using Wands

A non-witch may attune to a witch's wand to cast spells through it. A non-witch does not use an ability score modifier to cast spells through a wand. Instead, calculate the wand's spell save DC and attack modifier as follows:

Non-Witch Wand Spell Save DC = 8 + Proficiency Bonus

Non-Witch Wand Spell Attack Modifier = Proficiency Bonus

If a spell calls for the caster's spellcasting ability modifier, a non-witch treats it as 0. All other wand-casting rules (including attunement rules) apply to non-witches the same as to witches.

Spell Scrolls

Starting at 2nd level you may construct spell scrolls. Spell scrolls are rolled pieces of parchment, paper, or a similar material into which magical energy and a spell infusion are bound. They are not unrolled, but wielded like a wand to aim the spell contained within, after which they disintegrate.

Spell scrolls function like wands, only that they are charged with magical energy in advance and do not require attunement. To create a scroll, you must know the spell's infusion, be able to create wands of the spell's level, and expend a number of Infusions equal to the spell's level (1 for Novice, 2 for Apprentice, 3 for Adept), plus the vitality casting that spell would normally cost (the cost detailed in the spell description, not the doubled cost casting the spell through a wand would require from you). For example, the Novice spell Burn costs 3 vitality to cast. This means that it requires 4 Infusions to produce as a spell scroll.

If you have a magical organ from a fey that contains the spell you want to create a scroll with, you may use the organ in the crafting, destroying it. If you do, you do not need to pay for the spell's level when determining the infusion cost.

Ability Score Improvement or Feat

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you may choose a feat.

Witch Covens

Witch covens are groups of witches who come together to practice their craft and share knowledge. Covens can be small and intimate, consisting of only a few witches, or large and powerful, with dozens of members. Some covens are formed around a specific tradition or practice, while others are more eclectic, collecting whatever magical lore suits their situations best. Membership in a coven is often based on mutual trust and respect, and members may share wands, aid each other in the creation of powerful items, and teach.

Alchemy Coven

HERBS AND INK

The alchemy covens have their roots in the plains where shrubs and herbs are common. They are those whose witches extract the natural properties of plants and animal parts and infuse them with magic. The results are powerful potions and remedies. As these witches increase in skill, they also learn how to enhance the bodies of living creatures by infusing their magic into skin through magical tattoos.
In the Other World the halflings were the first to discover the art of alchemy and arcane tattoos and remain its masters. The art has spread across the world and the glowing markings that turn the warriors of the orcs and halflings into even more formidable foes can all be traced to these witches. Alchemy is also the only form of witchcraft still allowed in the Confederation, where these witches produce potions for the legions, particularly the dreaded avalanche fire launched from their ballistae.

Alchemy Coven Proficiencies

At 0th level, you gain the following proficiencies:

Skills: Science

Tools: Tattooist's Tools

Alchemy Magic

At 1st level, you learn the Channel Life I spell.

Brewing

You can brew potions from materials found in the world around you by infusing them with magic to enhance the properties they naturally possess. A potion is a combination of herbs and other ingredients infused with magic to create a certain effect when ingested or injected. They are usually stored in small bottles that can be downed in a single swig.

Brewing a Potion

Brewing requires a kitchen or witch's workshop (see the project). Crafting potions in the wild requires Crafting Tools (see the item), which you may craft by expending 20 scrap (no crafting check required). At the end of a long rest, you decide which potions you spent that time brewing and receive those.

Every potion has an infusion cost, representing the amount of time and effort preparing the ingredients, brewing the potion, and finally performing the magical infusion requires. To brew a potion you must know its formula and expend a number of infusions equal to its *Infusion Cost*.

Formulas

A formula is the steps, both mundane and arcane, needed to properly brew a potion. Most potions include a short description of how they are made, including their effects and most notable ingredients. These ingredients represent what witches living in temperate climates usually use. Depending on where they live, a coven will have altered its formulas to use the local fauna and in most cases, any witch has the ability and knowledge to substitute any ingredient they are unable to find with a different one. It is assumed you gather the components you need as you travel and craft.

The chapter on spellcasting provides a list of the formulas you have access to in the subchapter on formulas.

Formulas Known

At 1st level, you learn the Infuse Potion I formula and 4 Novice formulas of your choice. Whenever you gain a level, you may choose 1 new formula of a level you have access to. You may learn an additional formula whenever you gain a level by forfeiting the spell infusion you would be allowed to learn at that level.

The *Alchemy Formula Level* table below tells you when you gain access to a new level of formulas. Whenever you gain access to a new level of formulas, you learn the corresponding Infuse Potion formula.

Brewing Ability

Intelligence is your brewing ability for your alchemy formulas since their quality depends on your knowledge of the techniques used to craft them. You use your Intelligence whenever a formula refers to your infusion ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a potion you brew.

Formula Save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Alchemy Formula Level

Formula Level	Witch Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Marks of Magic

You gain the ability to infuse magical marks into the skin of living beings, placing within them powerful enchantments visible as intricate tattoos.

Applying a Tattoo

Tattooing a Mark requires a witch's workshop (see the project). Applying tattoos in the wild requires Tattooist's Tools (see the item), which you may craft by expending 10 scrap, or 5 if you already have Crafting Tools (no crafting check required). To tattoo a mark, you must know it and expend a number of infusions equal to the number listed as its *Infusion Cost*. Over the course of a long rest you create the magical inks and apply the tattoo to the subject, which must be present for the procedure.

Tattoos Known

At 2nd level, you learn two Marks from the ones listed at the bottom of this subclass description. You learn an additional Mark every even level at 4th, 6th, 8th and 10th level. Some marks require a higher level to learn. Marks with a level requirement have that level written in brackets next to their name.

Tattoo Space

You may apply more than one tattoo to a living creature. However, you are limited by the space on a creature's body. Every tattoo consumes a certain amount of space. This space is represented by a Space Cost described in the tattoo's description. A creature can have any number of tattoos applied to its body, as long as these tattoos' combined space cost does not exceed 10.

Special Attunement

Your tattoos are special magic items that are permanently part of a creature's body. To benefit from their magic, most tattoos require attunement. If a creature is attuned to at least one tattoo on its body, it may use a bonus action to switch its attunement to another tattoo applied to its skin. If a creature can attune to more than one magic item and is attuned to more than one tattoo, it may swap out one or all of its tattoo attunements using the same bonus action.

Many tattoos, once applied, reduce your maximum vitality by a certain amount. Unlike most magic items, a magical tattoo applied to your skin reduces your vitality even while you are not attuned to it.

Tattooed Wands

Also at 2nd level, when you create a wand, you may instead turn it into a tattoo that you apply to a creature's skin. A wand costs space equal to 2 x the Spell's Level when tattooed onto a creature's skin. It acts as a normal wand, with the exception that it follows the special attunement rules used by tattoos (see Marks of Magic), instead of those of normal wands.

Tattoo Removal

At 6th level, you become capable of disrupting the magical connections of a tattoo and either destroy the pigments, or draw them out using a complicated procedure that includes special salves. You may expend 5 infusions to perform a procedure that removes one or more tattoos of your choice from a creature that must be present for the procedure. This frees up the space the tattoo(s) occupied on the creature's skin for a new tattoo.

Efficient Patterns

Finally at 10th level, you have learned to efficiently integrate the patterns of different tattoos into one another to save space. When you apply tattoos to a creature, you may place tattoos requiring up to 15 space on its body.

Tattooing Techniques

You may choose from the following tattooing techniques.

Mark of Acclimation

Infusion Cost: 4
Space: 4

This tattoo modifies your skin to make it a better insulator. It acts almost as a coat, protecting you from both hot and cold weather.

Reduce your maximum vitality by 5. While attuned to this tattoo, you can survive in cold and scorching hot weather as though it were pleasant and in freezing cold as though it were cold weather.

Mark of the Longstrider

Infusion Cost: 3
Space: 3

Lines and patterns cover your legs that bring a certain lightness to your step. Especially when you make a sprint you seem to glide over the ground.

Reduce your maximum vitality by 4. While attuned to this tattoo, your walking speed increases by 3 meters (10 feet), and when you take the dash action you ignore difficult terrain until the end of your turn. Additionally, you can long jump three times the distance you normally could.

Mark of the Mariner

Infusion Cost: 3
Space: 3

Small lines are drawn across your torso. The magic within them allows you to glide through water with incredible speed.

Reduce your maximum vitality by 2. While attuned to this tattoo, you have a swimming speed equal to your walking speed. If you already have a (higher) swimming speed, increase it by 3 meters (10 feet).

Mark of the Soulmates

Infusion Cost: 4
Space: 3

As the lives of two (overly) attached people intertwine, they may decide to be marked as one. Magic connects their fates and as long as they are together, they may share each other's burdens.

When this tattoo is applied, a connected, complementary version must be placed on another creature (included in the infusion cost). While the two marked are no more than 100 kilometers (60 miles) apart, they always know the direction and distance to their partner and have a general idea of their physical condition (you know whether your partner is well, wounded, or dead, but nothing more). While you are attuned to this tattoo, you may use a bonus action and expend 2 vitality to activate it. When you do, your partner may use their reaction to attune to and activate their tattoo as well (expending the same amount of vitality). This tattoo has no effect while only one mark is active. For the next ten minutes, both gain a +2 bonus to AC and saving throws while they are within 10 meters (30 feet) of each other. Also, whenever one would take damage, they take half as much damage, and their partner takes the other half. The same applies to healing.

Mark of Armor

Infusion Cost: 10
Space: See Description

Complicated, swirling designs cover your body that make your skin so much more difficult to penetrate. The more they cover, the stronger the protection they provide.

Reduce your maximum vitality by 4. While attuned to this tattoo, as long as you are not wearing armor, you gain a bonus to your AC depending on the size of the tattoo.

- 4 Space - Unarmored AC +1
- 7 Space - Unarmored AC +2
- 12 Space - Unarmored AC +3

This bonus to your AC is considered natural armor. It does not count against features that require you not to wear any armor. It is however ignored by attacks that ignore armor, such as armor-piercing attacks.

Mark of the Elements

Infusion Cost: 4
Space: 3

Small patterns cover your arms, allowing you to infuse them with elemental energy when you strike.

While attuned to this tattoo, when you make an unarmed attack you may spend 1 vitality to deal an additional 1d6 acid, cold, fire, force, or lightning damage (witch's choice during creation) on a hit.

Mark of Healing (7th Level)

Infusion Cost: 8
Space: 4

Thin lines cover your body. They enhance blood clotting and maximize the efficiency of healing you receive.

Reduce your maximum vitality by 4. While attuned to this tattoo, when you start your turn and you would make a death save, you instead stabilize. Additionally, when you roll Hit Dice to heal, you heal for the maximum amount possible instead.

Mark of the Master / Slave (7th Level)

Infusion Cost: 8
Space: 3

Thin golden lines, usually applied around the neck and/or on the face of a slave form this tattoo. Using a control tattoo, usually placed on their arm, the slaver may cause their property excruciating pain, or even kill them instantly should they so choose.

Using this ability you may create two different tattoos: The Mark of the Master and the Mark of the Slave

Mark of the Master. Reduce your maximum vitality by 5. While attuned to this tattoo, you may target a creature you can see with a Slave's Mark connected to this mark (no action required) and choose either pain, death, or track:

Death. The carrier of the Mark of the Slave dies instantly.

Pain. The carrier of the Mark of the Slave is stunned until you choose to end this effect. This effect ignores resistances or condition immunities provided by equipment, but has no effect on a creature immune to pain.

Track. You know in what direction and how far away the carrier of the Mark of the Slave is.

Mark of the Slave. This tattoo does not require attunement and must be connected to a *Mark of the Master* during creation. It also requires 3 space and has no effect on its own.

Mark of Enhancement (7th Level)

Infusion Cost: 8
Space: See Description

This tattoo enhances your body's physical characteristics, allowing you to either become faster, stronger, or tougher.

Reduce your maximum vitality by 6. While attuned to this tattoo, increase your Strength, Dexterity, or Constitution to a set score. The set score determines the amount of space the tattoo requires. Your base score does not contribute to the score granted by the tattoo, and the tattoo has no effect if your score is already above the number granted:

- 4 Space - score becomes 12
- 7 Space - score becomes 14
- 12 Space - score becomes 16

Mark of Resistance (7th Level)

Infusion Cost: 8
Space: 4

Thick markings cover your entire body, hardening your skin against some form of elemental energy.

Reduce your maximum vitality by 5. While attuned to this tattoo, you are resistant to either acid, force, fire, lightning, necrotic, radiant, or thunder damage (witch's choice during creation).

Forge Coven

METALS AND MAGIC

The forge coven has its roots in the deserts and mountains, where plant life is scarce but minerals are common. These witches learned to work with inanimate ores and infuse magic into them. They forge iron and silver and gold into arrows, blades, armor and arcane items. Metal conducts magic well and the lattices of these malleable materials can hold stable enchantments.

In modern times steel is found in everything, but in the Other World the common smith could do little more than work with bronze or cast iron. Without modern blast furnaces, only those with the magic needed to heat and the knowledge to treat the metal could create true steel. While they work with many metals, the forge covens are best known for their work with iron. Most considered steel to be magical, and from it witches derived the nearly indestructible adamantine. The mountain dwarves were the first to develop the magic of the forge and have been refining it for generations. The high elves practiced it as well, but lost the art in favor of the personal power provided by magecraft. When their empire fell, enchanting was finally outlawed in the Confederation that came after. Still it persists and is common across the rest of the world, as few things have a greater allure than burning swords or magical rings.

Forge Coven Proficiencies

At 0th level, you gain the following proficiencies:
Skills: Mechanics

Forge Magic

At 1st level, you learn the Channel Fire I spell.

Enchanting

You can enchant objects to turn them into magic items. An enchantment is magic infused into mundane material, such as stone or metal. Some enchantments store their own energy, binding it within the material they occupy and releasing it

when the clay or stone breaks. Others act as magical focuses through which the user channels their own vitality, and might require them to attune their body to the item for more complicated or fine-tuned effects. Some are a mix of both.

Enchanting a Magic Item

Enchanting requires a witch's workshop (see the project). Crafting magic items in the wild requires Crafting Tools (see the item), which you may craft by expending 20 scrap (no crafting check required). At the end of a long rest, you decide which enchantments you spent that time infusing and receive those that you crafted. Every enchantment has a *Construction Cost*, representing the amount of time and effort preparing the material and performing the magical infusion requires. To craft a magic item you must expend a number of infusions equal to its *Construction Cost* and you must know its enchantment.

Enchantments

An enchantment is the steps, both mundane and arcane, needed to craft a magic item. Most enchantments include a short description of how they work. After the flavor description follows a short description of what the enchantment can be placed within. Finally, the name of the item (or the trait you apply to item) is followed by a detailed description of how the created magic item works.

The chapter on spellcasting provides a list of the enchantments you have access to in the subchapter on enchantments.

Enchantments Known

At 1st level, you learn the Infuse Enchantment I enchantment and 4 novice enchantments of your choice. Whenever you gain a level, you may choose 1 new enchantment of a level you have access to. You may learn an additional enchantment whenever you gain a level by forfeiting the spell infusion you would be allowed to learn at that level.

The Forge Enchantment Level table below tells you when you gain access to a new level of enchantments. Whenever you gain access to a new level of enchantments you learn the corresponding Infuse Enchantment enchantment.

Enchanting Ability

Intelligence is your enchanting ability for your forge enchantments, since their quality depends on your knowledge of the techniques used to craft them. You use your Intelligence whenever an enchantment refers to your infusion ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a forge enchantment you infuse.

Enchantment Save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Forge Enchantment Level

Enchantment Level	Witch Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Martial Wands

At 2nd level, when you create a wand, you may incorporate it into a weapon or piece of armor, or construct it in a way that mimics the shape of any weapon or armor you can craft.

Armor Wands. In order to attune to the wand inside this armor, a creature must don it. Casting the spell incorporated into the armor does not require a free hand, however, it still requires the spell's normal casting time.

Weapon Wands. You incorporate the wand into a contraption that has the shape of a weapon. When a creature wields that wand, it uses the modifier it would normally use on attacks with a weapon of that type as its spellcasting modifier (determining save DCs as follows: 8 + your Attack modifier). A weapon used for a magical attack does not deal its normal damage. For example, Lenard now wields a Sunfire Blade wand made into the shape of a longsword. As a fighter, he has 16 Strength and proficiency with martial weapons (+2). This means when he triggers the sunfire blade, he makes the spell's melee spell attacks with a +5 modifier, instead of +0. On a hit, the sword deals no slashing damage, only the damage of the spell.

Special Materials

Also at 2nd level, your advanced knowledge of smithing allows you to work with more exotic materials and craft special magic items that require them. In addition to working with aluminum, copper, iron, lead, tin, and similar metals, you can use silver and gold to create special items. You may make one or more of the following non-magical enhancements by expending additional resources when you craft (or enchant) an item:

Gold

The purity of gold is unmatched. As the noblest of metals, it refuses to corrode or change. Magic flows into it willingly, requiring no effort from the wielder.

You may forge gold into magic items. In addition to the magic item's infusion cost, spend 1 gold (100 scrap worth) for every infusion you expend to construct the item. A magic item made from gold automatically attunes itself to any creature that touches it and does not take up an attunement slot. It also does not deteriorate with time and is unaffected by effects that destroy enchantments.

Silver

Silver conducts magical energy better than any other material, yet unlike gold it is not too noble to react with and bind it. Aside from its use in magic items, it is also known for its anti-septic effects and toxicity for all shapeshifters.

In addition to the magic item's infusion cost, spend 1 silver (20 scrap worth) for every infusion you expend to construct the item. The item becomes silvered, making it particularly effective against shapeshifting creatures and monstrosities if it's a weapon. The item is also one step more refined (see your enchantments for the effects of refinement) than you would have created it at.

Advanced Materials

At 6th level, your smithing skills increase further, allowing you to use radioactive isotopes to create cold iron and use mithril for items you create. You may make one or more of the following non-magical enhancements:

Cold Iron

Cold iron refers to a material that is produced by forging iron with radioactive ores, usually uranium molecules like pitchblende found naturally in areas of high wild magic activity. A magic item is then inlayed with lines of this mineral during the initial forging. During the enchanting, while the item is still hot, the ore is then incorporated into the enchantment through a process known as 'cooking'. Magic causes unstable elements to rapidly decay and release elemental energy in addition to their natural radiation. The enchanting process uses this to rapidly decay the uraninite into elemental radium that then melts on the red-hot metal of

the magic item after the cook-off (hence the name cold iron). The process is devastatingly toxic and pollutes both the area and the witch that makes it, though the items created this way can be immeasurably powerful.

In addition to its normal uses in witchcraft, you may forge radioactive isotopes into cold iron magic items by expending an amount of Radioactive Material equal to the number of infusions required to construct the enchantment (Radioactive Material is an item found in the world as loot and cannot be crafted or otherwise obtained). When you do, you take radiant damage equal to the infusions used and permanently reduce your maximum hit points by an amount equal to the radiant damage taken.

If the magic item would consume vitality, require charging (such as the Broom of Flight or Golem), or reduce an attuned creature's maximum vitality, it no longer does.

If the item would consume vitality, it instead deals an amount of radiant damage equal half the vitality it would have consumed to its wielder.

If the item would consume charge, it deals an amount of radiant damage equal to half the charge consumed to itself and any creature in contact with it (a creature mounted on it is in contact with it).

If it would reduce the wielder's maximum vitality, it instead deals an amount of radiant damage equal to half the vitality reduction to the attuned creature at the end of each long rest.

When a creature takes radiant damage from this effect, reduce its maximum hit points by an amount equal to the radiant damage taken until it finishes a long rest.

Mithril

Created from a slightly bluish ore, mithril, or titanium as it is often called today, is about equal to steel in durability, but substantially lighter. While rarely used for weapons, it can be forged into very light, yet durable armor.

You can forge weapons and armor from mithril (titanium), quadrupling the resources they cost to create.

Armor. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the mithril version of the armor doesn't and the Strength requirement of the armor is halved.

Weapons. Normal weapons forged from mithril gain the light property and weapons with the light property gain the finesse property. Heavy weapons or ones that deal bludgeoning damage forged from mithril only deal half damage. The forged item is not a magic item and does not require attunement, unless another enchantment is placed within it.

Master's Material

Finally at 10th level, you have become skilled enough to work with the mightiest of metals: adamantine:

Adamantine

Derived from iron, adamantine is the perfect metal. An alloy of mainly iron, copper, aluminum, and chromium, the magic used in the creation creates a material completely unlike any other metal. It is a warm-grey metal with rose-blue undertones, polished to a deep pewter-like glow rather than a mirror shine. Adamantine is magnetic, resists corrosion and behaves more like nearly indestructible glass than metal. It is harder than diamond. Mundane blades shatter against armor made from it, while an adamantine razor can glide through steel if the wielder is strong enough. When it breaks, it shatters explosively like a pane of glass, however the force required is beyond even most modern firearms. Only extreme heat pierces this material.

You can forge weapons and armor from adamantine by expending a number of infusions equal to its weight in addition to its other costs.

Armor. Any critical hit against you becomes a normal hit. The armor provides an additional 1 armor if the armor is light, or an additional 2 armor if it is medium or heavy.

Weapons. Attacks made with an adamantine weapon are armor-piercing.

The forged item is not a magic item and does not require attunement, unless another enchantment is placed within it.

Hedge Coven

HERBS AND WOOD

Hedge witches build their magic items from clay, bone, and living wood. As witches that can both brew potions and enchant magic items, hedge witches use natural components and focus on a breadth of knowledge over specialization. Their knowledge varies wildly and they focus on independence and making the most out of natural resources. As their skill increases they learn to grow moss and vines into clothes and cloaks, amber-root into blades, and cultivate herbal gardens that make their crafting ever more efficient and faster the more skilled they become.

In the Other World, hedge covens were the most common covens among the wildeborn and Nord humans, orcs, witches of the fey, and made up the vast majority of crone coven members. The crones in particular rely on humans to brew potions and only teach them a few enchantments so that they can help them in their work, but don't actually understand the metalwork the crone performs. Smaller communities appreciate the hedge witch's versatility above all. A single hedge witch will usually only know a very small selection of basic potions and enchantments. It is not uncommon even for very skilled hedge witches to learn only a selection of novice and apprentice formulas and enchantments. They can then produce these en mass instead of focusing on a few powerful items.

Hedge Coven Proficiencies

At 0th level you gain the following proficiencies:
Skills: Mechanics

Hedge Magic

At 1st level, you learn the Channel Life I spell.

Brewing and Enchanting

You are able to both enchant objects to turn them into magic items and enhance the natural properties of plants and minerals to create potions.

An enchantment is magic infused into a mundane material, such as stone or metal, and often requires attunement.

A potion is a combination of herbs and other ingredients infused with magic to create a certain effect when ingested or injected. They are usually stored in small bottles that can be downed in a single swig

Hedge Crafting

Brewing and enchanting requires a Witch's Workshop (see the project). Crafting potions or enchanting items in the wild requires Crafting Tools (see the item), which you may craft by expending 20 scrap (no crafting check required).

At the end of a long rest, you decide which enchantments or formulas you spent that time infusing and receive those that you crafted.

Every enchantment and formula has an infusion cost, representing the amount of time and effort preparing the

material or ingredients and performing the magical infusion requires. To craft an enchantment you must expend a number of infusions equal to its *Construction Cost* and you must know its enchantment. To brew a potion you must expend a number of infusions equal to its *Brewing Cost* and you must know its formula.

Enchantments

An enchantment is the steps, both mundane and arcane, needed to craft a magic item. Most enchantments include a short description of how they work. After the flavor description follows a short description of what the enchantment can be placed within. Finally, the name of the item (or the trait you apply to the item) is followed by a detailed description of how the created magic item works.

The chapter on spellcasting provides a list of the enchantments you have access to in the subchapter on enchantments.

Formulas

A formula is the steps, both mundane and arcane, needed to properly brew the potion. Most potions include a short description of how they are made, including their effects and most notable ingredients. These ingredients represent what witches living in temperate climates usually use. Depending on where they live, a coven will have altered its formulas to use the local flora and in most cases, any witch has the ability and knowledge to substitute any ingredient they are unable to find with a different one.

The chapter on spellcasting provides a list of the formulas you have access to in the subchapter on formulas.

Enchantments and Formulas Known

At 1st level you learn the Infuse Enchantment I enchantment, the Infuse Potion I formula and 4 novice enchantments or formulas of your choice. Whenever you gain a level, you may choose 1 new enchantment or formula of a level you have access to. You may learn an additional formula or enchantment whenever you gain a level by forfeiting the spell infusion you would be allowed to learn at that level.

The Hedge Enchantment and Formula Level table below tells you when you gain access to a new level of enchantments and formulas. Whenever you gain access to a new level of enchantments and formulas, you learn the corresponding Infuse Enchantment enchantment, and the corresponding Infuse Potion formula.

Enchanting and Brewing Ability

Intelligence is your infusion ability for your hedge enchantments and formulas, since their quality depends on your knowledge of the techniques used to craft them. You use your Intelligence whenever an enchantment or formula refers to your infusion ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a hedge enchantment or formula you infuse.

Enchantment Save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Hedge Enchantment and Formula Level

Enchantment Level	Witch Level
Novice	1st
Apprentice	3rd
Adept	5th
Expert	7th
Master	9th

Hedged Study

Starting at 2nd level, whenever you gain access to a new level of enchantments and formulas, you can forgo gaining access to a new level of complexity and instead learn five more enchantments, formulas, or spell infusions of a level you can craft.

For example, the witch Allon gains her 3rd level. She would normally gain access to apprentice formulas and apprentice enchantments and then get to choose two to learn, since she decides not to learn a new spell infusion. However, she decides to focus on learning more novice formulas and enchantments and uses this ability. She now picks seven new novice formulas, enchantments, or spell formulas. When she reaches 5th level she would've gained access to adept formulas and enchantments. Since she used this ability at 3rd level, she may either continue to apprentice, or use this ability again to instead learn an additional seven novice formulas or enchantments at that level. However, at this point she will likely know almost all available formulas and enchantments and should advance to apprentice.

Witch's Garden

Starting at 6th level, you become skilled enough to make living components grow themselves into complex shapes with your life magic, allowing you to weave vines and moss into clothes, amber-root into weapons, and rapidly grow potion ingredients.

When you finish a long rest, in a settlement, you gain an additional 5 infusions in addition to the bonus scrap provided by Channel Life.

Witch's Grove

Finally, at 10th level, the number of additional infusions provided by Witch's Garden increases by 10 (to 15 in total).

Chapter 4: Equipment

The settlements market is a bustling hub of activity, located in what was once a lavish restaurant. Though the market may appear haphazardly arranged, with cobbled-together stalls and random boxes strewn about, it is the largest trading post in the region and offers an array of locally machined guns and artifice munitions. While the selection of weapons may be limited, it is a vital hub for those starved of supplies.

The right gear can mean the difference between life and death. In the New World survivors can acquire everything from modern machine guns to magical potions. The only problem is actually finding all these things. Buying them is usually not an option. Without modern supply lines, there is only one way to build new modern electronics or other advanced equipment, and that is by cobbling it together from salvage. Old World tech is more valuable than gold and few will part with their treasures willingly. In the following chapter, you will find descriptions of the most common weapons and other equipment that you may find during your journey.

Starting Equipment

You start your new life in the New World with whatever you have on hand when the fog comes. Work with your GM to determine how your adventure starts and what you will have on hand when the apocalypse begins. As the fog comes in, any electronics near you that rely on sensitive semiconductors (phones, modern cars, computers: anything that has a microchip inside it) are irreparably destroyed. Devices that are turned off during the coming of the fog may survive. However, with the power grid completely offline you will have a hard time operating and charging even those devices that still work.

Weight

All armor, weapons, and items have a weight listed next to them. This number is based on the item's weight in kilograms, but aside from its weight it also represents its general bulk and how hard they are to store and lug around.

Encumberment is determined by adding together the weight of all items you are wearing or carrying. If your encumbrance ever exceeds your carrying capacity, your speed is halved until you decrease your encumbrance below your maximum encumbrance. If your encumbrance increases over your maximum encumbrance, your speed is reduced to 0 and you do not benefit from any increase to your speed.

Maximum Encumberment is the maximum amount of weigh you can carry. It equals your Strength score multiplied by a number determined by your race (see *Encumberment* in your race description). This is the weight that you can carry constantly and without it inhibiting your maneuverability. To make full use of your carrying capacity you need to wear a backpack. Otherwise, you can only carry what you're holding in your hands or have equipped.

Inventory

As previously alluded to, there are two ways you may carry items. An item may either be in your inventory or equipped.

Inventory items are stored in a backpack, or deep in your pockets. They require an action to retrieve.

Equipped items are being worn or carried in a way that allows you easy access to them at any time. You may wear headgear, a cloak, one suit of armor, one weapon or piece of equipment for your left hand, one weapon or piece of equipment for your right hand, a backpack to store your items, one pair of boots, and three quick access items. Any item in one of your quick access slot can be whipped out quickly (no action required) as part of whatever you wish to do with the item. For example, if you have a sword equipped to your left hand, you may unsheathe it as part of the action used to make an attack.

Wealth

Even after the apocalypse, folk will trade. Goods will be exchanged for services and vice versa. Perhaps that enclave of dryads is producing magical arrows or living clothes the players might be interested in. Players may simply trade the resources they have found or items they don't need for something else. Since normal money is worthless in the new world, people have to rely on good old-fashioned trade. The two most important resources and thus currencies are food, represented by Rations, and material, represented by Scrap.

Rations are bits of food and drink. They can be anything from grain to steak to soda that provides roughly 1000 kilocalories of sustenance and includes the water you need to drink. However, some food items might be particularly valuable and worth more rations than their calorie value may imply. Rations are usually either found or gained from butchering animals and (if you're so inclined) people. For simplicities sake, each ration has a weight of 0.5. Rations are an important resource as your character and any companions consume a daily amount of rations whenever they take a night's rest.

Scrap is any kind of valuable material that can't simply be gathered from the environment. It can be anything from a few screws or a high-tech motion sensor to chemicals and is needed for building things. A single item might be worth a dozen scrap or not even one. For simplicities sake, each unit of scrap has a weight of 0.5. The trade goods that are summarized under the term scrap have a similar worth no matter where you go and can thus be used as a currency.

These two resource types are tracked in units on your character sheet. A single unit of ration has the same value as a single unit of scrap.

Resources

Scrap and Rations are needed by everyone and will usually be accepted by anyone willing to trade. Settlements do not track these resources individually, since they can simply trade or convert one into the other through labor or trade. Any scrap or rations placed into a settlement are converted into resources and can be withdrawn as either scrap or rations.

There may be situations where this is not possible. For example, in times of extreme scarcity, as during a famine, rations may just not be available. Your GM decides if withdrawing rations or scrap is currently possible.

Credits

Factions may also provide Credits to players. Credits don't take up inventory space but are specific to a faction. They are tracked on your character sheet next to your relations with

that faction. A single credit has the same value as a resource and can be traded in for anything in that faction's trading post or other place where services are provided by that faction.

Credits are usually given as quest rewards by bigger factions that run a trade operation. They can also be gained by trading things in without receiving any immediate compensation.

Value

Every item has a value, representing how rare, difficult to build, useful, and thus coveted it is in the New World. Traders will usually be willing to sell an item to you for a number of resources (scrap or rations) equal to the item's value. In most cases, they will be willing to buy that same item for half its listed value from you. See the next section on wealth to know what scrap and rations are.

If an item has a value of 1, merchants will be willing to sell that item, but will (in most circumstances) be unwilling to pay you anything for it, unless you trade it in with other objects.

Merchants will usually exchange 2 of one resource (scrap or rations) for 1 unit of another. For example, giving a trader 2 scrap will pay for 1 ration.

Crafting

In the New World, crafting items yourself is often the only way to gain access to new and much needed equipment. Crafting, just like repairing tattered equipment, is a downtime activity that you perform while you're not traveling, fighting, or sleeping.

When you want to craft an item, expend an amount of scrap equal to its value. You then make a crafting check, which is a skill check. The relevant skill is determined by the type of item and the difficulty class (DC) is determined by the item's complexity. On a success, you may add the crafted item to your inventory. On a fail, you do not receive an item and the scrap committed to the crafting process is lost.

The limited time available on any given day also limits the number of items you can craft. For every day you spend crafting, you may use an amount of scrap equal to your Intelligence score. When you finish a night's rest, you retroactively decide what you spent your downtime crafting. You do not need to craft an item in a single sitting but may add any amount of progress to it you wish while resting. Once you have allotted scrap equal to the amount you need to complete the craft, you make the crafting check.

Tools

Having access to proper tools makes crafting substantially easier and less resource intensive. In a settlement, a workshop provides proper facilities, while in the field crafting tools (see the item) help with quick manufacturing. If you have access to a workshop, or crafting tools in your inventory, halve the crafting cost (the item costs an amount of scrap equal to half its value to craft with crafting tools). If an item has a value of 1, you may craft two at once for one scrap but cannot expend less than one scrap.

Tattered

In many cases, the equipment you loot from opponents or find in the wilds will be damaged and require repairs before it can be used again. Such equipment is tattered. If you have the tool kit needed to craft the item, you may spend downtime during a night's rest and expend resources equal to half the item's value to repair it into full working condition. Repairing a tattered item requires no successful check.

Equipment Sizes

In the New World you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, a tiny fairy would be swallowed up by a human's combat armor, and a large, burly giant might be able to use an imp's leather armor as a hat, but not much more. However, this rule is subject to common sense. For example, an imp could easily adapt a human's bulletproof vest for their own use. The equipment described in the following sections is designed to be used by medium creatures, which most humanoids are. Creatures that are not medium have special rules that determine what equipment they can and can't wear. These rules are described below.

Most equipment is made to be used by a specific creature. For example, a soldier's body armor is made to fit them, but small modifications can be made fairly easily to adapt a piece of equipment to its new owner. It might no longer look as nice, but those living in the apocalypse can't be choosy and it is assumed that survivors make any necessary modifications during their downtime.

Medium

All humans are medium and the majority of humanoids are too. It is the default size for all equipment and the only size Old World equipment comes in. Whenever a piece of equipment is mentioned without a size tag, assume it is made for a medium creature.

Tiny

Tiny creatures have difficulty using weapons that small and medium creatures can wield comfortably. Tiny creatures may not use weapons made for larger creatures unless they have the Light property. Tiny creatures may not use weapons for larger creatures to engage in two-weapon fighting, even if they have the Light property, just as a medium creature cannot use two two-handed weapons for two-weapon fighting.

Due to their inability to use weapons made for larger creatures, tiny creatures usually wield weapons better suited to their size. Such weapons add the Tiny and Finesse weapon properties, in addition to any other properties, and remove the Reach property if the weapon possesses it normally.

Weapons with the tiny property deal reduced damage, as per the *Tiny Weapons Damage* table below, and weigh one-quarter the normal weight for that type of weapon. Ranged weapons, thrown weapons, and thrown improvised weapons with the tiny property have ranges equal to half of their normal range, rounded down to the nearest meter. Firearms have their ammunition type changed to the new damage die. Weapons with the Tiny property ignore the restrictions described in the preceding paragraph since they are size appropriately for tiny creatures.

Armor made/adapted for use by tiny creatures has its weight and value quartered.

Tiny Weapons Damage

Original Damage	Tiny Damage
1d4	1
1d6	1
1d8	1d4

Small

Small creatures can wield most of the weapons designed for medium creatures comfortably, except for weapons with the Heavy property.

Armor made/adapted for use by small creatures has its weight and value halved. A small creature can adapt any medium armor for its own use with a Crafting Kit during a night's rest (no check or scrap required).

Large

Large creatures ignore the Two-Handed property on medium weapons and any medium weapon that doesn't have the heavy property is considered to be light for them.

Since large creatures often waste much of their strength when wielding normal weapons, they may opt to use weapons specifically made for them. A weapon made for a large creature receives the Large and reach property in addition to any other properties it has. If the weapon already has the Reach property, increase its reach by 1 meter (5 feet). Ranged weapons that are not firearms have their normal and long range increased by half the weapon's normal range. You also increase the number of damage dice the weapon uses by one. For example instead of 1d8, a large longsword deals 2d8 slashing damage. The value and weight of large weapons are doubled.

Armor made for large creatures has its weight and value doubled.

Armor and Shields

The New World is fraught with danger, where threats can lurk around every corner. In such a perilous landscape, there's no better way to protect yourself from beasts and bullets alike, than with a well-crafted suit of armor. Whether you're venturing into the wilds, braving the foggy cities, or engaging in heated battles, your armor will be your first line of defense.

The *Armor* table offers a comprehensive overview of the most common types of armor worn in the New World, including their value, weight, and other crucial properties. While some of these armors may have been imported from the less advanced world of Verold, the majority will be skillfully crafted by masterful artisans in the New World. However, if you truly seek the ultimate protection against the fearsome weapons of modern warriors, you'll need to obtain relics from the Old World. While magical items offer unparalleled protection, the armor listed on the table provides an excellent alternative. Keep in mind that these armors are simply examples and not concrete items; your GM will determine the name and specific attributes of any armor you acquire as loot.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. However, only those proficient in the armor's use know how to wear it effectively.

Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on Dexterity saving throws and double the vitality cost of your spells and maneuvers (if another feature would double the cost of a spell or maneuver, this penalty triples it instead).

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear influences your Armor Class. Your Base Armor Class equals your Racial Base Armor Class + your Dexterity modifier. If you wear a piece of armor, the number shown in the Armor Class Bonus column is added to your Racial Base Armor Class instead of (just) your Dexterity modifier.

Strength. Almost all armor interferes with the wearer's ability to move quickly, stealthily, and freely, unless the wearer has the strength to simply ignore it. If the Armor table shows "Str 10" or "Str 15" in the Strength column for an armor type, halve your speed if your Strength score does not equal or exceed that number while wearing that armor.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, you have disadvantage on Dexterity (Stealth) checks while wearing that armor.

Light Armor

Light armor is easy to wear and offers a small amount of protection. If you wear light armor, you add your Dexterity modifier to your armor class after applying your armor's bonus.

Padded Armor. This includes most thick jackets and similar clothes. It can be easily crafted by layering clothes on top of each other.

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.

Tactical Vest. A vest made from thick layers of kevlar, spider silk, or a similar material that covers the torso. Usually worn by modern police officers.

Medium Armor

Medium offers a balance of bulk and protection. 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 furs and pelts.

Chain Shirt. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or 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.

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.

Half Plate. Half plate consists of shaped metal plates that cover most of the wearer's body. It includes leg and arm protection.

Body Armor. Plates of hardened steel in a kevlar carrier, usually coupled with extra protection on the arms and legs. This is the armor worn by most modern soldiers.

Heavy Armor

Heavy armor offers the best protection. These suits of armor cover the entire body and usually consist of several layers of material layered on top of each other. They are designed to stop a wide range of attacks. Only proficient and sufficiently strong 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.

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.

Plate. Plate armor consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy steel-capped boots, a visored helmet, and thick layers of padding underneath the armor.

Heavy Body Armor. A heavy helmet and thick plates of hardened steel, kevlar, and/or spider silk cover every inch of the body. Very protective, but too heavy for most people to wear for extended periods.

Shields

Shields are blocks of material that are carried in one hand and are designed to deflect or absorb blows. They may be used as an improvised weapon. Wielding a shield increases your Armor Class by 2.

Getting Into and Out of Armor

The time it takes to don or doff a type of armor or a shield is shown in the *Donning and Doffing Armor* table.

Don. This is the time it takes to put on the item. You benefit from its AC only if you take the full time to don it.

Doff. This is the time it takes to take off the item. If you have help removing armor, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 Action	1 Action
Medium Armor	1 Minute	1 Action
Heavy Armor	5 Minutes	1 Minute
Shield	1 Action	Free

Maneuvers and Magic in Heavy Armor

Magic causes the wielder's body to generate massive amounts of excess heat, meaning that thick clothing that covers the entire body and cannot be easily taken off can quickly cause the caster's body to overheat. Armor also makes the fast movements of maneuvers much more tiring.
While you are wearing heavy armor, double the vitality cost of your spells and maneuvers (if another feature would double the cost of a spell or maneuver, this penalty triples it instead).

Weapons

While anyone can pick up any weapon not too heavy to lift, training with a weapon increases your effectiveness with it, represented by proficiency. Your class grants proficiency in certain weapons, representing the training and experience your patron had with using certain weapons.

This section concerns itself with more medieval weapons, such as clubs, bows, longswords, and daggers. The weapons table shows the most common weapons used in the New World, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 1 meter (5 feet) of you, whereas a ranged weapon is used to attack a target at a distance. The weapons here are archetypes and do not represent any weapon in particular. For example, a club can be anything from a baseball bat to a golf club or police baton. When you find a specific weapon, your DM will tell you what archetype it falls under. There are three categories of weapons: simple, martial, and modern. Most people in the Other World could use simple Weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial

Armor

Armor	Value	Armor Class Bonus (AC)	Strength	Stealth	Weight	Crafting Check
Light Armor						
Padded Armor	8	1 + Dex modifier	Str 10	—	4	DC 5 Mechanics
Leather Armor	12	1 + Dex modifier	—	—	3	DC 10 Mechanics
Tactical Vest	20	2 + Dex modifier	—	—	4	DC 18 Mechanics
Medium Armor						
Hide	10	2 + Dex modifier (max 2)	Str 10	—	6	DC 5 Mechanics
Chain Shirt	24	3 + Dex modifier (max 2)	Str 10	—	10	DC 10 Mechanics
Scale Mail	24	4 + Dex modifier (max 2)	Str 12	Disadvantage	20	DC 10 Mechanics
Breastplate	50	4 + Dex modifier (max 2)	Str 12	—	15	DC 12 Mechanics
Half Plate	60	5 + Dex modifier (max 2)	Str 12	Disadvantage	15	DC 15 Mechanics
Body Armor	80	6 + Dex modifier (max 2)	Str 14	—	20	DC 15 Mechanics
Heavy Armor						
Scrap Armor	14	4	Str 14	Disadvantage	20	DC 5 Mechanics
Chain Mail	40	6	Str 14	Disadvantage	25	DC 10 Mechanics
Splint	60	7	Str 16	Disadvantage	30	DC 15 Mechanics
Plate	120	8	Str 16	Disadvantage	35	DC 18 Mechanics
Heavy Body Armor	200	9	Str 18	Disadvantage	40	DC 20 Mechanics
Shields						
Shield	6	2	—	—	3	DC 5 Mechanics

Weapons

Weapon	Value	Damage	Weight	Properties	Crafting Check
Simple Melee Weapons					
Club	1	1d4 bludgeoning	2	Finesse, light, non-lethal	DC 5 Mechanics
Dagger	4	1d4 piercing	1	Finesse, light, thrown (range 10/20)	DC 8 Mechanics
Greatclub	4	1d8 bludgeoning	5	Non-lethal, two-handed	DC 5 Mechanics
Hammer	4	1d4 bludgeoning	1	Light, non-lethal, thrown (range 10/20)	DC 5 Mechanics
Handaxe	6	1d6 slashing	1	Light, thrown (range 10/20)	DC 8 Mechanics
Javelin	8	1d6 piercing	1	Thrown (range 20/40)	DC 10 Mechanics
Mace	8	1d6 bludgeoning	2	—	DC 10 Mechanics
Pickaxe	8	1d8 piercing	2	—	DC 8 Mechanics
Quarterstaff	2	1d6 bludgeoning	2	Versatile (1d8)	DC 5 Mechanics
Sickle	4	1d4 slashing	1	Light	DC 10 Mechanics
Shortsword	10	1d6 piercing	2	Finesse, light	DC 15 Mechanics
Spear	4	1d4 piercing	2	Thrown (range 10/20), finesse, reach	DC 8 Mechanics
Simple Ranged Weapons					
Blowgun	10	1 piercing	1	Needle Ammunition (range 10/30), loading	DC 5 Mechanics
Compound Bow	100	1d10 piercing	3	Arrow Ammunition (range 50/200), two-handed	DC 25 Mechanics
Compound Crossbow	100	2d10 piercing	6	Bolt Ammunition (range 30/120), reload (1), heavy, two-handed	DC 25 Mechanics
Dart	2	1d4 piercing	0.5	Finesse, thrown (range 10/20)	DC 5 Mechanics
Light Crossbow	30	2d4 piercing	3	Ammunition (range 20/100), reload (1), two-handed	DC 20 Mechanics
Shortbow	6	1d6 piercing	2	Ammunition (range 30/120), two-handed	DC 12 Mechanics
Sling	1	1d4 bludgeoning	—	Ammunition (range 10/30), non-lethal	DC 5 Mechanics
Martial Melee Weapons					
Axe	10	1d8 slashing	4	Versatile (1d10)	DC 10 Mechanics
Flail	10	1d8 bludgeoning	2	—	DC 15 Mechanics
Glaive	20	1d10 slashing	4	Heavy, reach, two-handed	DC 18 Mechanics
Greataxe	30	1d12 slashing	5	Heavy, two-handed	DC 15 Mechanics
Greatsword	50	2d6 slashing	5	Heavy, two-handed	DC 18 Mechanics
Halberd	20	1d10 slashing	5	Heavy, reach, two-handed	DC 15 Mechanics
Katana	40	1d8 slashing	4	Finesse, versatile (1d10)	DC 20 Mechanics
Lance	10	1d12 piercing	5	Reach, special	DC 15 Mechanics
Longsword	20	1d8 slashing	2	Versatile (1d10)	DC 15 Mechanics
Maul	10	2d6 bludgeoning	8	Heavy, non-lethal, two-handed	DC 12 Mechanics
Morningstar	10	1d8 piercing	2	—	DC 12 Mechanics
Rapier	40	1d8 piercing	2	Finesse, light	DC 20 Mechanics
Warhammer	10	1d8 bludgeoning	4	Non-lethal, versatile (1d10)	DC 12 Mechanics
Whip	4	1d4 slashing	1	Finesse, reach	DC 12 Mechanics
Martial Ranged Weapons					
Hand Crossbow	40	1d6 piercing	2	Ammunition (range 10/40), reload (1), light	DC 20 Mechanics
Heavy Crossbow	50	2d6 piercing	8	Ammunition (range 40/150), reload (1), heavy, two-handed	DC 22 Mechanics
Longbow	20	1d8 piercing	3	Ammunition (range 50/200), heavy, two-handed	DC 15 Mechanics
Net	10	—	2	Special, thrown (range 1/5)	DC 15 Mechanics

Weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors in the Other World that didn't rely entirely on magic used martial weapons as these weapons are generally just superior to their more simple counterparts. Firearms are modern weapons and have a section dedicated just to themselves, outlining their use and traits.

Weapon Proficiency

Proficiency with a weapon allows you to add your Proficiency Bonus to the Attack roll for any Attack you make with that weapon. If you make an Attack roll using a weapon with which you lack proficiency, you do not add your Proficiency Bonus to the Attack roll.

Weapon Properties

Many Weapons have special Properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you Attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a Quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended Ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse. When making an Attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the Attack and Damage Rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon is too heavy to be wielded by a tiny creature.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Non-Lethal. A weapon that deals non-lethal damage causes a creature reduced to 0 hit points with it to be downed stable (it does not need to make death saving throws). If a non-lethal weapon is used against a downed creature, it fails a death save, but remains stable. A non-lethal weapon can still kill a creature instantly.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in meters, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't Attack a target beyond the weapon's long range. To convert its range into feet, simply divide the number by 3.

Reach. This weapon adds 1 meter (5 feet) to your reach when you Attack with it, as well as when determining your reach for opportunity attacks with it.

Reload. You can fire a set amount of shots with this weapon before you need to reload. Reloading a weapon is an action. The number of shots you may take before needing to reload is shown in brackets. For example "(1)" means this weapon can only be used to make one attack before it must be reloaded.

Special. A weapon with the Special property has unusual rules governing its use, explained in the weapon's description (see *Special Weapons* later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a Handaxe, you use your Strength, but if you throw a Dagger, you can use either your Strength or your Dexterity, since the Dagger has the finesse property.

Two-Handed. This weapon requires two hands to attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property. This is the damage the weapon deals when it is used with two hands to make a melee attack.

Improvised Weapons

Sometimes you don't have your weapons and have to attack with whatever is at hand. An Improvised Weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a tire, or a severed arm.

Often, an Improvised Weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, you may use a random object as though it were a weapon you are proficient with.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object) and can usually be wielded using either Strength or Dexterity for both melee and ranged attacks (light property). If you use a ranged weapon to make a melee attack (such as bashing an enemy with the butt of your rifle) or throw a melee weapon that does not have the thrown property, it also deals 1d4 damage.

An improvised thrown weapon has a normal range of 10 meters (30 feet) and a long range of 20 meters (60 feet). An improvised weapon used by a large creature deals 2d4 damage and has a normal range of 20 meters (60 feet) and a long range of 40 meters (120 feet). An improvised weapon used by a tiny creature deals 1 damage and has a normal range of 5 meters (15 feet) and a long range of 10 meters (30 feet).

Cold Iron Weapons

Some monsters, especially the fey, are vulnerable to arsenic, often called cold iron. Cautious survivors invest to have a witch of the forge coven (see the class description) plate their weapons with arsenic to turn them into cold iron weapons.

Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, and most monstrosities and shapeshifters that are exceptionally resistant to most attacks are vulnerable to it. Silvering is usually done by a witch of the forge coven, but anyone can silver a single weapon or five pieces of ammunition by expending 50 scrap and succeeding a DC 15 Mechanics check (as though you were crafting an item).

Special Weapons

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to attack a target within 1 meter (5 feet) of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. A large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, Ending the effect and destroying the net.

Firearms

Firearms are potent weapons that provide a lethal edge to combat, though they can be costly to fire.

Small arms that can be fired by a single person don't necessarily deal more damage than a sword or arrow, but they are easier to wield and can often deliver many shots in quick succession. Firearms are known for being particularly accurate and easy to use. Even with minimal training a gunman can more or less consistently hit a target at close range.

Unlike when using a bow, the user's Dexterity or Strength plays no roll in how much damage a firearm deals. This is represented by the fact that you do not add your Strength or Dexterity modifier to damage rolls for a firearm. You only roll the dice, but these dice are usually larger than those of other weapons. As a ranged weapon, you may add your Dexterity modifier and your proficiency bonus when determining whether your shot hits or not.

Noise

Unless a firearm is equipped with a suppressor (see the attachment), shots from the weapon will alert anyone in a 5-kilometer (3-mile) radius (everyone in the current hex). Weapons that do not use firearm or explosive ammunition (such as dart guns, tasers, compound bows, and heavy crossbows) don't generate any excessive noise when used unless otherwise stated, but will still reveal the user to enemies in their direct vicinity as normal.

Firearm Properties

Firearms have some properties unique to them.

Firearm. All firearms require ammunition and the ammunition of a firearm is destroyed upon use. The type of ammunition it uses depends on the damage die it deals. There are seven types of ammunition: Small Caliber (1), Pistol (d4), Rifle (d6), Shotgun (d8), Sniper (d10), Heavy (d12), and Special ammunition. A weapon can only fire ammunition of its type.

You add your Dexterity modifier to your attack roll. You do not add your Dexterity modifier to damage rolls.

Anti-Large. Attacks made with this weapon against targets that are medium or smaller have disadvantage.

Armor-Piercing. Firearms with the armor-piercing property deal armor-piercing damage. Attack rolls made with this weapon ignore the armor class bonus provided by a target's armor and it has the ability to damage certain enemies immune to non-armor-piercing damage.

Automatic. Instead of taking the attack action, you may use your action to *Focus* or *Spray Fire* the weapon.

Focus Fire. Expend 10 pieces of ammunition and make an attack roll. If you roll equal to the target's AC, you hit it once. Another bullet hits for every 2 points (rounded down) you are above the target's AC for a maximum of 10. This ability cannot critical hit and does not count as a hit for spells and abilities that require one (such as Hunter's Mark, Smite, and Sneak Attack). For example, Kyle fires a hail of bullets from his assault rifle. He hits with a 19, as the imp he's shooting at has an AC of 14. The little guy is now hit by 3 bullets (one at 14, 16, and 18) and takes 6d6 piercing damage (rifle ammunition deals 2d6 piercing damage per hit).

Spray Fire. Expend up to 50 pieces of ammunition, but no more than what fits in your weapon's magazine. For every 10 pieces of ammunition you expend, you may make an attack against a creature. Hits made using this ability do not count as a hit for spells and abilities that require one.

These abilities require your entire action, meaning they can't be used with traits that allow you to attack more than once. Weapons with the *Automatic* trait also have the *Repeater* trait.

Burst. A weapon with the Burst property targets a point of origin rather than a specific creature. All creatures within the listed radius must make a Dexterity saving throw. On a failed save, the creature takes the listed damage and on a success, it takes half as much. The DC for the saving throw is listed after the radius of the burst.

Light. A light weapon is small and easy to handle, making it ideal for use by small creatures or when fighting with two weapons. A light firearm does not suffer disadvantage when fired while a hostile creature is within 1 meter (5 feet) of you.

Loading. Some firearms are particularly quick to reload and are reloaded as part of the action used to fire them. Their magazine capacity only limits the number of attacks that can be made using that specific action. A weapon with loading (1) can thus only be used to make a single attack with an action, even if an Extra Attack ability would normally allow for more.

Reload. You can fire a set amount of shots with this weapon before you need to reload. Reloading a weapon is an action. The number of shots you may take before needing to reload is shown in brackets. For example "(5)" means this weapon can fire at most 5 shots before it must be reloaded.

Repeater. When you take the attack action with this weapon, you can use your bonus action to make an additional attack.

Spread. Attacks made at this weapon's long range do not suffer from disadvantage, but deal one die less damage.

Super-Heavy. A super-heavy weapon can only be wielded by a large creature, mounted on a vehicle, or set up as a stationary weapon by a medium or smaller creature. Setting up a super-heavy weapon requires an action.

Special. A firearm with the Special property has unusual rules governing its use, explained in the weapon's description (see Special Weapons later in this section).

Special Firearms

Firearms with special rules are described here.

Flamethrower. When fired, the flamethrower shoots a 1 meter wide, 10 meter long line of flame. Each creature in the line must make a DC 10 Dexterity saving throw. A creature takes 2d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one. Every shot consumes one fuel item (see basic gear).

Flare Gun. On a hit, the flare gun deals 1d4 fire damage and the target is scorched. The flare provides bright light in a 10-meter (30-foot) radius and dim light for another 10 meters (30 feet) at the point of impact. When fired into the air provides dim light in a 100-meter (300-foot) radius instead. A flare glows for 1 minute.

Mortar. This weapon lobs grenades in a high arc. When you fire the weapon, target a point in range. At the start of your next turn, the shell used strikes the target point.

Pepper Spray. A chemical irritant that temporarily blinds a target in a single-shot container. To use it, make a ranged attack. On a hit, at the start of each of its turns for the next minute, the target must succeed a DC 15 Constitution saving throw or be blinded until the start of its next turn.

Taser. A taser uses springs or compressed air to fire a pair of electrocuting darts at a target. To use it, make a ranged attack. On a hit, the target must succeed a DC 15 Constitution saving throw or be stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends.

Firearms

Name	Value	Damage	Weight	Properties	Crafting Check
Simple Firearms					
Bolt Action Rifle	20	2d6 piercing	4	Rifle Ammunition (range 60/300), reload (5), two-handed	DC 15 Mechanics
Bolt Action Sniper	30	2d10 piercing	5	Sniper Ammunition (range 60/500), reload (5), heavy, two-handed	DC 15 Mechanics
Dart Gun	30	1 piercing	5	Needle Ammunition (range 40/80), reload (1), two-handed	DC 15 Mechanics
Double Barreled Shotgun	20	2d8 bludgeoning	4	Shotgun Ammunition (range 35/100), reload (2), semiautomatic, spread, two-handed	DC 15 Mechanics
Flare Gun	4	1d4 fire	1	Flare Ammunition (10/50), reload (1), light, special	DC 5 Mechanics
Heavy Pistol	60	2d6 piercing	2	Rifle Ammunition (range 20/100), reload (8), repeater, light	DC 20 Mechanics
Heavy Revolver	30	2d6 piercing	2	Rifle Ammunition (range 20/100), reload (6), repeater, light	DC 20 Mechanics
Heavy Rifle	40	2d12 piercing	7	Heavy Ammunition (range 60/700), reload (1), heavy, two-handed	DC 15 Mechanics
Pepper Spray	4	--	0.5	Pepper Spray Ammunition (range 2/5), special	DC 15 Mechanics
Pipe Gun	6	2d6 piercing	6	Rifle Ammunition (range 20/100), reload (1)	DC 5 Mechanics
Pipe Pistol	4	2d4 piercing	2	Pistol Ammunition (range 10/50), reload (1), light	DC 5 Mechanics
Pipe Revolver	10	2d4 piercing	1	Pistol Ammunition (range 10/50), reload (6), repeater, light	DC 10 Mechanics
Pipe Shotgun	6	2d8 bludgeoning	3	Shotgun Ammunition (range 5/25), reload (1), spread	DC 5 Mechanics
Pipe Sniper	10	2d10 piercing	10	Sniper Ammunition (range 40/150), reload (1), heavy	DC 10 Mechanics
Pistol	30	2d4 piercing	1	Pistol Ammunition (range 20/100), reload (10), repeater, light	DC 15 Mechanics
Pump Action Shotgun	30	2d8 bludgeoning	5	Shotgun Ammunition (range 35/100), reload (6), spread, two-handed	DC 20 Mechanics
Revolver	18	2d4 piercing	1	Pistol Ammunition (range 20/100), reload (6), repeater, light	DC 15 Mechanics
Sawed-off Shotgun	30	2d8 bludgeoning	2	Shotgun Ammunition (range 10/50), reload (2), light, semiautomatic, spread	DC 15 Mechanics
Semiautomatic Rifle	70	2d6 piercing	5	Rifle Ammunition (range 50/300), reload (5), two-handed, repeater	DC 18 Mechanics
Semiautomatic Shotgun	50	2d8 bludgeoning	5	Shotgun Ammunition (range 35/100), reload (3), repeater, spread, two-handed	DC 20 Mechanics
Semiautomatic Sniper	90	2d10 piercing	6	Sniper Ammunition (range 50/500), reload (5), heavy, two-handed, repeater	DC 25 Mechanics
Small Caliber Pistol	10	2 piercing	1	Pistol Ammunition (range 10/150), reload (15), repeater, light	DC 12 Mechanics
Taser	8	1d4 lightning	1	Taser Ammunition (range 3/10), reload (1), special	DC 15 Mechanics
Martial Firearms					
Anti-Material Rifle	250	2d12 piercing	15	Heavy Ammunition (range 200/1200), reload (5), armor-piercing, repeater, heavy, two-handed	DC 25 Mechanics
Assault Rifle	100	2d6 piercing	4	Rifle Ammunition (range 40/300), reload (30), heavy, automatic, two-handed	DC 25 Mechanics
Cannon	20	3d12 piercing	30	Cannon Ammunition (range 20/300), reload (1), armor-piercing, super-heavy, two-handed	DC 10 Mechanics
Flamethrower	30	2d8 fire	20	Fuel (10 meter line), reload (10), heavy, two-handed, special	DC 10 Mechanics
Grenade Launcher	40	3d6 force	5	Grenade Ammunition (range 700), burst 5 (DC 15), reload (1), two-handed	DC 15 Mechanics
Light Machine Gun	200	2d6 piercing	15	Rifle Ammunition (range 40/300), reload (100), automatic, heavy, two-handed	DC 30 Mechanic
Machine Gun	300	2d12 piercing	38	Heavy Ammunition (range 220/1100), reload (linked), automatic, super-heavy, two-handed	DC 30 Mechanics
Machine Pistol	60	2d4 piercing	3	Pistol Ammunition (range 10/100), reload (20), automatic, light	DC 20 Mechanics
Mortar	30	4d6 force	30	Mortar Shell (range 300), burst 5 (DC 14), super-heavy, two-handed, special	DC 15 Mechanics
Rocket Launcher	40	6d6 fire	7	Rocket Ammunition (range 200/1500), heavy, reload (1), two-handed, armor-piercing, anti-large	DC 15 Mechanics
Submachine Gun	50	2d4 piercing	3	Pistol Ammunition (range 40/200), reload (30), automatic, two-handed	DC 20 Mechanics

Ammunition

There are many different kinds of ammunition. Arrows and crossbow bolts are readily available and easy to craft by anyone. Firearm ammunition from before the event is reliable but scarce, and since the components, they are manufactured with, are hard to make in the New World, there is only a limited supply of them. Obviously, though, people don't want to stop shooting each other so alternatives are created. The most common alternative to combustion powder-based munitions is so-called artifice ammunition. There are many different flavors of artifice ammunition, depending on the type of magic the witch making it has access to, but they all rely on the rune in the enchanted explosive being triggered by the hammer of the firearm. Some have force runes that create a forward blast of force when triggered, some have a fire rune that vaporizes a liquid inside the shell or triggers another explosive. The possibilities are only limited by one's imagination. This artifice ammunition can be created without factories or chemicals and will thus quickly replace modern ammunition in the New World.

Common ammunition is traded in boxes of 10. Most special ammunition is more expensive and as such usually traded in single pieces.

Common Ammunition

Type	Value per 10 Rounds	Weight per 10 Rounds	Crafting Check
Standard Ammunition			
Arrow	6	2	DC 5 Mechanics
Crossbow Bolt	6	2	DC 5 Mechanics
Needle	4	1	DC 5 Mechanics
Sling Bullet	1	1	None Required
Firearm Ammunition			
Small Caliber (2)	10	1	DC 20 Science
Pistol (d4)	20	1	DC 20 Science
Rifle (d6)	30	1	DC 20 Science
Shotgun (d8)	20	1	DC 20 Science
Sniper (d10)	40	1	DC 25 Science
Heavy (d12)	60	2	DC 25 Science

Special Ammunition

Type	Value per Round	Weight per Round	Crafting Check
Cannon Ammunition	10	1	DC 15 Science
Flare Ammunition	2	1	DC 5 Science
Grenade Ammunition	16	1	DC 20 Science
Mortar Shell	40	2	DC 20 Science
Pepper Spray	10	1	DC 15 Science
Rocket Ammunition	40	2	DC 22 Science
Taser Ammunition	10	1	DC 15 Science

Firearm Accessories

As if firearms weren't dangerous enough, a number of accessories can increase their utility or efficiency. A firearm accessory can be equipped or unequipped from a weapon as an action.

Weapon Accessories

Object	Weight	Value	Crafting Check
Bayonet	1	4	DC 5 Mechanics
Illuminator	0.5	8	DC 10 Technology
Laser sight	0.5	10	DC 10 Technology
Reflex Sight	0.5	12	DC 10 Technology
Scope	0.5	20	DC 20 Technology
Scope, Nightvision	1	60	DC 25 Technology
Suppressor	1	10	DC 10 Technology

Bayonet. You attach a short blade to the tip of the barrel of the weapon. The bayonet allows you to use your firearm as a melee weapon with the finesse property that deals 1d4 piercing damage on a hit.

Illuminator. An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight (see the item). A charge lasts for 5 hours of continuous use.

Laser Sight. This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. Switching the laser on or off requires a bonus action. While active, a laser sight increases your attack modifier by 1 and you have disadvantage on stealth checks. A charge lasts for 5 hours of continuous use.

Reflex Sight. Your attack modifier increases by 1. A weapon can only have either a scope or a reflex sight, not both.

Scope. A scope is a sighting device that makes it easier to hit targets at long range. A scope doubles a ranged weapon's normal and maximum range. Your attack modifier increases by 1, but you have disadvantage on attacks against creatures not more than 5 meters (15 feet) away. If you know the exact distance to your target (as from a rangefinder), you may use your bonus action to fire at your weapon's long range without disadvantage. A weapon can only have either a scope or a reflex sight, not both.

Nightvision Scope. In addition to the normal effects of a scope, while wielding a weapon with this attachment you may choose to look through this scope to gain darkvision out to a range of 60 meters (180 feet). While using this scope you cannot succeed Wisdom (Perception) checks. A charge lasts for 5 hours of continuous use.

Suppressor. A suppressor fits on the end of a firearm and reduces the sound it makes when fired. Making an attack still reveals you to the attacked creatures.

Grenades and Explosives

Conventional explosives are rare, but effective in the new world. Crafting them requires valuable ingredients and chemical explosives are slowly replaced by alchemy and artifice.

Special Grenades and Explosives Descriptions

Grenades and explosives with special rules are described here.

Blasting Charge. A blasting charge requires a detonator to set off. It can also be detonated by dealing 3 fire damage to it.

Dynamite. A small stick of explosive with a fuse. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 7d6) and the burst radius by 1 meter (maximum 8 meters). Using dynamite requires a source of flame to ignite the fuse or a detonator.

Flashbang. Every creature in this grenade's burst radius must succeed a DC 13 Constitution saving throw or be blinded and deafened for 1 minute. An affected creature may

Grenades and Explosives

Name	Value	Damage	Weight	Properties	Crafting Check
Acid (vial)	10	2d6 acid	1	Thrown (range 10/20)	DC 15 Science
Blasting Charge	40	4d6 force	1	Explosive 10 (DC 20), special	DC 20 Science
Dynamite	14	2d6 force	1	Thrown (range 20), burst 3 (DC 10), special	DC 18 Science
Flashbang	8	—	1	Thrown (range 20), burst 3 (DC 13), special	DC 20 Science
Fragmentation Grenade	20	3d8 piercing	1	Thrown (range 20), burst 5 (DC 13)	DC 20 Science
Landmine	24	3d8 piercing	1	Burst 1 (DC 13), special	DC 20 Technology
Molotov Cocktail	4	1d6 fire	1	Thrown (range 20), burst 2 (DC 10), special	DC 5 Science
Pipe Bomb	10	2d8 piercing	1	Thrown (range 20), burst 3 (DC 10)	DC 18 Science
Poison Gas Grenade	20	2d6 poison	1	Thrown (range 20), burst 5 (DC 13), special	DC 22 Science
Smoke grenade	10	—	1	Thrown (range 20, burst 5, special	DC 10 Science
Tear gas grenade	14	—	1	Thrown (range 20), burst 5 (DC 13), special	DC 20 Science

repeat the saving throw at the end of each of its turns, ending the effect on a success.

Landmine. A landmine is an explosive device designed to be detonated either by stepping on it, via a tripwire, or another trigger. As an action you may place the mine in a space no more than 1 meter (5 feet) away. When a creature enters the mine's space, the mine detonates. The triggering creature automatically fails its saving throw against the explosion and has its movement speed halved until it finishes a long rest, or its current hit points are increased to their maximum. A creature may spot the mine by succeeding a DC 10 Wisdom (Perception) check. A creature that knows the mine's location may move through its space without setting it off.

Poison Gas Grenade. A poison gas grenade fills all squares within its burst radius with a cloud of poison gas. It disperses after 1 minute. A breeze disperses the gas in 2 rounds and a gale disperses it at the end of your next turn. The gas has no effect during a storm.

When a creature enters the cloud's space for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw, or take 2d6 poison damage.

Smoke Grenade. A smoke grenade fills all squares within its burst radius with smoke. The area covered by the smoke is heavily obscured. It disperses after 1 minute. A breeze disperses the smoke in 2 rounds and a gale disperses it at the end of your next turn. The smoke has no effect during a storm.

Tear Gas Grenade. A tear gas grenade fills all squares within its burst radius with a cloud of irritant that causes eyes to burn and fill with tears. It disperses after 1 minute. A breeze disperses the gas in 2 rounds and a gale disperses it at the end of your next turn. The gas has no effect during a storm.

When a creature enters the cloud's space for the first time on a turn or starts its turn there, that creature must make a DC13 Constitution saving throw, or be incapacitated and blinded until the start of its next turn, as it coughs and wretches. A creature that is immune to poison damage is immune to this effect.

Detonators

Detonators are designed to be used in conjunction with one of the aforementioned explosives.

Detonators

Name	Value	Weight	Crafting Check
Proximity Detonator	16	1	DC 15 Technology
Remote Detonator	20	1	DC 15 Technology
Timed Detonator	10	1	DC 10 Technology

Proximity. When combined with a Blasting Charge and armed as an action, the creature arming the explosive may designate up to a 5-meter (15 feet) radius. When a creature enters that radius, the charge detonates.

Remote. When combined with a Blasting Charge and armed as an action, another creature with a compatible radio may detonate the charge as a bonus action.

Timed. When combined with a Blasting Charge and armed as an action, the creature arming the explosive sets a timer that may be of any length. The explosive detonates at the end of that timer.

Basic Gear

This section describes items that have special rules or require further explanation.

Electronics

Electromagnetic pulses emitted during the first coming of the fog overloaded the power grids and destroyed all active devices that relied on transistors (all modern devices). The closer a device was to a living person, the greater the chance of it being destroyed. Things like cell phones or cars that were being actively carried or used had almost no chance of survival. However, there are still many electronics that survived, for example, because they were lying around turned off in a cellar or warehouse somewhere. When the GM tells you that you have found an electronic device, assume they mean a working device. Even though every house will have at least one radio lying around, the GM will normally not mention the piles of broken devices you come across. They are part of the scrap you find.

Battery-Operated Gear

Many of the objects in this section require batteries. Any device that uses batteries comes with them and it is assumed they are rechargeable. A battery-powered electronic device tells you how long a single charge will last in its description.

Basic Gear Descriptions

Backpack. A backpack, or similar container that allows you to carry objects without holding it in your hands.

Ball Bearings. As an action, you can spill these tiny metal balls from their pouch to cover a 3-meter radius. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone.

Battery. A battery provides a small electrical current. Assume it is charged and fits the device you want to use it with.

Binoculars. Objects viewed through binoculars are magnified, allowing you to view distant objects clearly.

Rangefinding Binoculars. A rangefinder magnifies distant objects, allowing you to see them clearly. It also uses an infrared laser to measure and display the exact distance they are away. Best used with a scope. A charge lasts for 7 days of continuous use.

Nightvision Binoculars. While looking through these binoculars you gain darkvision out to a range of 60 meters (180 feet). While using these binoculars you cannot succeed Wisdom (Perception) checks. A charge lasts for 5 hours of continuous use.

Bolt Cutter. As an action you may cut through a chain or a lock.

Caltrops. As an action, you can spread a bag of caltrops to cover a 1-meter radius. Any creature or vehicle with tires that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's speed by half until the creature regains at least 1 hit point.

Camcorder. A camcorder can record video and sound onto a storage device and play recorded footage back to the user. Small camcorders can be mounted on helmets and record whatever the wearer sees. A charge lasts for 3 hours of continuous use.

Analog Camera. An analog camera captures an image onto a film that needs to be developed. Its battery consumption is negligible.

Polaroid Camera. A polaroid camera captures an image and immediately prints it out onto a special, small piece of paper. Its battery consumption is negligible.

Camping Cooker. A small, gas-powered device that lets you cook food without making a large fire. When you camp, you can cook food without causing a large plume of smoke that alerts others of your presence.

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

Chain. A 10 meter (30 foot) chain that has 10 hit points.

Chem Light Stick. As an action you can activate the light stick and throw it up to 30 meters. The light stick provides dim light in a 10-meter radius for 30 minutes.

Compass. A device that tells you the direction of north. You have +2 to any navigation checks you make.

Computer. A computer is an electronic device that can run programs and display digital data. A desktop computer requires an external power source.

Laptop. A laptop computer is portable. A charge lasts for 3 hours of continuous use.

Smartphone. A smartphone is a small computer that can connect to a mobile network. A charge lasts for 1 day of continuous use.

Tablet. A tablet is a larger version of a smartphone. A charge lasts for 1 day of continuous use.

Crowbar. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied, such as checks to force open doors.

Defibrillator (AED). This single use, portable defibrillator can be used on a creature that died no more than a minute ago, wasn't killed instantly and who's chest and head are present. As an action you place the defibrillator on the creature and trigger it. The creature makes a resurrection check by rolling a d20. The DC of this check equals 10. It increases by 2 for every time the target has already been successfully returned from the dead.

Drone. A small quadcopter or plane that is controlled by, and broadcasts a video feed to, a remote control no more than 5 kilometers (3 miles) away. A charge lasts for 30 minutes of continuous use.

Fire Extinguisher. A fire extinguisher has 10 charges. As an action, you can expend one charge to spray a 5-meter cone. Any fire in the area is extinguished and the scorched condition ends for creatures in the area.

Flashlight. A flashlight projects bright light in a 20-meter (60-foot) cone, and dim light for an additional 20 meters (60 feet). You can use a bonus action to turn a flashlight on or off. A charge lasts for 5 hours of continuous use.

UV Flashlight. A UV flashlight projects dim light in a 20-meter (60-foot) cone. The cone is considered direct sunlight for traits that have special effects associated with being in sunlight. If a trait would cause a creature to take damage from being exposed to sunlight, it takes double that damage instead.

Fuel. A flammable liquid usually carried in bottles or canisters. One fuel item increases the fuel count of a vehicle that uses liquid fuel by 1 when it is poured in the tank.

As an action, you can throw this fuel onto a creature no more than 10 meters (30 feet) away. Make an improvised ranged or melee attack. On a hit, the target is covered in fuel and the first time it takes fire damage in the next minute it takes an additional 1d8 fire damage.

Grappling Hook. A hook that can be attached to a rope and thrown. You scale sheer cliffs upto 20 meters tall without needing a check.

Handcuffs. Metal restraints that can incapacitate a small or medium creature. Each set of handcuffs comes with one key. A creature with a lockpick can pick the handcuffs with a successful DC 15 Dexterity (Sleight of Hands) check. Handcuffs have 15 hit points.

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 enters the traps space must succeed a DC 13 Dexterity saving throw or take 1d4 piercing damage and until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 1 meter long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each attempt deals 1 piercing damage to the trapped creature.

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 Dexterity check. Your DM 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 during the day. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Map. A map of the local area. Provides you with +5 to any navigation checks you make or +10 when used with navigation tools.

Metal Detector. This small handheld device detects metal, even through soil or thin walls. Provides advantage on Wisdom (Perception) and Intelligence (Investigation) checks you make to search for metal objects. A charge lasts for 3 hours of continuous use.

Oil Lamp. A lamp casts dim light in a 10-meter 30-foot) radius. Once lit, it burns for 6 hours on a bottle of flammable liquid.

Bullseye Oil Lantern. A bullseye lantern casts dim light in a 20-meter (60-foot) cone. Once lit, it burns for 6 hours on a bottle of flammable liquid.

Hooded Oil Lantern. A hooded lantern casts dim light in a 10-meter (30-foot) radius. Once lit, it burns for 6 hours on a bottle of flammable liquid. As an action, you can lower the hood, reducing the light to dim light in a 1-meter (5-foot) radius.

Parachute. While wearing this item, you may use a reaction to deploy it. You stop falling and instead descend at a rate of 30 meters (90 feet) per turn (5 meters (15 feet) per second) and may glide as far as you descended.

Radio. A hand-held, portable radio receiver that allows a user to receive unencrypted radio signals. A charge lasts for 1 day of continuous use.

Two-Way Radio. A hand-held, portable, two-way radio transceiver. Any creature with an active radio can communicate with any other creature on the same radio channel no more than 10 kilometers (6 miles) away. A charge lasts for 1 day of continuous use.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain a +5 bonus on your Strength (Athletics) check. One other character can help you use the ram, giving you advantage on this check.

Road Flare. A red stick that burns with a bright red and white light for 1 hour. Once ignited it provides bright light in a 10-meter (30-foot) radius and dim light for another 10 meters (30 feet). It also burns underwater and cannot be extinguished. When used against a creature or object as an improvised melee weapon, the flare deals 1d4 fire damage and sets flammable objects that aren't being worn or carried on fire.

Scale. A mechanical or digital scale that measures the exact weight of small or tiny items.

Sleeping Bag. A sleeping bag keeps you warm at night, allowing you to get the benefits of a long rest even during cold or freezing cold weather.

Tent. A simple and portable shelter made from canvass, pelts or plastic that sleeps up to 2 people.

Torch. A torch burns for 1 hour, providing bright light in a 6-meter (20-foot) radius and dim light for an additional 6

Basic Gear

Item	Value	Weight	Crafting Check
Airhorn	1	1	DC 5 Mechanics
Backpack	2	1	DC 5 Mechanics
Ball bearings	1	1	DC 5 Mechanics
Battery	10	-	DC 5 Technology
Binoculars	4	1	DC 18 Technology
Binoculars, rangefinding	12	1	DC 20 Technology
Binoculars, nightvision	30	1	DC 25 Technology
Bolt Cutter	6	6	DC 15 Mechanics
Bottle	1	-	DC 10 Mechanics
Caltrops (bag)	2	1	DC 7 Mechanics
Camcorder	12	1	DC 15 Technology
Camera, analog	10	1	DC 20 Technology
Camera, polaroid	20	1	DC 20 Technology
Camping Cooker	10	1	DC 15 Mechanics
Candle	1	-	DC 10 Science
Chain (10 meters)	8	5	DC 15 Mechanics
Chem Light Stick	2	0.5	DC 10 Science
Compass	4	-	DC 15 Mechanics
Computer, desktop	20	6	DC 10 Technology
Computer, laptop	20	2	DC 15 Technology
Computer, smartphone	30	-	DC 20 Technology
Computer, tablet	30	1	DC 20 Technology
Crowbar	2	2	DC 5 Mechanics
Defibrillator (AED)	60	2	DC 20 Technology
Drone	30	5	DC 15 Technology
Fire Extinguisher	4	4	DC 10 Science
Flashlight	6	0,5	DC 10 Technology
Flashlight, UV	20	0,5	DC 20 Technology
Fuel	4	1	DC 10 Science

Item	Value	Weight	Crafting Check
Grappling Hook	2	1	DC 10 Mechanics
Handcuffs	4	-	DC 15 Mechanics
Hunting Trap	4	10	DC 15 Mechanics
Ladder (3-Meters)	6	10	DC 10 Mechanics
Lighter	2	-	DC 15 Mechanics
Lock	2	0,5	DC 20 Mechanics
Magnifying Glass	4	-	DC 20 Mechanics
Map	20	0.5	Uncraftable
Metal Detector	10	1	DC 15 Technology
Oil Lamp	2	1	DC 5 Mechanics
Oil Lantern, bullseye	4	1	DC 8 Mechanics
Oil Lantern, hooded	4	1	DC 8 Mechanics
Parachute	16	10	DC 10 Mechanics
Piton	1	0,5	DC 5 Mechanics
Radio	10	1	DC 15 Technology
Radio, two-way	26	1	DC 20 Technology
Ram, portable	2	15	DC 10 Mechanics
Road Flare	4	1	DC 10 Mechanics
Rope (20-meters)	2	2	DC 5 Mechanics
Scale	4	1	DC 10 Mechanics
Shovel	1	4	DC 5 Mechanics
Sleeping Bag	14	5	DC 5 Mechanics
Soap	2	-	DC 10 Mechanics
Tent	20	10	DC 10 Mechanics
Torch	2	1	DC 5 Mechanics
Whistle	2	-	DC 5 Mechanics
Whistle, Dog	4	-	DC 5 Mechanics
Winch	2	2	DC 10 Mechanics
Zip-Ties	6	1	Uncraftable

meters (20 feet). If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Whistle. A small whistle that produces a high pitched sound that can be heard far away.

Dog Whistle. A whistle that creates a loud sound that is pitched so high only certain creatures, like elves, kobolds, harpies, dogs, etc. can hear it. Humans, giants and the like only perceive a quiet hissing.

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.

Zip-Ties. These plastic strips can bind a Small or Medium creature. Zip-ties have 4 hit points.

Clothes

Clothes protect you from the elements and can provide other benefits when you wear them. The following is a list of the most common types of clothing.

Clothes

Clothes	Value	Weight	Crafting Check
Casual Clothes	2	2	DC 5 Mechanics
Dress	6	2	DC 10 Mechanics
Flash Goggles	40	0.5	DC 20 Mechanics
Gas Mask	10	2	DC 10 Mechanics
Ghillie Suit	12	4	DC 10 Mechanics
Headlamp	8	1	DC 10 Technology
Ice Skates	10	2	DC 15 Mechanics
Infrared Goggles	100	1	DC 25 Technology
Mask	2	1	DC 5 Mechanics
Military Fatigues	4	1	DC 15 Mechanics
Night Vision Goggles	80	1	DC 25 Technology
Outdoor Clothes	4	2	DC 10 Mechanics
Pajamas	2	1	DC 5 Mechanics
Prescription Glasses	20	-	DC 20 Mechanics
Rain Coat	10	2	DC 10 Mechanics
Scuba Tank	30	20	DC 20 Mechanics
Suit and Tie	6	2	DC 15 Mechanics
Sunglasses	2	-	DC 15 Mechanics
Swimfins	4	2	DC 10 Mechanics
Swimming Goggles	4	-	DC 15 Mechanics
Swimwear, Men	2	1	DC 5 Mechanics
Swimwear, Women	2	1	DC 5 Mechanics
Winter Clothes	4	8	DC105 Mechanics

Flash Goggles. Goggles that instantly dim when exposed to bright light. While equipped, you are immune to being blinded by bright light, like the *Flash* spell, or a flashbang grenade, but have disadvantage on Wisdom (Perception) checks.

Gas Mask. While wearing this mask you are immune to airborne poisons and have disadvantage on Wisdom (Perception) checks.

Ghillie Suit. A ghillie suit covers your body in fabric mimicking the environment. Every ghillie suit is made for a specific environment. While you are in this environment, you are camouflaged (see the condition).

Headlamp. A headlamp is a flashlight that includes a harness for wearing it on the head. The headlamp projects bright light in a 20-meter (60-foot) cone, and dim light for an additional 20 meters (60 feet). You can use a bonus action to turn a headlamp on or off. A charge lasts for 5 hours of continuous use.

Ice Skates. While you wear these shoes, you ignore difficult terrain caused by ice. All other terrain is difficult terrain for you.

Infrared Goggles. This device covers the eyes and can be worn with a helmet. While wearing it, you gain infravision out to a range of 30 meters (90 feet). A charge lasts for 5 hours of continuous use.

Night Vision Goggles. This device covers the eyes and can be worn with a helmet. While wearing it, you gain darkvision out to a range of 30 meters (90 feet). A charge lasts for 5 hours of continuous use.

Prescription Glasses. A creature that has bad eyesight doesn't have disadvantage on Wisdom (Perception) checks while it wears these glasses.

Rain Coat. A coat that can be worn on top of armor (cloak). While equipped, you treat rain as though it were pleasant and heavy rain as though it were rain.

Scuba Tank. While wearing a scuba tank, you do not need to breathe and do not suffocate as long as the tank contains oxygen. A single tank lasts for 1 hour.

Sunglasses. While wearing sunglasses, you have advantage on saving throws against effects caused by especially bright light, such as the *Flash* spell and don't suffer from the effects of *Sunlight Sensitivity* and similar traits.

Swimfins. While you wear swimfins, you gain a swimming speed equal to your walking speed, however, your walking speed is halved on land.

Swimming Goggles. While wearing sunglasses, you can see normally underwater, even if you do not have a natural swimming speed.

Winter Coat. Warm clothes that protect you from cold weather and can be worn on top of armor (cloak). Necessary for surviving freezing cold temperatures.

Tool Kits

Tool kits allow you to do things in the field you wouldn't otherwise be able to do. They rely on skill checks and either make a check possible, easier, or offer some other benefit.

Tool Kits

Item	Value	Weight	Crafting Check
Climbing Kit	10	4	DC 10 Mechanics
Cooking Utensils	2	6	DC 5 Mechanics
Crafting Tools	20	10	DC 5 Mechanics
EMT Pack	20	4	DC 15 Mechanics
First Aid Kit	4	1	DC 10 Mechanics
Fishing Tackle	4	4	DC 10 Mechanics
Hunting Pack	4	2	DC 10 Mechanics
Lockpick	20	1	DC 15 Mechanics
Tattooist's Tools	10	4	DC 10 Mechanics

Climbing Kit. A climbing 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 3 meters (10 feet) from the point where you anchored yourself. Placing an anchor requires a piton.

Cooking Utensils. Pots, pans, knives, spices and other cooking utensils are packed together, allowing you to cook food while camping in the wild.

Crafting Tools. A large collection of common tools. When you attempt to craft an item, you only need to expend resources equal to half its value.

EMT Pack. A bag containing a large assortment of medical equipment that allows you to perform surgeries in the field.

First Aid Kit. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a downed creature that has 0 hit points, without needing to make a Wisdom (Medicine) check. If you are downed yourself you may use your turn to expend a charge and stabilize yourself.

Fishing Tackle. This kit includes a wooden rod, a thin plastic line, bobbers, steel hooks, lead sinkers, rubber and plastic lures, and narrow netting. When you forage near a body of water, increase the result of your Wisdom (Survival) check by 2.

Hunting Pack. Contains a small knife, hooks and small bags for storing animal parts. Required for harvesting loot from creatures.

Lockpick. 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. Using these tools you can pick locks and disarm traps with successful Dexterity (Sleight of Hand).

Tattooist's Tools. This is a special needle and ink used to create permanent markings in a creature's skin.

Instruments

Several of the most common types of musical instruments are shown on the table as examples. Playing a music instrument requires proficiency with that instrument.

Instruments

Item	Value	Weight	Crafting Check
Drum	10	1	DC 10 Mechanics
Flute	10	1	DC 10 Mechanics
Guitar	30	2	DC 20 Mechanics
Horn	8	1	DC 5 Mechanics
Violin	30	1	DC 20 Mechanics

Drum. When wielding a drum, you have a +5 bonus on checks to maintain concentration on your arias. Beginning a new verse requires an action instead of a bonus action.

Flute. When wielding a flute, add +2 to your aria's spell save DC and spell attacks. Beginning a new verse requires an action instead of a bonus action.

Guitar. When wielding a guitar, increase the range of your arias by 10 meters. Beginning a new verse requires an action instead of a bonus action.

Horn. When wielding a horn, you have a +2 bonus to your AC and saving throws while you are concentrating on an aria. Beginning a new verse requires an action instead of a bonus action.

Violin. When wielding a violin, add +2 to the damage and effect rolls of your arias. Beginning a new verse requires an action instead of a bonus action.

Consumables

Listed here are consumable items that are not magical in nature and may be found in old world stockpiles. For a list of potions, refer to the section on potion formulas in the chapter on witchcraft.

Consumables

Item	Value	Weight	Crafting Check
Alcohol	6	1	DC 5 Science
Cannabis	6	0.5	Uncraftable
Coffee	8	0.5	Uncraftable
Contraceptive	14	0.5	DC 15 Science
Hallucinogenic	2	0.5	Uncraftable
Painkiller	16	0.5	DC 15 Science
Stimulant	6	0.5	DC 15 Science
Tranquilizer	12	0.5	DC 15 Science
Tobacco	1	0.5	Uncraftable

Alcohol. As an action you may drink the contents of this bottle. You must succeed a DC 5 Constitution saving throw or be poisoned until you finish a night's rest.

Cannabis. Spend 1 minute smoking a joint to become poisoned for 5 hours.

Coffee. Spend 10 minutes brewing and consuming a cup of coffee. Drinking it provides 2 temporary vitality until you finish your next night's rest.

Contraceptive. As an action you may ingest this drug. For the next 7 days you cannot be impregnated by non-magical means.

Hallucinogenic. As an action you may ingest this drug to become poisoned for 10 hours.

Painkiller. As an action you may inject yourself with a dose of painkillers. For the next hour you do not fall prone and are not incapacitated while downed. You still make death saves and may die from failing three.

Stimulant. As an action you can smoke or ingest this drug. For the next 8 hours you ignore the effects of exhaustion, except death at level six.

Tranquilizer. As an action you can ingest this poison. At the end of your next turn, you fall unconscious and enter a dreamless sleep. The effect ends if you take damage, or someone uses an action to shake or slap you awake.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Tobacco. Spend 1 minute smoking a cigarette to gain 4 temporary vitality until you finish your next night's rest.

Skill Books

A skill book provides a passive bonus to one or more of your skills, as long as it remains in your inventory and is written in a language you can read. You can benefit from more than one skill book at a time, but having multiple copies of the same skill book provides no additional benefit. The bonus provided by a skill book is lost when the item is removed from your inventory. Copying a skill book requires scrap equal to half its value and a successful DC 15 Science check.

Vehicles

To aid in running adventures where vehicles engage in combat, undertake precise navigation, or face situations where their various capabilities become relevant, the following section presents rules for their use. Appendix D contains stat blocks for a variety of common vehicles that may be encountered in the New World.

Basic Statistics

A vehicle stat block has three main parts: basic statistics, components, and action options. Vehicles can't take any actions on their own. Without effort from its crew, a vehicle might continue on its trajectory, steadily come to a stop, or careen out of control, as the GM deems appropriate.

Size

Most vehicles are Medium, Large, Huge, or Gargantuan. A vehicle's size category is determined by its length or width, whichever is longer. For instance, a vehicle that is 1 meter (5 feet) wide and 5 meters (15 feet) long would use the size category that has a 5 meter (15 foot) width, which means the vehicle is huge.

Space

A vehicle doesn't have a square space unless its stat block specifies otherwise. For example, a vehicle that is 5 meters (15 feet) long and 3 meters (10 feet) wide occupies a 6-by-3-meter space.

A vehicle can't move into a space that is too small to accommodate it. If it tries to do so, it crashes, as described in the Crashing paragraph in the section on vehicles in combat (see Chapter: 9 Combat).

Armor Class

A vehicle has an Armor Class (AC). Its AC reflects the materials used to construct it and any defensive plating used to augment its toughness and is also influenced by its size (see the rules for determining your Base Armor Class). Unlike creatures, a vehicle is unique in the way that certain hits are essentially meaningless (for example you can shoot 500 bullets through the side of a car and it will still drive, however, a few hits in the engine block will take it down). To damage a vehicle, critical components must be struck, which is why most vehicles have a Base Armor Class that is much higher than a creature of their size would have.

Fuel

Most vehicles require some sort of fuel to function, be it electricity, diesel, gasoline, or kerosine. The number listed here is the maximum fuel capacity of the vehicle's tank or battery.

Fuel Consumption per Hour

The value listed here is the number of units of fuel the vehicle consumes every hour it is in operation. A unit of fuel equal around 1 liter of fuel, depending on the quality of the fuel. 1 lieter of fuel has a value of 4, a weight of 1, and requires a successful DC 10 Science check to craft (see the Fuel Bottle item).

Travel Pace

A vehicle's travel pace determines how far it can move per hour and per day. A vehicle's movement-related components (described later in the stat block) determine how far the vessel can move each round. This speed isn't necessarily that vehicle's maximum speed, but the distance the car can realistically travel in an hour with a driver doing their best to conserve fuel and avoid crashing. You may increase that speed by half, doubling fuel consumption. If you do, you must succeed a DC 10 Dexterity (Vehicle Handling) check, or crash the vehicle.

Speed

A vehicle has a speed, which is the number of kilometers it can travel in an hour and the number of meters it can move during its turn.

Ability Scores

A vehicle has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers.

The Strength of a vehicle expresses its size, weight, and the power of its engine. Dexterity represents a vehicle's ease of handling. A vehicle's Constitution covers its durability and the quality of its construction. Vehicles usually have no Intelligence, Wisdom, and Charisma scores, as they have no awareness of their own.

If a vehicle has nothing in a given score, it automatically fails any ability check or saving throw that uses that score.

Capacity

A vehicle's stat block indicates how many creatures and how much cargo it can carry. Creatures include both the crew and any passengers who might ride along. The creature capacity assumes the passengers are medium creatures. A large creature requires two seats.

Cargo capacity notes the amount of cargo the vehicle is designed to carry. Many vehicles can, in a pinch, carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often an unsafe experience for those passengers. As a rule of thumb, one additional medium passenger can be carried for each 100 units of unused cargo capacity, half as much for a small creature and twice as much for a large creature. Additionally, more cargo might be able to be carried if there is unused creature capacity. Each unused passenger slot allows the vehicle to carry an additional 50 units of cargo.

Vulnerabilities, Resistances and Immunities

A vehicle's vulnerabilities, resistances, and immunities apply to all its components, unless otherwise noted in the stat block.

Vehicles are immune to poison and psychic damage. Unless explicitly stated otherwise vehicles are immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious. A vehicle is treated as an object in terms of whether it can be targeted by spells or abilities.

Actions

This part of the stat block specifies what the vehicle can do during a round, using its special actions rather than the actions used by creatures. A vehicle can only take the actions specified in its stat block. It even relies on its actions to move; it doesn't have a move otherwise.

Every vehicle has a control component, which must be crewed by at least one creature. This is the vehicles pilot, more commonly referred to as a driver in the case of land vehicles or a captain in the case of water vehicles. Unless stated otherwise, a component must be crewed by a single creature. If the control component is uncrewed, the vehicle is disabled (see the condition).

Every component has a list of actions it can take. Every fully crewed component may take a single action during its turn. The creature controlling that component decides which action that component takes and when in its turn it does so. (See the section on vehicles in combat in Chapter 9: Combat for details). If more than one creature crews a component, they must unanimously agree on which action to take or pass their turn.

Vehicle Proficiencies

Most vehicles require special training to operate and to use a vehicle, you must be proficient with vehicles of its type.

Every adult from the Old World is proficient with simple vehicles and cars. All other proficiencies must either be acquired through your background, or some other way. Vehicles are grouped by their type in Appendix C. For example, the Tractor, Car, and SUV are all cars and anyone proficient with cars may operate them.

Vehicle Travel

Vehicles are the fastest and most comfortable way to get around. Unlike a humanoid, these machines are capable of running for as long as there is fuel. Multiple people can easily take turns driving or piloting to travel day and night. Their only limit is their fuel consumption.

Land Vehicles. Land vehicles work best on paved roads. Many land vehicles are completely incapable of off-road travel and even those that can go off-road travel at a severely reduced speed, as for them even an open field is difficult terrain. The sheer size of most vehicles also makes most forests completely impassable for them.

Water Vehicles. Boats and ships can travel through any sort of body of water, as long as it is deep enough and, in case of a river, wide enough. Rivers and swamps however require careful maneuvering to move through, making them dangerous and causing them to be considered difficult terrain for larger water vehicles, if they can move there at all.

Air Vehicles. Flying is the fastest way to travel and in theory the safest. Just watch out for dragons, spellcasters, and anti-air defenses, because most air vehicles are fragile and there is no cover in the air.

Resting while Driving

Passengers may sleep while traveling in a vehicle. Driving a vehicle counts as light activity, meaning a night's rest is not possible while crewing a vehicle, but crewing a vehicle does not interrupt a long rest.

Repairing Damage

Repairing damage to a vehicle takes a full hour of work and a Crafting Kit (see under Tools). At the end of the hour, make an Intelligence (Mechanics) check. The vehicle restores hit points equal to the result of the check -5. It is possible to damage a vehicle if the attempted repairs are particularly poor.

Vehicle Modifications

Building anything more than a simple buggy, gyrocopter, or propeller plane from scratch is all but impossible without a modern industrial complex, however, crafty survivors may want to modify vehicles to make them more suitable for life in the New World. Whether this means adding large tires for off-road driving, mounting weapons, or removing 'unnecessary' hull parts and pieces to cut fuel consumption, modifying vehicles can give you the upper hand in a variety of circumstances.

Some modifications only take time, others also require scrap. You may change the modifications applied to a vehicle during a long rest (one week of downtime), adding or removing one or several of them at a time. Modifications are crafted, just like any other item. Any scrap spent on a modification is wasted if that modification is removed. For a list of common modifications, see the *Vehicle Modifications Table* below. Sometimes you may find a vehicle that already has a modification installed or parts of a pre-built modification ready to be installed. On a stat block, this is indicated by a trait that shares its name with the modification. Transferring or installing the modification still takes time, but costs no scrap in those cases.

Modifications usually have restrictions placed on them that limit the types of items the modification can be applied to. Vehicles can only have one of the same modification applied at any one time, unless otherwise specified.

Commissioning Modifications

If you do not want to apply a modification yourself, or lack the skills needed to do so, you may task a mechanic at a garage to do it for you (see the Garage project for details). This will usually cost you an amount of scrap or rations equal to the modification's value. A modification that has no value will usually be offered for a small fee, or for free if it is purchased with other modifications.

Vehicle Modifications

Modification	Value	Crafting Check
Light Frame	0	None Required
Mount Weapon	2	DC 5 Mechanics
Ram	20	DC 10 Mechanics
Reinforce	Vehicle Value	DC 10 Mechanics
Turbo Booster	30	DC 15 Mechanics

Light Frame. You remove all parts of the vehicle that are not absolutely essential to its ability to drive.

Halve the vehicle's fuel consumption. The vehicle's hit points are also halved and it no longer provides cover to its passengers.

Mount Weapon. You mount a weapon that you own on the vehicle. The weapon must be crewed to be used. A creature that crews the weapon has half cover and is not considered prone.

Ram. When a vehicle with a ram crashes into a creature or object, that creature or object takes twice as much damage from the crash.

Reinforce. You add additional support and plating to the vehicle to protect it and its passengers.

Double the vehicle's hit points. It now provides total cover to creatures completely inside it. Also, double its fuel consumption. This modification can be applied more than once.

Turbo Booster. A device that injects special chemicals into the engine to increase engine power dramatically. The vehicle gains the following action option:

Dash (Bonus Action). The vehicle's speed is doubled until the end of the turn.

Chapter 5: Customization Options

The combination of ability scores, race, class, and who you were before the fog define who you are in the New World. However, your development does not need to be entirely defined by your patron and your life before the apocalypse. There are two other ways you can further customize your character: multiclassing and feats.

Multiclassing

Multiclassing allows you to gain levels in multiple classes. Within the context of the new world there are two ways you may multiclass. The first is the simplest: during your travels you are given a level in a class. An elemental spirit may mark you as a sorcerer, after performing a great service to a master swordsman he may agree to train you. Gaining a level through gameplay, usually as a reward, is a great boon that is not granted lightly and often requires a significant time investment. Gaining a level this way requires no prerequisites and has no impact on your character level. These "special" levels exist in a vacuum outside your normal experience based character progression and can only be advanced through time and dedication.

The second way to multiclass is through standard level progression after you have gained your 1st level. This way is based on the premise that your patron shifted their focus from one area of expertise to another, or was part of a group that spilt their focus on studying techniques that blur the lines between two classes. This option is represented by you choosing to take a level in a new class when you gain enough experience to advance to a new level, instead of gaining one in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in mage and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely. Your progression always represents your patron's journey through life, as you unlock the abilities they learned first and are thus most familiar with first, before gaining access to what they ingrained later in life. You might even start progressing in a third or fourth class should you realize that your patron split their focus further. Compared to a single-class character of the same level, you'll sacrifice some powerful abilities in exchange for versatility.

Prerequisites

To qualify for gaining a new class through leveling, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. This represents the fact, that if your patron did shift their focus between different paths, the physical capabilities they trained while training need to reflect that. For example, a barbarian who decides to multiclass into druid class must have a Wisdom score of 13 or higher, because there is no way a person who spent years studying life magic would have less than 13 Charisma.

You also cannot multiclass before you have reached your 1st level. You choose your patron's primary class when you create your character, which provides you with certain proficiencies at 0th level. When you gain your 1st level, it must be in that primary class.

Multiclassing Prerequisites

Class	Ability Score Minimum
Barbarian	Constitution 13
Bard	Charisma 13
Druid	Wisdom 13
Fighter	Strength or Dexterity 13
Mage	Spellcasting Ability 13
Monk	Dexterity and Wisdom 13
Paladin	Strength and Charisma 13
Prophet	Spellcasting Ability 13
Ranger	Strength or Dexterity and Wisdom 13
Rogue	Dexterity 13
Sorcerer	Spellcasting Ability 13
Witch	Intelligence 13

Levels and Class Features

When you multiclass into a class, you do not start at 0th level as you do when creating a character and you do not receive the proficiencies that class would provide at 0th level. Instead you gain the class's 1st level features and the proficiencies detailed in the class's Multiclassing section. If the class you are multi-classing into requires you to select your subclass at level 0, you must select your subclass at level 1. You do not gain any features provided by the subclass at level 0, but abilities with no level association (such as those that tell you your spellcasting ability) still apply.

Experience Points

The experience point cost to gain a level is always based on your total character level, as shown in the *Character Advancement* table, not your level in a particular class. So, if you are a prophet 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a prophet.

Proficiency Bonus

Your proficiency bonus is always based on your total character level, not your level in a particular class. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th-level character, which is +3.

Extra Attack

If you gain the Extra Attack class feature from more than one class, the features add together.

Unarmored Defense

If different classes grant you features that allow you to add an ability modifier to your armor class, you choose which is added. You can only add one ability modifier to your armor class unless the ability explicitly states otherwise.

Proficiencies

When you gain your first level in a class other than the class you chose to be your first at 0th level, you do not gain all of the new class's starting proficiencies. You instead gain the usually smaller selection of proficiencies listed in the class description under Multiclassing, or shown in the *Multiclassing Proficiencies* table.

Multiclassing Proficiencies

Class	Proficiencies Gained
Barbarian	Shields, simple weapons, martial weapons
Bard	Light armor, one skill from the bard skill list
Druid	One skill from the druid skill list
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Mage	Simple weapons
Monk	Monk Weapons (see Martial Arts)
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Prophet	Light armor, medium armor, shields
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the ranger skill list
Rogue	Light armor, simple weapons, one skill from the rogue skill list
Sorcerer	-
Witch	Light armor, medium armor, shields

Feats

A feat represents a talent or an area of expertise that gives you special capabilities. It embodies training, experience, and abilities that you acquired on your own while adventuring in the new world and are completely independent of your patron.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

Feat Categories

Feats are divided into five categories based on for whom they would be most useful to; **General feats** which are meant for everyone, **spellcaster feats** which are meant for spellcasters, **defensive feats** which are meant to make you tougher, **martial feats** which are meant for weapon users, and finally **species feats** which enhance the natural traits of your species.

General Feats

General Feats are feats that can be useful to any character and provide a plethora of abilities useful both in and out of combat.

Animal Friend

You have a way of pacifying even the most vicious of animals, granting you the following traits:

- Increase you Wisdom score by 1, to a maximum of 20.
- You are proficient in the Animal Handling skill.
- As an action, you can attempt to convince a fey, beast, or monstrosity within 10 meters (30 feet) of you that you mean it no harm. The beast must make a Charisma saving throw equal to 8 + your proficiency bonus + your Wisdom modifier. It has advantage on its saving throw if you or one of your companions has caused harm to the beast or any of its allies. On a failed save, the creature is charmed by you until your next night's rest, or until you or one of your companions harm it. On a successful save, the beast is immune to further attempts to charm it for 24 hours. Once you have successfully charmed a creature using this ability, you can't use this ability again until you complete a night's rest.

Athlete

Your body is a fine tuned machine, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 1 meter (5 feet) of your movement.
- You can make a running long jump or a running high jump after moving only 1 meter (5 feet) on foot, rather than 3 meters (10 feet).

Attractive

Even if you are not beautiful, you have something about you that makes you irresistible to the opposite sex (or anyone else interested in your gender and species), granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made against anyone who is attracted to members of your sex, and add +5 to the result of a Charisma check to seduce someone attracted to your sex.

Downtown Delver

You have learned much about the entities that inhabit the ruins of the Old World as well as how to resist them and the fog that spawns them, granting you the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of fiends and undead.
- You have advantage on saving throws against the abilities and grapples of fiends and undead.
- You have resistance to the necrotic damage dealt by the Black Fog.

Magic Initiate

Prerequisite: Level 1

Choose either Divine Magic, an Elemental Lore (Lore of Force, Lightning, Frost, Light, Fire or Life), or Wild Magic.

You learn the Channel I spell of that type of magic. In addition, choose two Novice spells from that same lore to learn. You may cast these spells by expending vitality equal to their *Vitality Cost* will but cannot upcast them. Your spellcasting ability for these spells is determined by the type of magic you use.

This feat can be taken multiple times. If you take this feat again and choose the same lore of magic, you instead increase the level of spells you can cast by one, learn the corresponding channel spell and may learn two new spells of a level you can cast.

Freeruner

You are incredibly agile and have learned how to quickly scale everything from buildings to mountains, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a climbing speed equal to your walking speed.
- While not incapacitated, you are resistant to fall damage.

Maneuver Initiate

Your martial training allows you to use maneuvers in combat.

You learn two maneuvers of your choice. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Medic

You have trained to bring others back into the fight in the middle of combat, granting you the following benefits:

- You can use your bonus action to stabilize a dying creature.
- When you use a first aid kit to stabilize a dying creature, that creature regains hit points equal to your modifier in the Medicine skill.

Merchant

You have made trade your trade and can haggle with the best of them, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When haggling for services or items you can attempt to halve the price by making a Charisma (Persuasion) check contested by the other creature's Intelligence saving throw. This ability does not work on automated vending machines.

Mobile

You are exceptionally speedy and agile, granting you the following benefits:

- Your speed increases by 3 meters (10 feet).
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Mounted Combatant

You have mastered the use of your mount for combat, granting you the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Pickpocket

You have a talent for relieving folks of their possessions, or slipping them something unseen, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Sleight of Hand skill. If you are already proficient, double your proficiency bonus.
- As long as a creature isn't paying attention to your hands, you have advantage on Dexterity (Sleight of Hand) checks you make to either remove a tiny object from their person or slip a similarly sized item onto their person.

Power Armor Pilot

By training with a witch or on your own, you have learned how to pilot a suit of power armor. You may now attune to a suit of power armor.

Quick Pockets

You are adept at secreting items about your person and recovering them quickly, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can retrieve items from your inventory (backpack) using your bonus action.
- As long as a creature isn't paying attention to your hands, you have advantage on Dexterity (Sleight of Hand) checks you make to either conceal an item no larger than a tiny object somewhere on your person or remove such an item unnoticed from its hiding place on your person

Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Skulker

You are expert at slinking through shadows, granting you the following benefits:

- You have advantage on any checks to hide when you are at least heavily obscured, and can attempt to hide if you are only lightly obscured.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are done, your clothes are almost indistinguishable from the environment and you know how to abuse this camouflage perfectly. After that minute, you are camouflaged (see the condition) until you leave the area you camouflaged yourself for.
- Attacking a surprised creature while camouflaged does not reveal your location and you have +10 on all stealth checks. If a creature loses track of you, (You succeed on a stealth check) you may meld back into the environment, becoming camouflaged once more.

Smooth Talker

You always know the right words to say, granting you the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can always use Intelligence or Wisdom in place of Charisma when making Deception, Intimidation or Persuasion checks.

Witchcraft Initiate

Prerequisite: Level 1

Choose either Alchemy or Enchantments. You learn the Infuse I formula or enchantment of the chosen witchcraft. In addition, choose two Novice formulas or enchantments from that craft. You can infuse, but neither distill, nor refine these crafts. Your infusion ability for these crafts is Intelligence.

During a long rest (1 week of downtime), you gain a number of **Infusions** = 1 + your Intelligence modifier.

The infusions you gain from this feature do not stack with those gained from other sources (such as a witch's Infusions feature). You also gain the ability to sacrifice creatures for additional infusions as with the Witch's Blood Magic feature.

This feat can be taken multiple times. If you take this feat again and choose the same witchcraft, you instead increase the level of formulas or enchantments you can infuse by one, granting you the corresponding infuse formula or enchantment. You may also learn two new formulas or enchantments of a level you can infuse.

Zealot

You have taken up a cause so right, that it must be championed at any cost. Your mind is a bastion, shielded by absolute certainty. You are immune to the Charmed and Frightened conditions.

Spellcaster Feats

Spellcaster Feats are intended to be picked up by spellcasters and enhance their ability to wield magic.

Arcane Scholar

Prerequisite: *Ability to cast at least one spell.*

You have learned more about the inner workings of your spells and can modify them to suit your needs.

You learn a *Metamagic* option of your choice from the Mage subclass Path of the Scholar.

Doctor

Your knowledge of anatomy and healing magic combines to make your healing spells and abilities more efficient, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you would roll dice to determine the amount of hit points a creature recovers, they regain the maximum amount possible instead. This does not affect abilities that require no effort on your part (such as regeneration abilities).

Multi-Tasker

You have the ability to split your focus to an extreme degree. You may concentrate on up to two spells at once. If you fail a Concentration saving throw, you lose concentration on all spells you were concentrating on.

Prepared Caster

Prerequisite: *The ability to cast at least one spell.*

You have honed your ability to cast spells at a moment's notice, granting you the following benefits:

- If you choose to take the Cast a Spell action when you take the Ready action, you do not need to expend Vitality until the reaction is triggered.

- When you roll for initiative and are not surprised, you can use your reaction to immediately cast a spell. To cast a spell in this way, it must have a casting time of 1 Action or less and must not allow you to make an attack roll or force any creature to make a saving throw.

Power Caster

Prerequisite: *The ability to cast at least one spell*

When you gain this feat, choose one of the following damage types: acid, cold, fire, force, lightning, psychic, or radiant.

Spells you cast ignore resistance to damage of the chosen type. In addition, when you cast a spell that deals damage of this type, the initial damage increases by your proficiency bonus.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

Spell Sniper

Prerequisite: *The ability to cast at least one spell*

You have learned techniques that enhance the stability of your spells, granting you the following benefits:

- An ability score of your choice increases by 1, to a maximum of 20.
- When you cast a spell that targets only a single creature or requires you to make an attack roll, the spell's range is doubled.
- Your spells ignore half- and three-quarters cover.

War Caster

Prerequisite: *The ability to cast at least one spell*

You have practiced casting spells in the midst of combat, granting you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action or less and can only target that creature.

Defensive Feats

Defensive Feats are meant for those who wish to make themselves more resilient.

Resilient

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

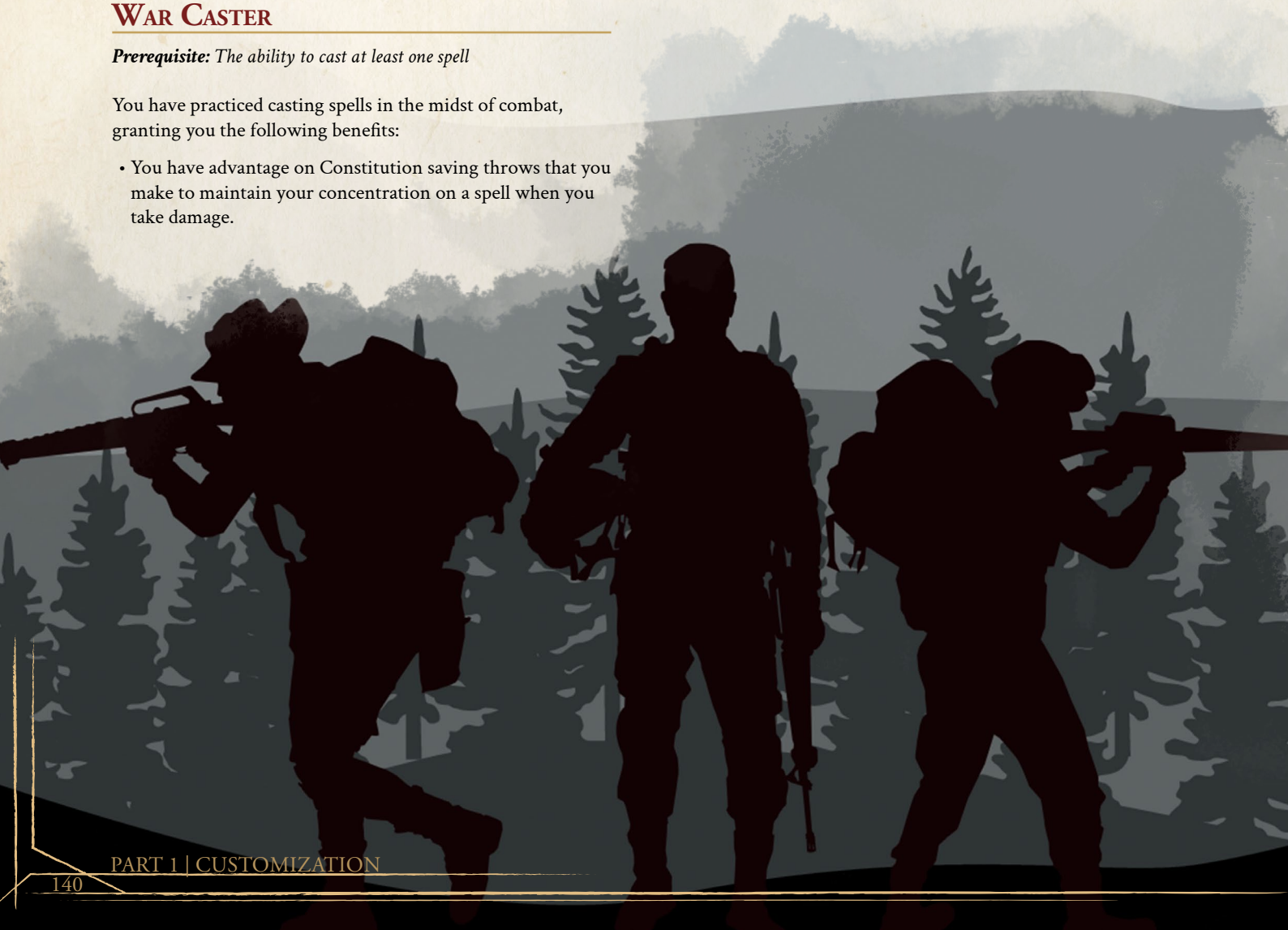
This feat can be taken multiple times in different ability scores.

Tough

Your hit point maximum increases by an amount equal to 2 + your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit point.

Quick Reflexes

Prerequisite: *Dexterity 13 or higher*



You can react quickly to attacks and are better at avoiding them.

When another creature hits you with an attack, you can use your reaction to add +4 to your AC for that attack, potentially causing the it to miss you. If they target you with a spell that offers a saving throw, you can use your reaction to add +4 to the result of your role.

Harmless

You appear nonthreatening, causing others to underestimate you, and granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) checks to appear weaker or more useless than you are.
- When you roll initiative and are not surprised, you can make a Charisma (Deception) check against the passive Wisdom (Insight) of all hostile creatures that can see you. If you beat a creature's Wisdom (Insight), it can't attack you or choose to target you with a harmful effect until it sees you take a harmful action against one of its allies or itself. The creature may still include you within an area effect for which it doesn't declare targets.

Lightly Armored

You have trained in the use of light armor and shields and can now use both effectively.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armor and shields.

Moderately Armored

Prerequisite: *Light armor proficiency*

You have trained in the use of medium armor and shields and can now use both effectively.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.

Heavily Armored

Prerequisite: *Medium armor proficiency*

You have trained in the use of heavy armor and shields and can now use both effectively.

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armor and shields.

Medium Armor Master

Prerequisite: *Proficiency with medium armor*

You have mastered the use of medium armor.

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

Heavy Armor Master

Prerequisite: Proficiency with heavy armor

You have mastered the use of heavy armor and can make sure attacks strike where you are protected.

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, slashing and force damage you receive is reduced by 3.

Shield Master

Prerequisite: *Proficiency with shields*

You use shields not just for protection but also for offense. You gain the following benefits while wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 1 meter (5 feet) of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that would deal damage to you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Martial Feats

Martial Feats are meant for those who rely on weapons to fight their battles and increase the effectiveness of both modern and medieval weapons.

Critical Striker

Your blows strike true and crush your foes, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you make a melee weapon attack, you score a critical hit on a roll of 19 or 20. If you already have an increased critical threat range, the range increases by 1 instead.
- When you score a critical hit with a melee weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Dual Wielder

You have mastered fighting with two weapons, granting you the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

Firearms Training

You have practiced extensively to effectively wield firearms properly.

- Increase your Dexterity score by 1, to a maximum of 20.
- You learn one Fighting Style from the Fighter class.
- You gain proficiency with simple and martial firearms.

Grappler

Prerequisite: *Strength 13 or higher*

You've developed the skills necessary to hold your own in close-quarters grappling.

- When you are grappling a creature you can attempt to shove it prone as a bonus action.
- You have Advantage on attack rolls against creatures you are grappling.
- When a creature you are grappling attempts to break your grapple and fails, you can use your reaction to make a melee attack against them.
- You can grapple creatures one size larger than normal.

Mage Slayer

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 1 meter (5 feet) of you casts a spell, you can use your reaction to make an attack of opportunity against that creature.
- When you damage a creature that is concentrating on a spell, that creature loses concentration.
- You have advantage on saving throws against spells cast by creatures within 1 meter (5 feet) of you.

Rapid Shooter

You have mastered the handling of your ranged weapons, granting you the following benefits:

- You ignore the loading property.
- You can reload weapons with the reload property as a bonus action.
- Being within 1 meter (5 feet) of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Skirmisher

You are trained in the art of weakening opponents from range, then closing in for the kill.

- When you attack a creature with a ranged attack, you have advantage on your next melee weapon attack against that creature until the end of your next turn.
- When you take the Disengage action your speed increases by 5 meters (15 feet) for the rest of your turn.

Sniper

Your ability to shoot accurately at long range grants you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When you attack with a ranged weapon you score a critical hit on a roll of 19 or 20. If you already have an increased critical threat range, the range increases by 1 instead.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Weapons Training

You have practiced extensively to effectively wield medieval weapons properly.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You learn one Fighting Style from the Fighter class.
- You gain proficiency with simple and martial weapons.

Species Feats

Species Feats offer specific benefits that are based on the traits of your species. If you are a hybrid between two species, you may choose a trait from either. If you have an acquired species, you may also choose a feat from your base species.

Change Master

Prerequisite: *Changeling*

You have mastered the ability to shapeshift to the point that it is hard to see through your disguises even by magical means. You gain the following benefits:

- You have advantage on saving throws against spells or effects that would reveal your true form.
- Once per night's rest, if you fail a Charisma (Deception) ability check, you can reroll the check; you must take the new roll.
- You have the apprentice wild magic spell *Pass Without Trace* prepared. You may only affect yourself with its active ability. Wisdom is your spellcasting ability for this spell.

Controlled Shifter

Prerequisite: *Lycan*

Your greater control over your transformation allows you to retain your full consciousness in your hybrid form and grants you the following benefits:

- As long as you are not starving when you enter your hybrid form, you maintain full control over your actions. You also retain the ability to talk.
- You may cast spells, maneuvers and class abilities while in your hybrid form.

Dwarven Tradition

Prerequisite: *Dwarf*

You train to turn your already tough as nails dwarven body into the apex of stout hardines, granting you the following benefits:

- Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit point.

- Increase the number of magic items you may attune to by 1.

Elvan Accuracy

Prerequisite: *Elf*

The grace and precision of elven warriors is legendary and your training in using your reflexes enhances your natural abilities to grant you the following benefits:

- Whenever you hit with an attack that isn't a critical hit, your critical hit range increases by 1. This benefits stacks until you land a critical hit, miss an attack, or enter or exit combat, after which it resets to your default.
- Whenever you have advantage on an attack roll, you roll three dice instead of two.

Fairy Strength

Prerequisite: *Fairy*

Fairy warriors often have to contend with foes much larger than them. Normally their tiny bodies don't stand a chance, but a bit of magical strength will easily level the playing field. And few creatures can stand the shame of being knocked out cold by someone not even a fraction of their weight.

- Your Strength score increases by 1, to a maximum of 20.
- At a negligible cost to your vitality you may use your bonus action to magically increase your strength until you lose concentration. You make yourself count as small in regards to wielding weapons, grappling or carrying objects. You can also use this increased strength to attack, although doing so ends the effect. As an action you strike a creature with magical might. Make an attack with a melee or thrown weapon or a melee spell attack. On a hit, the attack deals an additional 1d6 damage or 1d12 force damage if it's a spell attack.

Friend of the Forest

Prerequisite: *Dryad*

By gaining a greater understanding of your connection to your spirit tree, you become more aware of the world around you, granting you the following benefits:

- You gain a bonus to your initiative equal to your proficiency bonus.
- While inside a forest you gain advantage on Wisdom skill checks.
- You learn druidic, the language of the wild. You understand all sentient creatures and can communicate meaning with them, even if you don't share a language or the creature cannot speak. How complicated these ideas can be depends on the intelligence of those who participate in the conversation. A creature with 2 or less intelligence cannot be communicated with in any meaningful way. This form of communication works through a combination of speech, gestures, and magic. To communicate in this way, both participants must perceive each other with their own senses (druidic cannot be recorded or transmitted electronically). As long as the participants can see each other, druidic allows for silent communication.

Giant Toughness

Prerequisite: *Giant*

By specifically training your resilience you can turn your giant body into a living tank, granting you the following benefits:

- Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit points.
- When an attacker that you can see hits you with an attack, you can use your reaction to half the bludgeoning, piercing, and slashing damage you would take.

Human Prodigiousness

Prerequisite: *Human*

You train the already considerable endurance your human body, granting you the following benefits:

- You gain advantage on death saving throws and failing a death saving throw does not cause you to fall unconscious.
- Your vitality maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your vitality maximum increases by an additional 1 vitality.

Kobold Reflexes

Prerequisite: *Kobold*

You are especially nimble while in situations that threaten your life. You gain the following benefits:

- Your movement does not provoke opportunity attacks.
- If you have half your maximum hit point or less, your movement speed increases by half your walking speed. (both rounded down)

Merfolk Land Adaptation

Prerequisite: *Merfolk*

You have trained to move and live on land more efficiently, granting you the following benefits:

- Your speed on land increases by 2 meters (5 feet) to 10 meters (30 feet).
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it.

Squat Nimbleness

Prerequisite: Small Size

You are uncommonly nimble for your species, granting you the following benefits:

- Your speed increases by 2 meters (5 feet).
- You gain proficiency in the Dexterity (Acrobatics) or Strength (Athletics) skill (your choice).
- You have advantage on any Strength (athletics) or Dexterity (acrobatics) check you make to escape from being grappled.
- You can take the disengage action, and the dodge action as a bonus action, on each of your turns.

Chapter 6: Using Ability Scores

Six ability scores provide a quick description of every creature's physical and mental characteristics:

- Strength, measuring physical power and speed
- Dexterity, measuring reflexes and agility
- Constitution, measuring endurance and hardiness
- Intelligence, measuring logical reasoning and memory
- Wisdom, measuring perception and improvisation
- Charisma, measuring willpower and confidence

Your ability scores summarize the physical capabilities of your body. If you were to compare your body to a computer, your soul would be the operating system and your ability scores are a spec-sheet detailing the capabilities of the hardware. A high strength score means that you are muscular and physically capable of stemming heavy weights. A low intelligence score means you have trouble remembering details and trying to understand complicated things simply feel difficult. Training can slowly enhance and neglect can cause these abilities to deteriorate. It needs to be mentioned, that the lower an ability score is, the easier it is to increase through training. The higher it is, the more training is needed to increase it further.

You inherit these attributes from your patron, as they are all defined by the biological characteristics of your body. Though you retain your personality and memories, even your mental abilities are influenced by your physical form to no small degree. These abilities can be trained and honed through effort, represented by the periodic ability score increases or feats you receive as you survive the New World.

A score of 10 is the normal human baseline. It represents a human who has put no, or only minimal effort into developing that skill, but also hasn't particularly neglected it. Some races are inherently better at certain abilities. For example, elves naturally have better reflexes and are more agile than humans, which is why they receive a bonus to Dexterity. A score of 14 or 15 is normal for those who use that ability often. Most soldiers or specialists from the other world will have 14 or 15 in two, or maybe even three ability scores. A score of 16 or 17 is normal for someone who specifically trains that ability. People like that are often mages. A score of 18 is the highest that a normal person can reach and requires focused and almost daily training. A score of 20 and beyond is reserved for the Olympic athletes and archmages of the world. Those who have dedicated their lives to training that specific aspect of their body, and have reached the pinnacle of mortal potential.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

Ability Scores and Modifiers Table

Score	Modifier	Score	Modifier
1	-5	16-17	3
2-3	-4	18-19	4
4-5	-3	20-21	5
6-7	-2	22-23	6
8-9	-1	24-25	7
10-11	0	26-27	8
12-13	1	28-29	9
14-15	2	30	+10

Proficiency Bonus

You have a proficiency bonus determined by your level (see your class description). Your proficiency bonus represents that you have experience with doing a certain thing. A feature that allows you to add your proficiency bonus to a check (such as a skill proficiency) simply means that because you know how to do things of that type or have broad knowledge of the subject matter, your chance of success when trying to do something that you do not know exactly how to do, or where success is not guaranteed, is increased.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. Just like before, if multiple features would double it, you only apply one. If a feature would double your proficiency bonus in a skill you are not proficient in, you multiply by 0 and gain no benefit.

Ability Checks

An ability check tests your physical abilities in an effort to overcome a challenge. Whenever there is an event, other than an attack, where the outcome is not certain, the GM calls for an ability check.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand. Based on the likelihood of success and failure the GM determines a Difficulty Class (DC) that is unknown to you. The bonuses your abilities grant to these increase or decrease your chance of success and thus modify your roll. The Typical Difficulty Classes table shows the most common DCs.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success and you overcome the challenge at hand. Otherwise, it's a failure, which means you make no progress, or make progress but suffer a setback.

Contests

Sometimes your efforts are directly opposed to another's. This is a contest and can be anything from you and another creature in a tug of war to you trying to kick down a door another creature is holding shut. In this case a contest is called. The creatures participating in the contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total

to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. For example, if you are trying to kick down a door and you tie with the foe trying to keep it shut, the door remains closed.

Skills

Each ability covers a broad range of capabilities, including skills that you can be proficient in. Every skill represents how good you are at overcoming a certain category of tasks. It represents a specific aspect of an ability score, and proficiency in a skill means that you have knowledge that makes it easier to accomplish tasks that fall into this category. For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to pickpocket someone, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding. What skills you're proficient with is determined by what skills you had before the fog. In some cases your patron may also have been so skilled at a certain task that the ingrained knowledge they pass on to you provides you with proficiency in a skill. The skills related to each ability score are shown in the following list. Constitution has no skills associated with it. Every skill is described in greater detail later in this chapter.

Strength
Athletics

Dexterity
Acrobatics
Sleight of Hand
Stealth

Intelligence
Arcana
History
Investigation
Mechanics
Science
Technology

Wisdom
Animal Handling
Insight
Medicine
Perception
Survival

Charisma
Deception
Intimidation
Performance
Persuasion

Sometimes, the GM might ask for an ability check using a specific skill, for example, "Make a Wisdom (Perception) check." At other times, you might ask the GM if proficiency in a particular skill applies to a check. In either case, you may add your proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, make a normal ability check. For example, if you attempt to open a digital lock for a house, the GM might ask for an Intelligence (Technology) check. If you're proficient in Technology, your proficiency bonus is added to the Intelligence check. If you lack that proficiency, you may ask the GM to use another in this case. For example, instead of rewiring the lock, you could use finesse to disable the locking mechanism and might be able to use Dexterity (Sleight of Hand) to overcome the challenge. If you have no relevant proficiency, you make a raw Intelligence check.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check may represent your general aptitude, such as when you are attempting to craft something over and over again, or can be used when the GM wants to secretly determine whether you succeed at something, such as whether you notice an ambush down the road.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If you would have advantage on the check, add 5. In case of disadvantage, subtract 5. The game refers to a passive check total as a score. For example, if you have a Wisdom ability score of 15 and proficiency in Perception, you have a passive Wisdom (Perception) score of 14. The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules in chapter 8.

Working Together

Sometimes two or more people team up to attempt a task. The one who's leading the effort, or the one with the highest ability modifier, can make an ability check with advantage, reflecting the help provided by the assistant. In combat, this requires the Help action (see chapter 9). A creature can only provide help if the task is one that it could attempt alone. Additionally, some tasks can only be completed alone. Driving a car is not made easier when two people hold the wheel.

Group Checks

When more than one person is trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, those who are skilled at a particular task help cover those who aren't. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails. For example, when the group is trying to scale a cliff, those who are particularly experienced or skilled climbers may compensate the lack of skill of others by giving them tips, or making sure they don't fall. Group checks are common when you decide to work together as a team.

Saving Throws

A saving throw, also called a save, represents an attempt to resist an unwanted effect, such as a harmful spell, a trap, a poison, a disease, or a similar threat. You usually don't choose when to make a saving throw. You are forced to make one in order to resist an effect you normally wouldn't want to be affected by. In most cases, you can choose to fail a saving throw. However if resisting the effect is something your body does automatically, as with most Constitution saving throws, the GM may determine you cannot fail the throw on purpose. When you do attempt a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be made with advantage, or disadvantage, as determined by the GM. Your class and species may provide you with proficiency in a type of saving throw, allowing you to add your proficiency bonus when you make the roll. The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus. The result of a successful or failed saving throw is also detailed in the effect that calls for the save. Usually, a successful save means that a creature suffers no, or at least mitigates some, of the effects harm.

Using Your Abilities

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and how they are used.

Strength

Strength measures your physical strength. You need it to perform tasks that require brawn and to resist effects that would physically move you.

Athletics

Your Strength (Athletics) skill represented how well you can overcome obstacles that can or must be faced with brute force. Being proficient in Athletics means you have advanced knowledge about sports.

A Strength (Athletics) check may be called for when you:

- Attempt to kick down a door.
- Try to jump an unusually long distance.
- Attempt to grapple a creature.

The Lore of Force

Force is strong and cumbersome. Summoning it requires motions that are made with strength behind them, which is why it is enhanced by high, and hampered by low, Strength.

Strength Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a sword, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack, for which you may use either Strength or Dexterity.

Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Encumberment. Your maximum encumberment depends on your size. Multiply your Strength score by the multiplier listed in the Encumberment Modifier table. This is the weight that you can carry constantly and without it inhibiting your maneuverability. To make full use of your carrying capacity you need to wear a backpack. Otherwise, you can only carry what you're holding in your hands.

Push, Drag, or Lift. You can push, drag, or lift a weight in kilograms up to four-times your maximum encumbrance. While pushing or dragging weight in excess of your maximum encumbrance, your speed drops to 1 meter.

Carry Weight Modifier

Size	Multiplier
Tiny	Strength x 1
Small	Strength x 2
Medium	Strength x 4
Large	Strength x 8

Strength Saves

A Strength saving throw represents the physical strength you can quickly bring to bare as you attempt to resist an effect that would slow you down, impair your actions by physically blocking your movements, or move you against your will.

Dexterity

Dexterity measures how quickly you react and how easy it is for you to perform complicated movements. You need it to perform actions that require precision and to dodge out of the way of attacks.

Acrobatics

Your Dexterity (Acrobatics) skill represents how good you are at overcoming challenges that test your agility. Being proficient in Acrobatics means that you have advanced knowledge of how to move your body.

An acrobatics check may be called for when you:

- Attempt to walk a tightrope or balance across a narrow log.
- Climb up a cliff.
- Try to make a summersault while jumping.

Sleight of Hand

Your Dexterity (Sleight of Hand) skill represents how good you are at performing tasks that require precise and quick movements to complete, such as picking a pocket, disarming a mine, untying a knot, or hiding something in your pocket.

Being proficiant in Sleight of Hand means you have trained to manipulate objects with extreme precision and care.

A Sleight of hand check may be called for when you:

- Try to pickpocket someone.
- Want to draw something accurately.

Stealth

Your Dexterity (Stealth) skill represents how good you are at concealing yourself, like when you are trying to hide, or when trying to avoid leaving tracks.

Being proficient in stealth means you have advanced knowledge on how to conceal yourself.

Hiding

As long as you are not being revealed by an effect (see the Revealed condition) and a creature is unaware of your exact location (for example because you are not yet close enough to be spotted or it has lost sight of you), you may attempt to hide from it. Entering cover, being invisible, or breaking direct line of sight generally causes a creature to be unaware of your exact location and gives you the opportunity to hide. Your size affects how easy it is for you to break line of sight. A tiny creature can hide behind a large branch, while an entire car might not be enough to obscure a large one.

You take the Hide action and make a Dexterity (Stealth) check against its Passive Perception. On a success, the creature doesn't notice your presence or loses track of you if it noticed you before. Outside of combat hiding requires you to move at a slow pace, meaning at half your speed. See the rules for traveling in Chapter 7 for details.

Passive Perception. A creature's Passive Perception is its passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties applied to that skill. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, they have a passive Wisdom (Perception) of 14.

Being noticed. Regardless of your stealth role, a creature that can see you will spot and reveal you. While you are hidden, you may enter a creature's line of sight without it spotting you. As a rule of thumb, as long as you are out of sight when you hide and end your turn out of sight, you

remain hidden. In these cases, it is assumed that you wait for the creature to turn away from you before moving.

If a creature has been alerted to your presence, it may attempt to search for you. In this case, it makes a Wisdom (Perception) check against your passive Stealth score. On a success, it determines your location, even if it can't see you. A creature can attempt to find you even when it's unable to see you, such as when you are invisible or heavily obscured. On a success, it learns your approximate location and can track you until you hide from it again.

Attacking a creature, dashing, or taking any other action reveals you to all nearby creatures unless that action is a silent action.

Silent actions. Silent actions are activities that make no or only very little noise and cause no or only very little light to be emitted. An action is only silent if its description states that it is. Your GM may allow you to attempt an action that would normally not be silent silently using a Dexterity (Slight of Hand) check. Actions that cause a lot of noise or create light, such as non-silent spells and firearms, cannot be attempted silently.

The Lore of Light

Light is fast and precise. Summoning and controlling it requires complicated and precise movements, which is why it is enhanced by high, and hampered by low, Dexterity.

Dexterity Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a bow. You also add your Dexterity modifier to your attack roll, but not your damage roll when attacking with a firearm. You may add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a shortsword. As a tiny creature, you may wield any tiny weapon with Dexterity.

Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class. Your Armor Class (AC) represents how well-protected you are from attacks. The higher it is, the harder you are to hit. Things that contribute to your AC include your size, the armor you wear, shields you carry, and your Dexterity modifier.

Your Armor Class = Your species' Base Armor Class + Your Dexterity modifier

Your species' base armor class is determined by your size. A very small creature, like a fairy or a cat, is inherently harder to hit than a large creature, like a giant. How high your base armor class is detailed in your species.

Wearing armor makes it more likely that a hit will simply glance off without doing damage. A high Dexterity score means that you'll have an easier time dodging out of an attack's way, while a low one means enemies have an easier time tracking you. No matter how large you are and how low your Dexterity is, your base armor class cannot be lower than 1.

How armor modifies your Armor Class is described in detail in the chapter on armor. Usually, it provides a flat bonus but may limit the amount you may add from your Dexterity modifier. You need to have a certain amount of Strength to wear and use armor and shields effectively. There are drawbacks to wearing armor or carrying a shield if you lack the required Strength, as explained in the section on armor in Chapter 4: *Equipment*.

Some class features and special abilities give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

Initiative

At the beginning of combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat, starting with the highest and ending with the lowest.

Dexterity Saves

A Dexterity saving throw represents the speed and finesse you bring to bear in order to react to something quickly. For example, an explosion will obliterate anything it catches, but by predicting where it will go off you can at the very least get out of the epicenter and mitigate the damage it deals. Some effects, like a bolt of plasma, or an incoming stampede can only be avoided by dodging out of harm's way.

Constitution

Constitution measures how well your body can resist exertion and trauma. You need it to resist damage, poisons, and diseases.

Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a conscious effort. However, a Constitution check can model your attempt to push beyond normal limits.

A Constitution check may be called for when you:

- Hold your breath
- March or labor for hours without rest
- Drain an entire mug of beer in one go

The Lore of Frost

Frost is slow and steady. Summoning and controlling it is a taxing endeavor, which is why it is enhanced by high, and hampered by low, Constitution.

Hit Points (Health)

Your Constitution modifier contributes to your hit points. Whenever you increase your maximum hit points by leveling, you add your Constitution modifier to the increase.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 0th level.

Constitution Saves

A Constitution saving throw represents how well your body can handle being pushed to its limits. For example, toxins and poisons cause much less harm in a body that can combat their effect quickly with a powerful immune system. A strong heart makes it easier not to be overwhelmed by electricity coursing through you. Magical effects that want to interfere with your bodily functions are also less likely to affect someone whose body is in perfect condition.

Intelligence

Intelligence measures how well you can remember information and solve logic problems. You need it to investigate mysteries and identify things.

Arcana

Your Intelligence (Arcana) skill represents how good you are at identifying and working with spells and magic items.

You can only obtain proficiency in the arcana skill through your class or a feat.

A Wisdom (Arcana) check may be called for when you:

- Attempt to identify a magic item or spell
- Try to identify a creature that is an aberration, a construct, or an elemental

Investigation

Your Intelligence (Investigation) skill represents how good you are at finding things, such as when scavenging or taking your time to search a room. Whereas Perception is the skill used when you need to notice something quickly and glance across the room, Investigation is used when you take your time to search every nook and cranny. Being proficient in this skill means that you know how to thoroughly search for something, be that a hidden object or information.

An Investigation check may be called for when you:

- Search an abandoned house for loot.
- Take your time to look for clues.

Scavenging. If you want to throughly search a location for valuables, you must take a few hours to search it. After searching it, you make an Intelligence (Investigation) check. The GM determines what you find depending on the result of your check.

Mechanics

Your Intelligence (Mechanics) skill represents how good you are at understanding, constructing, and repairing mechanical components. Being proficient in mechanics means you have advanced knowledge of physics and engineering.

A mechanics check may be called for when you:

- Attempt to repair a broken vehicle.
- Craft an item
- Want to determine the function of a machine.

Nature

Your Intelligence (Nature) skill represents how good you are at identifying natural creatures or natural phenomena. Being proficient in nature means you have detailed knowledge of biology or natural lore.

A nature check may be called for when you:

- Attempt to identify a creature that is a beast, fey, monstrosity, ooze, or plant.

Religion

Your Intelligence (Religion) skill represents how good you are at identifying phenomena caused by divine beings or the Void. Being proficient in religion means you have advanced knowledge of things from beyond the veil.

A religion check may be called for when you:

- Want to know the nature of a divine sanctuary
- Attempt to identify a creature that is a celestial, fiend, or undead

Science

Your Intelligence (Science) skill represents how much you know about chemistry and physics. Being proficient in science means that you have advanced knowledge of these subjects and know how to apply that knowledge.

A science check may be called for when you:

- Attempt to identify a chemical or other compound.
- Want to improvise an explosive.
- Identify the effects of a spell or metaphysical phenomenon.

Technology

Your Intelligence (Technology) skill represents how good you are at working with electronic devices, like fixing or hacking a computer, or setting up a communication array. Being proficient in this skill means you know how electronics work and how they can be manipulated.

You can only gain proficiency in this skill through your background or a feat.

A technology check may be called for when you:

- Try to hack a computer.
- Want to repair an electronic device.
- Attempt to determine the function of a piece of modern technology.

Intelligence Saves

An Intelligence saving throw is called for when an effect requires logic and reason to resist. Spells that distort your thoughts, usually to debilitate or deal psychic damage to you, have a harder time affecting the logical and well-structured minds of intelligent people.

The Lore of Lightning

Lightning is predictable. The paths it takes and the patterns it creates are always the same, but numerous and complicated. Summoning and controlling electrical energy require logic and knowledge and it is thus enhanced by high, and hampered by low, intelligence.

Wisdom

Wisdom measures your intuition, or how good you are at making split-second decisions and how much attention you pay to the world around you. You need it to spot things quickly and to resist effects that would trick you.

Animal Handling

Your Wisdom (Animal Handling) skill represents how good you are at dealing with animals.

Being proficient in Animal Handling means that you have advanced knowledge of the behavior of animals and have trained to work with their unpredictable nature.

A Wisdom (Animal Handling) check may be called for when you:

- Try to calm down a wild animal.
- Attempt to convince an animal to help you.
- Want to predict what a beast will do.

Taming. Most monsters used to be cows, pigs, dogs, cats, or other domesticated animals and many are willing to return to serving humanoids, for a price. After pacifying a creature, either by wounding or talking it down, you may attempt to tame it by succeeding a Wisdom (Animal Handling) check. If an animal can be tamed, the DC of this check is recorded in its stat block and told to you by your GM. After recruiting the animal you must feed it daily or it will abandon you. The amount of rations you need to pay also depends on the creature's statistics and is told to you by your GM. This daily upkeep is deducted at the end of each night's rest. If it is not paid, the animal companion does not gain the benefits of a long rest and instead gains 1 level of exhaustion that costs a number of extra rations equal to their daily upkeep to remove, in addition to their normal upkeep.

Insight

Your Wisdom (Insight) skill represents how good you are at determining someone's, emotions, motives, and wishes.

Being proficient in this skill means that you have advanced knowledge of the behavior and instincts of humanoids.

A Wisdom (Insight) check may be called for when you:

- Try to tell if someone's lying
- Want to discern an intelligent creature's motives

Medicine

Your Wisdom (Medicine) skill represents how good you are at handling medical emergencies. Being proficient in this skill means you know how to use medical equipment and have at least some knowledge of anatomy.

A medicine check may be called for when you:

- Stabilize a creature.
- Attempt to identify or cure a disease.
- Try to perform surgery.

Perception

Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. Being proficient in this skill means that your senses are particularly honed.

A perception check may be called for when you:

- Try to spot a detail in passing.
- Need to spot a trap you're about to walk into.
- Want to know the general location of an invisible or obscured creature.

Searching

When you search for a hidden object or creature by using an action to quickly look over an area, the GM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that are not immediately obvious, to spot a hidden foe, or to identify the approximate location of an invisible or obscured creature.

Survival

Your Wisdom (Survival) skill represents how good you are at surviving in the wilderness and how much you know about nature. Being proficient in this skill means you have advanced knowledge of how to survive in the wilderness and the natural world.

A survival check may be called for when you:

- Try to forage for food.
- Want to track a creature.

Foraging and Hunting

You may spend a day stalking through the landscape foraging, or hunting. When you do, you make a Wisdom (Survival) check. Depending on your result, the terrain you are in, and what time of year it is, the GM will tell you what you find and may have you run into an appropriate random encounter.

Wisdom Saves

A Wisdom saving throw is called for when an effect requires quick wits and attentiveness to resist. Spells that attempt to warp your perception of reality and can be resisted by noticing the manipulation allow for wisdom saving throws.

The Lore of Fire

Fire is unpredictable. It flares and fizzles and consumes anything it can touch. Summoning and controlling heat requires the ability to move with the flame. It cannot be contained or commanded, only guided, and is thus enhanced by high, and hampered by low, Wisdom.

Charisma

Charisma measures the strength of your personality, willpower, and confidence. You need it to resist things that try to forcefully replace or completely subsume your will.

Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation.

Deception

Your Charisma (Deception) skill determines how good you are at hiding the truth, either verbally or through your actions. Proficiency in this skill means you are particularly capable when it comes to deceiving others.

A Deception check may be called for when you:

- Tell a lie.
- Try to hide your true motifs.

Intimidation

Your Charisma (Intimidation) skill represents how good you are at influencing someone through overt threats, hostile actions, and physical violence. Being proficient in this skill means you are particularly good at making others feel help- or powerless.

An Intimidation check may be called for when you:

- Threaten a prisoner.
- Try to make someone back off from a fight.

Performance

Your Charisma (Performance) skill represents how good you are at influencing a crowd. Being proficient in this skill means you know how to stand in front of a crowd.

A Performance check may be called for when you:

- Hold an inspiring speech.
- DJ a party.

Persuasion

Your Charisma (Persuasion) skill represents how good you are at influencing others with reason, arguments, or flattery. Being proficient in this skill means that you are particularly apt at debating a point.

A Persuasion check may be called for when you:

- Want to convince a rival group that peace is in everyone's best interest.
- Haggle for a better price with a trader.

Charisma Saves

A Charisma saving throw is called for when willpower and mental presence are needed. Spells that attempt to subsume your personality or force you to act in a specific way can usually only be resisted through force of will and thus call for Charisma saving throws.

The Lore of Life

Life is difficult to influence. Those that wish to manipulate it must force the needed energy into the world. Because of its resisting nature, life magic is thus enhanced by high, and hampered by low, Charisma.

Chapter 7: Basic Survival

Stalking through the corrupted ruins of a city. Running for your life from an enraged owlbear. Facing down a rival group as they seek to snatch a cache of Old World guns from under your nose. As you navigate through the harsh and unforgiving landscape of the New World, you will be constantly tested, facing challenges that will push you to the limit. You must be resourceful and quick-thinking, gather supplies, build a community, and protect each other from the dangers that lurk all around. Yet, despite the seemingly insurmountable odds, there is hope. With each step you take, with each challenge you overcome, you are building a foundation upon which future generations can thrive.

This chapter covers the basics of the rules that govern your survival, from the mechanics of movement to the complexities of social interaction and building a settlement. The rules for resting are also in this section, along with a discussion of the activities your character might pursue between missions and when taking their long rests.

Whether survivors are exploring the ruins of a city or mediating between two settlements on the brink of war, the story follows a natural rhythm, as outlined in this book's introduction:

1. The GM describes the environment.
2. The players describe what they want to do.
3. The GM narrates the results of their actions.

Typically, the GM uses a map as an outline of the adventure, tracking the survivors' progress as they explore buildings or wilderness regions. Since an SoaNW campaign usually plays in a real world location, the GM will most likely use a real map of that location, noting down points of interest on it as players discover them. This is called a **World Map** and in most cases a World Map uses a hexagonal grid.

Time

Time is an essential part of a Saga of a New World campaign. It determines the weather, the progress of other survivors and is both your worst enemy and your best friend. Every campaign begins on the morning of October 3rd (between 9-12 AM CET depending on when you wake up). The first and biggest challenge is acquiring shelter and a reliable food supply, because your time is limited. Winter is on the horizon. Those caught unprepared will quickly die from starvation, if the cold doesn't get them first during these darkest days of the year. Even after that, many mechanics the GM uses depend on how much time has passed as factions set plans into motion to secure their dominance of your region.

When players attempt a task, the GM determines the time it requires. The GM might use a different time scale depending on the context of the situation at hand. While exploring, your movement happens on a scale of minutes. It takes you about a minute to creep down a short street to a house, a few minutes to pick the lock, and a good ten minutes to search the house itself for enemies.

When performing tasks like turning a building upside down searching for loot, or traveling a short distance of a few kilometers, hours are a more appropriate timeframe.

For long journeys, a scale of days works best. In combat and other fast-paced situations, the game relies on 6-second intervals called rounds.

Movement

Swimming across a rushing river, sneaking through the undergrowth, scaling a treacherous mountain slope, or flanking an enemy position. Being mobile is an important part of surviving the New World.

Sometimes the GM may allow you to travel without calculating exact distances or travel times when the distance is short and it is unlikely that you will travel much more during that day. However, it's usually important how long you travel, since every day you spend on the road costs valuable resources, especially in the early stages of your campaign. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and monster has a speed, which is the distance in meters (or on a map the number of squares) that the creature can move in 1 round. This number assumes short bursts of energetic movement amid a life-threatening situation. When moving at a pace of rounds or minutes (10 rounds), you use your speed to determine how far you can go. Your speed is determined by your species. However, you cannot maintain this pace for more than a few minutes at most, which mean that if you need to travel longer distances, a more steady pace is required.

The following rules determine how far you can move in an hour, or a day.

Travel Pace

Traveling through the New World is treacherous, but a necessary evil. While traveling, a group of survivors can move at a normal, fast, or slow pace, as shown on the *Travel Pace* table. The table states how far a group can move in a

period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak.

Forced March. The Travel Pace table assumes that you travel no more than 8 hours per day. You can push yourself beyond that limit, at the risk of exhaustion.

For each hour of travel beyond the first 8 hours, you cover the distance shown in the Hour column for your pace, and each survivor in your group must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. Vehicles have a distance they can cover per hour, which is detailed in the vehicle's stat block, and can drive for as long as they have fuel. Since commandeering a vehicle is less exhausting than walking, a character can drive a vehicle for as long as they can stay awake. Many mounts and vehicles have special travel speeds, which are detailed in their description.

Travel Pace

Pace	Distance per Hour	Distance per Day	Effect
Fast	10 kilometers (6 miles	80 kilometers (48 miles)	-5 penalty to passive Wisdom (Perception) scores
Normal	5 kilometers (3 miles)	40 kilometers (24 miles)	-
Slow	2.5 kilometers (1.5 miles)	20 kilometers (12 miles)	Able to use stealth

Travel on a World Map is usually tracked using 5-kilometer (3-mile) hexes. Entering a new hex requires 5 kilometers (3 miles) of travel. This means that at a normal pace it takes you 1 hour to enter a new hex, 30 minutes at a fast pace, and 2 hours at a slow pace. Once you enter a hex, you may travel to any point inside the hex without additional travel time. In most cases, a GM will not track your movements inside a hex and ignore the few minutes it takes you to move within it until you enter combat or a similar situation where your speed is used and the rules in Chapter 9: *Combat* are used to resolve your movement.

Special Types of Movement

Movement through dangerous ruins or wilderness areas often involves more than simply walking. You might have to climb, crawl, swim, jump, or fly to get where you need to go.

Jumping

When you make a long jump, you cover a number of meters up to half your strength score if you move at least 3 meters before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each meter you clear on the jump costs a meter of movement.

Climbing

Some creatures have a climbing speed, allowing them to move up climbable surfaces, like rough cliffs, or trees at that speed and without having to make a check. However, even a creature with a climbing speed cannot scale perfectly smooth surfaces or climb upside down.

A creature without a climbing speed can climb at half its normal speed and will usually have to make a Dexterity (Acrobatics) check to complete the climb.

Swimming

Some creatures have a swimming speed, allowing them to move underwater at that speed.

Creatures without a swimming speed can swim at half their normal speed and can hold their breath a number of minutes equal to their Constitution modifier when diving, but at least for 30 seconds (5 rounds).

See the paragraph on suffocating in the Environment section to know what happens when you run out of breath.

Flying

Some creatures have a flying speed, allowing them to maneuver in the air. Unless you can also hover, you cannot fly in closed rooms or anywhere else where you don't have enough space to constantly keep moving. If your speed is reduced to 0 in mid-air and you can't hover, you begin to freefall. Being able to hover means that you can stay in the air, even when you are unable to move parts of your body, like wings.

Difficult Terrain

The travel speeds given in the *Travel Pace* table assume relatively simple terrain: roads, open plains, or city streets. But you will often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground. All of these examples, as well as anything that isn't as easy to

traverse as a road or field is considered difficult terrain when determining your travel speed.

You move at half speed in difficult terrain. moving 1 meter in difficult terrain costs 2 meters of speed, meaning you can cover only half the normal distance in a minute, an hour, or a day.

On a World Map, it is assumed that you travel along roads and paths leading through the hex. Entering a hex is considered difficult terrain only when there are no roads or open fields that lead from your current location directly into that hex. You may also, for whatever reason, decide not to use the roads in a hex, making that hex difficult terrain.

Marching Order

When you travel, you establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank.

Stealthy Travel

While traveling at a slow pace, you can move stealthily. As long as you're not in the open, you can try to surprise or sneak by other creatures you encounter. See the rules on hiding in Chapter 6.

Noticing Threats

Should you encounter any creatures attempting to hide, the GM will roll their Dexterity (Stealth) checks against your passive Wisdom (Perception) scores to determine whether anyone in your group notices them. The GM might decide that a threat can be noticed only by survivors in a particular rank. For example, as you're exploring a maze of tunnels, the GM might decide that only those in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, survivors take a –5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Surprise

When you encounter other creatures on your travels, you will usually see each other coming, and when you meet it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does. However, if one group is unaware that the other is nearby, they will be caught off guard when they attack. See Chapter 9: Combat for more about surprise.

Other Activities

Survivors who turn their attention to other tasks as the group travels are not focused on watching for danger. These survivors don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

Navigate. You can try to prevent the group from becoming lost, by making a Navigation Check when the GM calls for it. A navigation check is a Wisdom (Survival) check that certain items and features can give bonuses to. On a 5-kilometer (3-mile) hex map, the GM may call for a check whenever you want to enter a new hex in an unfamiliar area.

Track. You can follow the tracks of another creature, making a Wisdom (Survival) check when you initiate tracking and when the GM calls for it. On a 5-kilometer (3-mile) hex map, the GM will usually call for a check whenever you want to follow the trail into a new hex.

The Environment

By its nature, surviving involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which you will interact with the environment.

Falling

A fall from a great height is one of the most common hazards you may face. A single slip is enough to send you tumbling to your probable doom. When a creature begins a fall no longer than 150 meters, it can choose to hit the ground immediately, or at the end of its turn. If the fall is greater than 150 meters, the creature descends at a rate of 150 meters per turn. A creature takes 3 (1d6) bludgeoning damage for every 3 meters (10 feet) it fell, to a maximum of 70 (20d6) bludgeoning damage. A falling creature must succeed a Dexterity saving throw or land prone (see the condition). The DC of this saving throw equals the damage it takes from the fall.

Suffocating

A creature can hold its breath for a number of minutes equal to its Constitution modifier (minimum of 30 seconds, or 5 rounds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points, falls unconscious, and is downed (see the condition). It can't regain hit points, automatically fails death saving throws, and can't be stabilized until it can breathe again. A creature that dropped to 0 hit points as a result of being suffocated immediately stabilizes and wakes up from being unconscious when it gains the ability to breathe, however, it remains downed.

For example, Janina has a Constitution of 14 can thus hold her breath for 2 minutes. If she starts suffocating, she has 2 rounds to reach air before she drops to 0 hit points.

Interacting with Objects

Most interactions with objects are easily resolved. You tell your GM what you want to do and they, if further elaboration is required, narrate what happens .

You can also damage objects with weapons and spells. Objects are immune to poison and psychic damage, but otherwise, they can be affected by physical and magical attacks much like creatures can.

The GM determines an object's Armor Class and hit points depending on its resilience, size, and the material it is made of, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a baseball club, for example.) Objects can't dodge your attacks and for large objects, its AC usually represents how

hard that object is to damage with a hit. Objects always fail saving throws.

A survivor can also attempt a Strength (Athletics) check to break an object. The DM sets the DC for any such check.

Looting

In the harsh and unforgiving New World, one of the most rewarding and satisfying aspects is the act of looting. As you vanquish your foes and emerge victorious from battle, the spoils of war lie before you, waiting to be claimed. You search the pockets of fallen enemies, retrieving any valuable items or equipment that may aid you in your journey. You carefully cut open the animals you have slain, salvaging the succulent meat within and utilizing their hides to craft sturdy boots or armor that will provide protection and warmth in the harsh wilderness.

As already implied, there are two ways of looting: **harvesting** and **searching**. Looting usually requires no more than a few minutes as you quickly survey the area. If you want to spend a significant amount of time taking everything of value in an area and moving it to your settlement, see Scavenging in chapter 8: *Settlements*.

Harvesting a creature means you cut it apart and convert its body into scrap and rations for later consumption. The amount of rations and scrap a creature yields is determined by your GM and is detailed in the creature's stat block. Harvesting a creature outside of a settlement requires a Hunter's Pack (see the tool kit).

Searching an area or creature allows you to quickly gather whatever is lying around. This usually includes any weapons your enemies were wielding and whatever they have in their pockets. Your GM also determines what can be found. If you are only giving a location a quick search, your GM may ask for a Wisdom (Perception) check to determine if you find anything.

Weather

The weather affects survival. On a warm and clear day, you can simply sleep under the open sky, while a thunderstorm may force you to stay inside for a week. The GM determines what weather you will experience during the day at the start of the day. When the GM says nothing, assume that the weather consists of clear skies. While more arcane phenomena can occur, the most common kinds of weather and their effects are described below.

Sky

The conditions of the sky determine visibility and through the wind affect many other things.

Clear Skies / Light Clouds

Bright light during day time and a clear view of the stars and moon at night. Only a few spots of white may dot the sky. This is the default weather and has no special effects associated with it.

Overcast

The sky is blocked by thick clouds. High flying creatures are heavily obscured and the world below is heavily obscured to them. Outdoor light does not count as sunlight (for the purposes of sunlight sensitivity and similar traits).

Fog

Grey mist hangs around the earth, blocking vision. During daytime, there is only dim light. High flying creatures are heavily obscured and blinded. Outdoor light does not count as sunlight (for the purposes of sunlight sensitivity and similar traits).

Wind

There are four types of winds; **No Wind**, a **Breeze**, a **Gale**, or a **Storm**. No wind, a breeze or a gale has no effect on its own, but many features act differently depending on the wind speed. For example, many spells that create persistent areas of effect have their duration reduced by higher wind speeds.

Storm winds cause the air to become difficult terrain for flying creatures.

Temperatures

The air temperature determines the general climate in an area.

Pleasant

Temperatures between 15* Celsius (60*F) and 35*C (100*F) have no special rules associated with them.

Cold

Temperatures below 15* Celsius (60*F). If you spend the day outside without wearing winter clothing (see the item), you gain a level of exhaustion at the end of the day and must succeed a DC 13 Constitution saving throw or be infected with the Common Cold (your GM will provide the effects of the disease). You do not gain the benefits of a long rest, unless you have access to a heat source .

A wet or submerged creature takes 1 cold damage every 10 minutes.

Freezing Cold

Temperatures below freezing. Creatures not wearing winter clothing (see the item) take 1 cold damage every minute. You do not gain the benefits of a night's rest, unless you have access to a heat source or another way to stay warm.

A wet or submerged creature takes 1 cold damage every minute.

Scorching Heat

Temperatures above 35*C (100*F). If you spend the day traveling and adventuring outside you gain a level of exhaustion at the end of the day. Creatures not wearing an outfit that covers the entire body including the head, take 1 radiant damage every hour they spend outside.

Acclimation
Some traits make you acclimated to certain types of temperatures, meaning that your body is adapted to survive these temperatures comfortably.

Precipitation

When rain or snow falls from the sky, life becomes more difficult.

Rain

During rain, all travel speed is halved. If you spend the day traveling and adventuring outside you gain one level of exhaustion at the end of the day and must succeed a DC 13 Constitution saving throw or be infected with the Common

Cold (your GM will provide the effects of the disease). You gain no benefit from resting outdoors. Creatures with a natural swimming speed ignore the effects of rain.

It is always overcast when raining.

Heavy Rain

Same as rain, but gain two levels of exhaustion if you spend the day adventuring and traveling outside.

Snow

All travel speed is halved. After a day with snow, all terrain is difficult terrain and ground vehicle travel is impossible until three days with temperatures above freezing have passed.

Also has the effects of Overcast and Freezing Cold weather.

Blizzard

At the end of every hour spent in a Blizzard you take 2d4 cold damage and gain one level of exhaustion. Travel and navigation over any larger distance is impossible. After a blizzard all terrain is difficult terrain and ground vehicle travel is impossible until two days with temperatures above freezing have passed.

Also has the effects of Freezing Cold, Storm Winds, and Overcast weather.

Thunderstorm

Lightning flashes and thunder crashes. If you travel for 4 or more hours during a Thunderstorm, roll a d20. On a 1, you are struck by a lightning bolt and take 2d10 lightning damage. Also has the effects of Heavy Rain, Storm Winds, and Overcast weather.

Vision and Light

The most fundamental tasks of adventuring - noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few, rely heavily on your ability to perceive others. Lack of light and other effects that obscure vision can prove a significant hindrance.

Obscurement

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area - such as absolute darkness, darkness, opaque fog, or dense foliage - blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

Illumination

The presence or absence of light in an environment creates four categories of illumination: bright light, dim light, darkness, and absolute darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do flashlights, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a flashlight, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

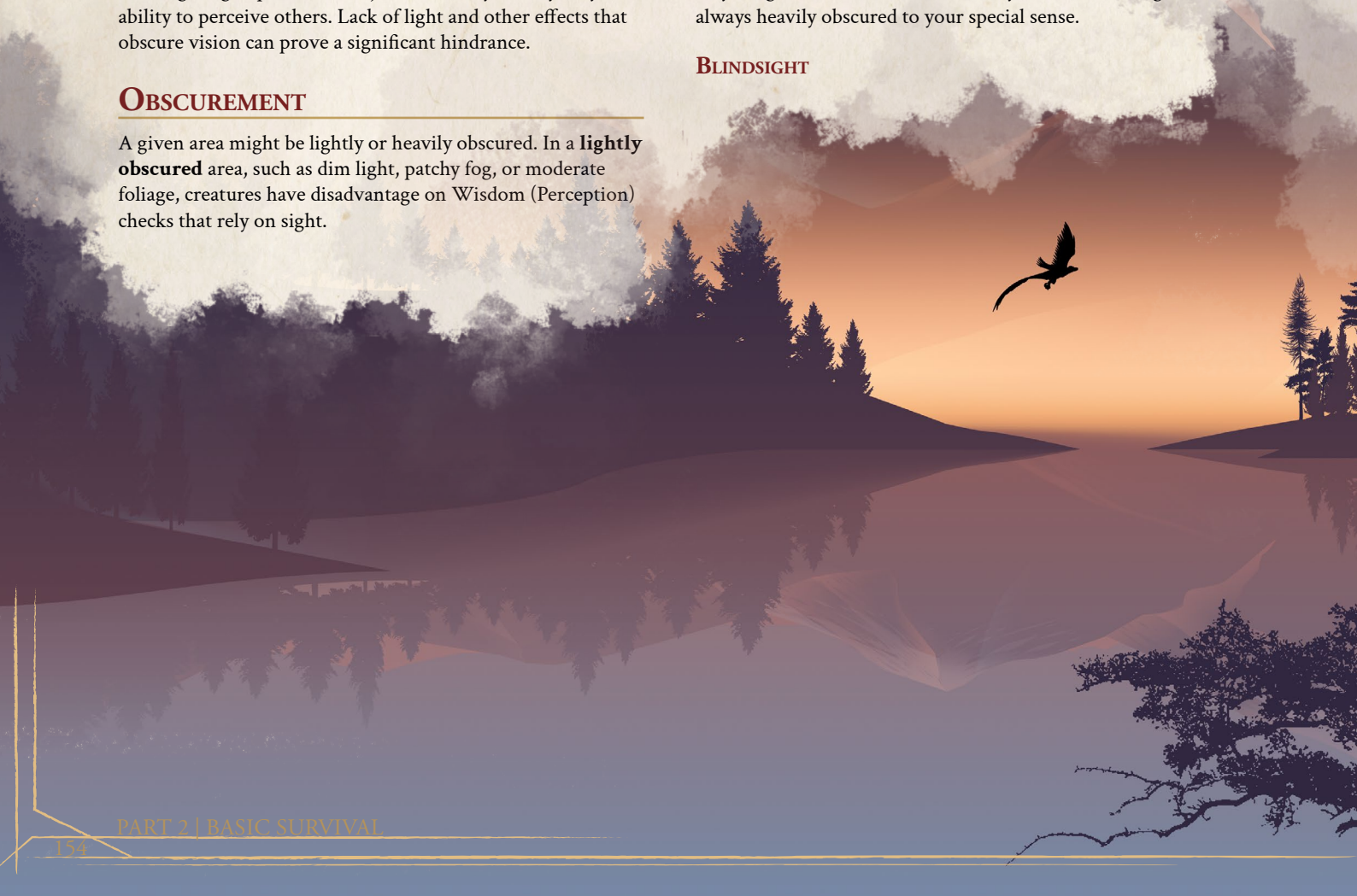
Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), or within the confines of an unlit basement.

Absolute Darkness creates a heavily obscured area and blinds creatures with darkvision. Characters face absolute darkness in unlit bunkers or caves deep underground.

Special Senses

Some creatures have special senses, like blindsight, darkvision, infravision, tremorsense, or truesight that only have a specific range. If you have a special sense, the listed range tells you at what range your special sense works perfectly. Unless the feature that grants you the special sense says otherwise, you can still track something as long as it's no more than twice as far away as the listed range. However, anything outside the original radius is lightly obscured. Anything more than twice as far away as the listed range is always heavily obscured to your special sense.

Blindsight



A creature with blindsight can perceive its surroundings without relying on sight, within the listed radius. Creatures without eyes, and creatures with echolocation or heightened senses, such as bats, have this sense.

Darkvision
Creatures with darkvision have exceptionally sensitive eyes that require only trace amounts of light to see. Within a specified range, a creature with darkvision can see in dim light as if it were bright light and darkness as if it were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray. Darkvision provides no benefits in absolute darkness.

Infravision
A creature with infravision can see the infrared radiation emitted by warm objects and sees the world in temperature differentials, usually marked by shades of one or several colors. A creature with infravision can see even in absolute darkness and camouflage is useless against them. Infravision also penetrates smoke and fog, but not glass.

Tremorsense
A creature with tremorsense senses vibrations in the ground out to the listed range. Any creature that touches the ground in that area is revealed to the creature and it is not fooled by illusions that have no physical mass.

Truesight
A creature with truesight can, out to a specific range, see in normal and magical absolute darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Void.

Resting
Everyone needs to rest to recuperate their strength. It is the time when you are the most vulnerable and extremely time-consuming.

Short Rest
A short rest is a period of at least one hour spent outside of combat resting and tending to wounds.

At the end of a short rest, you may spend one hit die. Roll the die and add your Constitution modifier to the result. You regain a number of hit points equal to the total. You may perform several short rests consecutively. Whenever your number of available hit dice reaches zero, you gain a level of exhaustion and the number of available hit dice resets to your maximum.

Night's Rest
A night's rest is a period of time where you sleep for as long as your species needs to sleep in a day. Combat, traveling, or performing any strenuous activity for more than a few minutes interrupts the night's rest, forcing you to start over.

At the end of a night's rest, you expend a number of rations equal to the number of rations you need to consume each day, or increase your hunger by this amount if you are unable or unwilling to expend these rations. The number of rations you must consume each day is determined by your species. You then recover any missing vitality and may expend hit dice to restore hit points. Roll the die and add your Constitution modifier to the result. You regain a number of hit points equal to the total. You may decide to expend an additional hit die after each roll. As always, when the number of available hit dice reaches zero, you recover all of your hit dice and gain a level of exhaustion.

Long Rest
A long rest is a period of seven days of downtime you use to recover your strength. Taking damage, or a day of strenuous activity, like back-breaking labor, forced march, or anything that causes you to gain a level of exhaustion cancels the long rest and forces you to start over.

At the end of a day that is to count for the long rest, expend a number of rations equal to the number of rations you need to consume each day, or increase your hunger by this amount if you are unable or unwilling to expend these rations.

At the end of the long rest, you regain all your hit points, hit dice, and vitality and are cleansed of all exhaustion stacks.

Downtime Activity
During a long rest, you may perform a downtime activity. Downtime activities are things that require a significant amount of time, but are usually safe and/or boring. This includes hunting, foraging, learning new abilities, crafting magic items as a witch and many more. A Survivor can only perform one downtime activity per long rest, unless that downtime activity states otherwise.

Hunger

Every living being needs energy to do anything, from magic to jogging.

Rations, as already mentioned in chapter 5, represent food and drink. It is assumed that you pocket bottles of drink when you gather food or during downtime and the water you need to drink is part of the rations you carry. What is considered food for you depends on your species. It is assumed that the rations you carry are things that you can eat. While every race has its own biological quirks that determine what it can and wants to eat. The ability or inability to eat certain foods can lead to many cool roleplay situations but has no definitive mechanical impact.

Hunger represents your body's nutritional deficit. The higher your hunger is, the more is missing from your body. Whenever you rest, you are forced to expend a number of rations. These rations represent the energy you expended over the course of the day(s) before the rest and the energy you will expend during the rest.

These rations can be eaten before the rest (or even over the course of the day before the rest). If you eat nothing or not enough, you gain an amount of hunger equal to the number of rations you would have had to expend, but didn't.

Eating 1 ration decreases your hunger by 1. You cannot decrease your hunger below 0. The actual calorie reserves in a modern human may easily exceed 100.000 kilocalories, but massive fat reserves do not mean that person can survive for years without food, even if they technically have the calories. The active lifestyle of a survivor requires resources fat cannot provide and not eating enough will cause your body to fail.

Starvation sets in when your hunger increases to certain thresholds detailed in your species. After only about a day your body runs out of glucose and begins metabolising fat. Sadly our brain and nerves can't metabolize ketones and are forced to cannibalize the proteins in muscles and organs to make up the difference. People who have only few muscles will starve very quickly, even though they technically have enough fat to last them for months because their heart simply stops after being taken apart to power their brain.

This process is represented by levels exhaustion. At certain hunger scores determined by your species, you gain a certain level of exhaustion. You do not gain levels of exhaustion if your current exhaustion level is already above the level you would gain from starvation.

Unless your hunger score is decreased below the relevant threshold, you cannot reduce your exhaustion below the level caused by your hunger by any means.

The first level of starvation sets in relatively early, after spending one or two days without food. There is then a large gap before the final stages of starvation set in and rapidly progress toward death.

At what point you reach a certain level of starvation is determined by your species and detailed in your species' description under Survival.

Foraging and Hunting

If your rations are running low, you might want to forage and/or hunt. If you do, your GM will ask you to make one or more Wisdom (Survival) checks to determine what you find. The Game Master's Guide provides rules for how these checks, and their results, are determined.

Strength in numbers holds true while wandering the woods as well. However, a larger group will rarely find more than a single individual and the more people you bring, the less likely you are to find and surprise prey.

Companions

A loyal dog shadows your every step. After helping him take down a nasty monster threatening his camp, a hunter offers to join you on your journey. You make sure not to kill the scavengers you are attacking, for they will be useful as slaves.

Most burdens are easier to carry when shared and few burdens are as great as the constant threat of death and starvation. People are eager to band together and with the cities drowning in black fog, there are countless desperate and homeless souls looking for a place to go. If you so choose, you may face the world together.

This section introduces a way to easily recruit companions, be they humanoid, or animal.

Recruiting Companions

Many creatures, from humans, elves, and dragons to horses, dogs, and wolf spiders can be convinced, or coerced, into assisting you. There are two types of companions; followers and pets. How a companion is recruited and what you have to do to make them stay with you depends on the type of companion they are.

> **Limited Recruitment**
> A large number of companions can slow the game down substantially. Your GM might limit the number of companions you can bring along while exploring to one per player.

Companion Statistics

NPCs that can act as companions have a trait in their stat block called Recruitable. This trait shows the cost of training a settler to become that type of NPC and the amount of upkeep they require once recruited. When a companion joins the group, that companion is assigned to a player by the GM. Companions are usually assigned to the person they like most and would be the most likely to take orders from.

The player that the companion is assigned to receives their stat block and is responsible for tracking their hit points, vitality, exhaustion, and any changes to their statistics. If you are assigned a companion, note their statistics.

Playing Companions

In most cases what the companion does is up to the player they are assigned to. However, they are still their own character. Whenever the companion has a personal stake in a discussion, they will be roleplayed by the GM, just like any other NPC. If a player declares their companion performs an action that NPC would never do, the GM simply announces what the companion does instead. Depending on the companion's personality, giving them such an order may result in a loss of loyalty or obedience.

In combat, the player the companion is assigned to rolls initiative for the companion and controls their actions in combat.

Upkeep

A companion's services are never free. They expect and need to be fed and equipped. Whenever a companion takes a rest, which they will usually do with the players, a daily upkeep needs to be paid in rations. This represents the food they need to stay alive and at full strength. It is the bare minimum they require to be a companion.

A companion's upkeep is recorded in their stat block. Companions may accept not receiving rations in the short term, but will certainly abandon the group if their needs

are ignored, especially if they know there would be enough resources to feed them.

Training Companions

While the easiest way to recruit warriors is to convince them to join you, folks and creatures that can fight are in high demand and you're not the only one with the will to forge their own destiny. The simplest way to gain access to companions and warriors for a warband is to train settlers. There are many projects that will allow you to train civilians and give them an easy way to unlock the potential of their patron without being forced to risk their lives in real combat first. The building that allows you to perform the training will list the types of NPCs that type of building can train and in brackets next to it the amount of resources it costs to complete that training. The amount of resources training an NPC requires is also listed in its stat block, along with what other NPC stat blocks can be trained into that NPC stat block. If no Stat block name is specified, any NPC can be trained into that stat block. Most kinds of warrior NPCs have a certain progression along which they can be trained. They are usually listed together in the Creature Compendium.

Training must be started at the start of a phase and completes after one month at the start of the next phase (refer to Chapter 8: *Settlements* to find out how settlements work). After completing its training, the NPC's stat block is replaced with that it was trained into. It retains any specialist traits, feats, and racial features, but loses all other features and traits. The GM may make an exception in some cases, by allowing an NPC to retain some features of its previous stat block.

Followers

A follower is an intelligent NPC that players have convinced to follow them. These include humanoid creatures like humans and elves, but also dragons and unicorns. If the creature speaks or understands at least one language, then it can be recruited as a follower. They may be your lover, following and helping you because of the feelings between you. They may also be a mercenary, following the you for a steep cost of any kind. Whatever the case may be, they help you of their own volition.

Recruiting a Follower

Most NPCs you encounter can be convinced to join you, which is the most straightforward way of recruit them. Many will join you out of convenience. There is strength in numbers after all. Settlers you train into warriors will usually be willing to follow you on adventures as followers.

Loyalty

Loyalty is a numeric value that represents how much a character enjoys traveling and fighting with you and is tracked along with their statistics. If you or other members of the group perform actions that are against the companion's alignment, order them to do something they would never want to do, don't give them their daily upkeep, or treat them badly, their loyalty will decrease. Whenever a companion does not receive their daily upkeep, they do not gain the benefits of the rest and lose 1 Loyalty.

Companions gain loyalty by being treated extremely well, being rewarded with awesome new weapons and gear, doing things that are in line with their alignment or goals, and other ways that depend on who they are and how they were recruited.

If you perform an action that makes one of your companions lose or gain loyalty, the GM announces this fact and you mark it down. Upon reaching 0 Loyalty, a companion will abandon the group the first chance they get.

Slaves

Slaves are followers that are forced to serve their master against their will. The easiest and most obvious form of enslavement are magical slave collars and tattoos, or similar measures. Usually, these measures threaten the enslaved with pain and death should they fail to protect and serve their master. However, a creature may also be enslaved through other means, such as by threatening family members or a similar measure. Slaves act like normal companions, only that when their loyalty drops to 0, they will usually attempt to kill their master.

Pets

Pets are animals that accompany you on your travels.

Taming Animals

Many animals that wander the world can be trained to act as companions. Tamable creatures have the Tamable perk in their stat block, detailing what it takes to turn them into a permanent companion.

These rules apply to animals only.

Taming

Not all creatures are tamable. Some are driven purely by instinct and are incapable of learning. Creatures with an intelligence score of 2 or below can usually not be tamed. Creatures with an average Intelligence score above 6 have near human intelligence and can make conscious decisions. They need to be convinced and follow the rules of followers. If a creature is tamable, then it will have a perk called Tamable in its stat block. When you attempt to train an untamable creature, the GM will tell you that it is not tamable. Once you have pacified or subdued the creature you wish to tame, you will usually have to succeed a Wisdom (Animal Handling) check to turn the animal into a companion.

Daily Upkeep

Just like humanoid companions or players pets require a daily upkeep that is paid in rations. This daily upkeep is deducted at the end of each night's rest. Animal companions may accept not being fed temporarily, but will quickly become unpredictable. Your GM might decide that the dire wolf you didn't feed properly decides to take a bite out of your horses, or just abandons the group. A creature's upkeep is listed in its stat block in the tamable perk.

Controlling an Animal

Animal companions take their turn with their owners and are controlled by them. You can only command one animal companion in combat at a time. While any character can have an unlimited number of pets, only one of them will fight with them in combat unless some sort of feature (class feature, feat, faction perk, etc.) grants them the ability to have more. A pet that is not being used as a companion can still be used as a mount, however in that case it only replaces its rider's movement speed and can't take any actions of its own, unless one of its features says otherwise.

Chapter 8: Settlements

Just struggling to survive is not enough. People need something to strive for. A vision to rally behind. They need hope. The fog has taken almost everything, from everyone, but the end of the Old World is also an opportunity. As the sun sets on the civilization we knew, those who remain are given the ultimate freedom. To rebuild the world the way they want to, unshackled from tradition, history, or morals. Build a society that benefits all, or just yourself. Embrace the New World, for no matter what path you choose, it will only lead forward.

Founding a Settlement

A small group of survivors takes over a farm, fortifies it and begins planting crops. A few evil folk find each other and together they attack travelers from the cave in which they live.

There is strength in numbers and you will most likely eventually want or need a base of operations. A place where you are protected and can retreat to, to recover your strength. This is a settlement. It can be anything, from a tent city on an open field, to a society living from an active aircraft carrier. This section describes how to set up one of these settlements and contains the rules associated with managing it.

Before you start building a settlement it might be good to think about what you want from that settlement. Do you simply want a place where friends and family protect you while you rest, or do you want to build the foundation of a mighty empire? Do you want to be the leader of the settlement and manage its day-to-day business, or do you want someone else to assume control and tell you what to do?

The rules of this section are built to provide you with a simple and realistic system to build the settlement of your dreams. However, they are dependent on common sense: both yours and the GM's. When you decide to found a settlement or build anything, think of how you would make it work in real life. If you decide to set up shop in a working submarine, the rules as written will still allow you to build a farm. However, your GM may intervene in this case and prevent you from building that, unless you can give a good explanation for how it could be done. In the aforementioned case, you may describe the farm as a hydroponics plantation below deck.

Multiple players may also have different ideas about what the settlement should be like and where it should be built. Building a settlement is a group effort and not everyone can always get their way. It is important that everyone feels excited about the direction the game is taking.

Throughout this section, the term settlement sheet is used to refer to whatever your group uses to track your settlement, be it a formal settlement sheet, some form of digital record, or a piece of paper. An official Saga of a New World settlement sheet is a good place to start so that you don't miss anything and all the information is in a well-organized and accessible format.

1. Choose a Location

The first thing you need to do is decide where you would like to build your settlement. Once completed your settlement and the area around it will most likely become the focal point of your campaign, so choosing a place you find interesting is important. The location you choose defines your settlement's look and identity.

Starting from scratch is possible should you wish to set up your settlement where no established infrastructure exists. If you decide to start from scratch, simply decide on any location where a settlement could reasonably exist and start. In this case, all development scores start at 0 (more on this later).

Existing buildings are plentiful and can include everything from a farm, to a nuclear missile bunker. Locations like this usually house infrastructure and may even contain tools, supplies, or amenities that make starting much easier. When you choose a location, that location will have served a purpose before the apocalypse. This purpose is the **location's background** and depending on what it was used for it is far more (or less) likely to find certain resources there. For example, you probably won't find much food in a car factory, but probably a good deal of tools and equipment. This is represented by bonuses and penalties to your starting development scores. Refer to the *Location Background* table below for a list of common purposes and select the one that fits the location you chose best.

Location Background

Type	Modifiers	Examples
Food	+8 FOD, -8 DEF	A farm, or a ranch
Home	No Modifiers	A house, or a forest cabin
Industrial	+8 TEC, -8 FOD	A factory, or a workshop
Military	+8 DEF, -8 SOC	A bunker, or a submarine
Recreational	+8 SOC, -8 TEC	A hotel, or amusement park

Prebuilt Projects

Some locations may come with facilities that would normally require a project already implemented. For example, if you found your settlement at a car mechanic, it will come with the Garage project already completed. You do not need to build this project, but still need to staff it by paying its build point cost (see expanding the settlement). When you do, you gain the benefits of the project immediately.

Special Locations

There are some locations that have special rules associated with them. Giant vehicles like ships can be used to create mobile settlements, or a spirit tree will enhance the surrounding plant life and allow settlers to become dryads. Special locations have unique rules that apply to settlements built in them. Your GM will provide you with the traits such a special location provides should you stumble upon it.

Contested locations

Contested locations are places that contain a particularly large amount of resources and founding your settlement in that location will put you at a significant advantage. A contested location will have significantly above-average starting scores determined by the GM. Locations like this may include malls, an undamaged farm, or a similar location. People know this and will immediately flock to locations like this. Even if you are the first to arrive, expect many others to contest your claim.

2. Secure the Area

Before you can start building, you will need to secure the area around your settlement. While you can't stop monsters or small groups from moving through it, having a large den of monsters near, or inside your settlement creates a constant source of danger. A settlement cannot be built under such conditions.

Zone of Control

You control a 5-kilometer (3-mile) hexagon around your settlement. This is your settlement's zone of control. If you are using a World Map, your zone of control is the hexagon your settlement is located in.

In order to build a settlement, this area needs to be clear of major sources of danger. More than one settlement may be located in the same zone of control, however in this case the starting DEV scores of the location are split between the two settlements (not necessarily evenly). Your zone of control represents the area where your settlers forage, plant their crops, and live their day-to-day lives. Major sources of danger will make themselves obvious quickly. For example, when a pack of scorpiders has set up a nest near (or inside) the place you want to claim, they will attack you as you try to explore the area, or attempt to set up the settlement itself. How exactly you establish control of the area is up to you and while extermination is usually the most straightforward way of dealing with both beasts and people, more diplomatic options are almost always available.

Infiltration

Simply by going about their day-to-day business, your settlers will provide you with a very good idea of what is going on in this area. You will usually know when a group of more than ten creatures is approaching your settlement. However, smaller groups that pass by will most likely go unnoticed, or at least won't be noticed fast enough for an interception unless you have the Patrols project completed..

3. Determine Development Scores

Four development scores, also referred to as DEV scores provide a quick description of a settlement's characteristics.

- **Food**, measuring the abundance of resources
- **Society**, measuring the standard of living
- **Technology**, measuring administration, and sophistication.
- **Defense**, measuring tactical advantage.

Is a settlement a thriving utopia, or starving to death? Are they heavily militarized or very academic? Development scores abstract these qualities into simple numbers. They represent a settlement's assets as well as weaknesses and influence how the settlement is managed, how quickly it can grow, and how it performs when attacked.

When you found a settlement, the development scores you start with are determined randomly.

Roll four 6-sided dice. Add the three highest of the four results together to determine your Food score. Repeat this process for the other three development scores until you have randomly determined all four of them.

After determining your development scores, determine your **development modifiers** using the *Development Scores and Modifiers* table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

Development Scores and Modifiers

Score	Modifier	Score	Modifier
<0-1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Low Development Scores
Particularly low scores are a stroke of bad luck. While some like the extra challenge this brings, you may not enjoy having a severe disadvantage early on. If no development score is above 8, your GM may allow you to reroll.

Variant: Customizing Starting Scores

At your GM's disgression, you may be allowed to customize the starting development scores of the location you choose.

You have 20 points to spend on your development scores. The cost of each score is shown on the Development Score Point Cost table. For example, a score of 11 costs 7 points. Using this method, 12 is the highest development score you can buy, before applying location background modifiers. You can't make a score lower than 5 using this process.

Development Score Point Cost

Score	Cost	Score	Cost
5	0	9	4
6	1	10	5
7	2	11	7
8	3	12	9

Scavanged or Razed Locations
Some places where you would normally expect to find resources may already have been picked clean or purposefully destroyed. If another group has scavanged (see Scavenging in the section Managing a Settlement) or razed (see War in the section War and Peace) a location, the development scores of that location will all be 0.

Passive Development Scores

In some cases you may need to use the passive value of one of your development scores. The most commonly needed passive development score is your Passive Defense score, which should be noted on your settlement sheet.

A passive development score is determined as follows:

Passive Development Score = 10 + your Development Modifier

4. Populating the Settlement

Once you have determined your settlement's development scores, it's time to add your settlers. This may be only you, or a whole group of people that helped you find the settlement. The population of a settlement, when it is founded, is always 0. For every adult person (including yourself) that joins the settlement, reduce all development scores by one. This represents the strain a new settler puts on the settlement's resources as they get their bearings. Children do not count towards your population and allowing them to join generates no penalties or benefits.

A development score can decrease below zero, however the corresponding development modifier will not decrease below -5, even if a score becomes negative.

Power is a metric used to describe a settlement's combat ability and is an easy way to gauge how much stronger or weaker another force is. Your settlement's power score is the CR of all settlers, excluding player-controlled ones, added together.

5. After the Founding

The amount of people living in your settlement determines your capabilities. You will want to expand it by allowing new settlers to join and by completing projects. As your population increases, your settlement's capabilities will increase. The size of your settlement determines its type. See the *Settlement Types and Population Ranges* table to see when your settlement reaches a new milestone. Every settlement type has certain rules associated with it that will be described in the next section.

You will suffer setbacks, achieve breakthroughs, and be confronted with dilemmas. The decisions you make will determine whether you and your settlement thrives, or perishes. The next section explains how managing a settlement works.

Settlement Size Population Ranges

Settlement Size	Population Range
Shelter	Fewer than 10
Hamlet	10–29
Village	31–49
Town	50–99
Large Town	100-199
City	200+

Your First Turn

A settlement cannot act during the turn it was founded, representing the time it takes to set up and construct the projects it will build during its first turn and gains neither an advantage from high DEV scores nor suffers penalties from low ones. At the beginning of the next phase, the settlement acts normally.

Managing a Settlement

You are not the only ones organizing. Other groups will build settlements as well, factions will enact agendas and even the environment may change. The game organizes the chaos of life in the apocalypse into phases, with each phase representing a month of in-game time. It is organized further into turns, with every settlement that you are aware of having its own turn. On your turn, you determine the current capabilities of your settlement. You then decide how your settlement will spend the following month. You cannot change what you have decided to do once you end your turn. A turn starts with a so-called assembly. This assembly abstracts the long and strenuous process that organizing a settlement is. If you agreed that one of you is the leader of the settlement, then that person has the final say in any decisions you have to make. The decisions you as a group make for your

settlement represent a decision made by the entire settlement. It is simply assumed that the decision you make outside of the game is what the majority of people in the settlement (whose opinions matter) want to do.

MANAGEMENT STEP-BY-STEP

1. Summary. The GM summarizes the state of your settlement by telling you what projects were finished, what your current development scores are, how many settlers joined your community over the course of the last month, and how many people were lost (the body count). At the end of the summary you know the exact capabilities of your settlement going into the next month.

2. Expedition. To scavenge, or to attack another settlement, you must create an expedition. This step is optional.

3. Expand. You determine how many build points are available and decide what projects you wish to pursue.

4. Other Settlements. Once you have decided how your settlement will spend the next month, the other settlements take their turns. The GM tells you what they do depending on how much intel you have on them.

5. Play. Over the month you may learn more about what your neighbors are doing, or organize special missions to interfere with their plans and they may do the same to you. You can perform certain actions that enhance or diminish your settlement's capabilities. The GM may also present you with certain dilemmas, opportunities, or catastrophes that strike your settlement.

6. Begin the next phase. At the end of the month, the phase ends and the GM starts the next phase with a summary.

Settlement Initiative

Your settlements always goes first. If you have more than one settlement, you determine the order in which your settlements act. The GM determines the order in which the NPC settlements around you act.

Summary

At the start of a phase, you summarize all of your settlement's capabilities in this order:

1. Completed Projects

At the start of a phase, the projects you started at the beginning of the last phase complete. Any increases or decreases to your development scores and traits your settlement receives as a result of this are marked down on your settlement sheet.

2. New Arrivals

Over the course of a month you may have rescued people or convinced them to join you. If the conditions in your settlement are particularly good, people may also come directly to you and ask to join your ranks. If your Society Modifier is positive at the start of a phase, an amount of people equal to your Society Modifier arrive to join your settlement. You can either turn them away, or allow them to join. Always remember that for every person that joins, every development score you have decreases by 1. The only exception to this rule are slaves, which cost nothing to add to your settlement.

3. Taxes and Investments

Even in the apocalypse, certain projects may require the common folk to sacrifice something for an undertaking that will hopefully benefit everyone. You may collect **taxes**, representing the fact that you are collecting resources from other enterprises in your settlement. You may reduce your development scores, to receive 25 resources (scrap or rations, your choice) for every point you decrease a development score by. As an **investment** you may pay 50 of your personal resources in the form of scrap or rations to increase one development score by 1.

> **No Such Thing as Free**
> By default, you must pay for any services provided in your settlement at half the price the settlement demands from outsiders. In most cases your friends and family will be more than happy to provide you with services for free, however, in those cases the resources used to provide the service are taken out of the settlement itself. While in terms of roleplay, the settlement doctor happily treats you for free, the 50 resources the treatment costs either have to be paid by you directly, or by decreasing any of the settlements development scores by 2, or two different scores by 1 each.

4. Body Count

People may have died during the last month, decreasing your population. You may have witnessed, or even been the cause of those deaths. In addition to any deaths caused by gameplay, the DM rolls dice that depend on your settlement size and are modified by your food score to determine how many people died from accidents, disease, or similar tragedies. The GM subtracts your food modifier from the rolled body count, meaning that a negative modifier increases the number of deaths, while a positive one decreases the amount of people that die. Certain projects like the Hospital, or Patrols will decrease the body count further.

Once the number of dead is determined, your GM then 'kills off' settlers, starting with the lowest CR members of your settlement and working their way up. Unique (named) NPCs are always considered last when determining who has died and main player characters are not eligible for being killed through the body count.

When you lose a settler, you are not refunded the development score you spent to take them in.

Total Starvation occurs when your food score is ever 0 or negative at the start of a phase and isn't increased before you end your turn, either because completed projects increase it, or you boost it with personal resources.

If it is known that you have a personal stash of resources, when total starvation occurs, all settlers within the settlement will revolt and attempt to take your resources. If you have nothing, all settlers die.

Create an Expedition

In order to launch an attack against another settlement or to scavenge a location, you will have to set up an expedition. An expedition is created by allocating settlers from the settlement into the expedition. While these settlers are away they do not count towards their settlement's population and thus are not factored into the number of available build points. When an expedition is created it receives its own power rating, which is then deducted from the settlement's. How to wage war and perform diplomacy is further elaborated on in the section *War and Peace*.

You may merge an expedition back into your settlement at the end of a phase. They may renter the settlement before that to increase the settlement's power rating, but only count towards the available build points if they are in the settlement at the start of the next phase and the expedition is dissolved.

Scavenging

Scavenging a location is the best way to increase your development scores, especially in the early stages of the New World.

When you decide to scavenge a location, you must first secure it as though you were constructing a settlement and determine the location's background (see the *Location Background* table). Your expedition (your presence is not required) then spends 1 week thoroughly searching and taking the location apart.

At the end of this period, your GM tells you the location's development scores. You may gather the resources these development scores represent and return them to your settlement, where they increase the associated development score. To gather enough resources to increase one of your development scores by 1, you must decrease the location's development score of that type by 2.

Every medium creature in your expedition can carry a number of resources equal to 1 point in a development score. A large creature may carry resources equal to 2 (as long as it isn't used as a mount). A vehicle may carry resources equal to 1 point in a development score for every 100 weight of available cargo space.

You may also recover any completed projects that the location contains (see *Looting Projects*). If you leave resources behind, you may recover them by scavenging the location again.

Expand

A farm to feed the people. A vehicle workshop to fix up cars or bikes. Patrols that will secure the area around your settlement. These are all projects that can expand the capabilities of your settlement. See Appendix B for a list of projects you can undertake. Be careful what you decide to build, for the infrastructure you put in place defines life in your settlement.

Every project requires **Build Points (BP)**. Build points represent the manpower and resources the project will require to build and maintain.

Your Build Points (BP) = your Population + your Technology Modifier - your Upkeep

Your population equals the number of adult humanoids in your settlement. By default, children do not count towards your population.

Your Upkeep equals the BP cost of every project in your settlement added together. Every project you start or complete consumes build points that need to be paid to gain any benefits from the project for the next month.

Instead of performing this calculation every phase, you can instead modify your BP count as you go by adding BP whenever your population or technology score increases and decreasing it when you start a project, or lose settlers.

Undertaking a Project

To start a project, you must have a number of excess build points equal to that project's BP cost. Refer to Appendix B for a list of available projects.

Many projects have special requirements, meaning that the listed project, knowledge, or resource must be available before the project can be undertaken. If the requirement is a skill level, you must have at least one creature who's ability check modifier associated with the listed skill must equal or exceed the modifier listed after the required skill.

Once completed, most projects increase and/or decrease one or more DEV scores by a certain amount, which is usually determined at random. This random element represents the fact that the success of a project often depends on factors outside of your control. For example, the success of the Hunting Party project depends on the skill and luck of the appointed hunters, how rich the land is in game, and so on. When the project completes, roll the dice described in the project description and add the rolled amount to the appropriate development score. Many projects are also enhanced if the people maintaining them have specialized knowledge (or have their effectiveness decreased if there is no skilled labor available). This is represented by forcing you to add the skill check modifier of one (and only one) creature of your choice to a settlement score. Which skill check modifier is added to which score (if any) is listed under Competence. Some projects also offer special traits that give you unique options or benefits that cannot be represented by a development score. Note these special traits down on your settlement sheet.

Variant: Fixed DEV Increase

Instead of rolling by how much a completed project increases a DEV score, your GM may allow you to simply take the average of the dice to be rolled instead.

Improvising Projects

Improvising a project may be necessary when you want to build or do something with your settlement that is unlike any project described in Appendix B. In these cases describe what you intend to do to your GM. They will then decide if the endeavor is possible, how many build points it requires, and what traits it may provide your settlement with.

Upgrading a Project

Most projects can be undertaken more than once to expand them as the settlement grows. Undertaking a project again costs the same amount of BP undertaking it for the first time and upgrades it to the next tier. A project's tier is represented by a roman numeral after its name on the settlement sheet.

In some cases, certain benefits are only unlocked when the project is undertaken again and upgraded to a certain tier. This is shown in the description by the tier at which the benefit is unlocked written before the trait's description. If a benefit has a tier in front of it, then that benefit is only provided whenever the project is upgraded to that tier.

The first time a project is undertaken, it is completed at Tier I. Every time a project is upgraded it provides its benefits again, but only if those benefits are not tied to a specific tier. For example, the hunt project provides 1d6 FOD, however at Tier I it provides an extra 2d6. If it is upgraded to tier II, it will only provide another 1d6 FOD for a total of 4d6.

Projects that can only be undertaken once will have (*once*) written next to their BP cost. This means that any one settlement can have only one project of this kind.

Abandoning a Project

After a project has been completed, you can abandon it. If you do, you immediately lose any traits the project provided and no longer need to pay upkeep for it. If the project increased a development score, roll the dice used to determine the increase and subtract the rolled amount from the appropriate development score. The random decrease represents that other parts of the settlement may have started to rely on the project and learned from it. In some cases, a project may not provide much on its own (represented by a low initial roll), but since other projects rely on it, the negative effect the

removal has is much larger than the direct benefit. On the other hand, a wildly successful project may have exceptional workers in it. When they move on to other projects, they export their work ethics and increase the efficiency of other projects, represented by a low decrease in the overall score.

Once a project has been abandoned it needs to be undertaken from scratch, as the people working there will have taken up other jobs and the facilities quickly fall into disrepair.

Looting Projects

You may find facilities like vehicle workshops, or kitchens when exploring ruins, or when pillaging other settlements. In these cases, you can order your settlers to disassemble the facility and transfer it to your settlement. When you do this, you ignore any special resources or DEV score requirements the project has, but still need to spend the listed build points to implement the project. The project automatically completes at the start of the next phase, even if it was acquired in the middle of the last month.

Negative Build Points

Should your technology score or population drop, your BP will decrease. By working overtime and devoting all resources to keeping the settlement running instead of expanding it, the remaining settlers will be able to keep the existing infrastructure running, at least to a point. As long as the population decline is not so severe that you drop into a smaller settlement size category (see the *Settlement Size Population Ranges* table), you will still gain the benefits of all completed projects, even if you can't build anything new. If your size category changes and you are missing at least five settlers, your settlement experiences a collapse. You are forced to abandon existing projects until your BP are at least 0.

Other Settlements

Once you end your turn, your GM resolves the actions of other settlements around you. You are alerted when a nearby settlement is founded or reaches a new size, but by default don't know what projects that settlement undertakes, or how many people live there. To learn more about one of your neighbors you may perform the Scout action after completing the Scouts project, or simply visit them yourself.

Play

Once you end your turn you decide how you will spend the month. You can either spend your time in the settlement waiting for random dilemmas and opportunities, actively seek out adventures, undertake special operations, or do whatever you want until the month ends.

Artifacts

Artifacts are certain items that will provide a permanent increase to one of the settlement's development scores when they are turned over to the settlement. These artifacts are usually exceptionally expensive and also come with their own perks. For example, a heavy machine gun increases the settlements defense score by 1, and in case of an attack the weapon can be used to mow down attackers foolish enough to go where it is mounted.

War and Peace

A desperate, starving band sees its well-fed neighbors and decides to take their wealth for themselves. Two rival groups claim the right to loot the medical equipment still stored in a nearby hospital. A cult trying to convert surrounding communities to its belief. Sooner or later there will conflict. It is inevitable. How a conflict is resolved is up to the parties involved. It may be with violence or with words. Threats or compromises. The choice is yours to make and the consequences are yours to live or die with.

Factions

Eventually, groups of people will come together to pursue goals more abstract than simple survival. A faction is a group that controls more than one settlement. When you deal with its leadership, you deal with the entire faction and single settlements will not engage in diplomacy with you, unless you can convince them to declare independence from their faction.

As time goes on, your GM will introduce you to emerging NPC factions with unique abilities and features. Some factions are small and no more than a union of two, maybe three settlements that share a leader.

Major factions have a unique advantage that allows them to grow more rapidly than others. More importantly, they have the intention of empire over your region and a plan to achieve it.

You may join an NPC faction, however, doing so means sacrificing your independence in favor of becoming part of a greater whole.

Relationship

Your relationship with an NPC settlement or faction is tracked by the GM and determines how that settlement acts towards you. A low relationship score means that the people of that group may declare war on you, or sabotage you whenever they can. On the other hand, a good relationship score means that the group may lend you aid or be willing to form an alliance or confederation with you.

Your GM decides how your actions affect your relationship with another group based on its interests, alignment, and ideology.

Favor

Joining or having good relations with a faction may also have special perks that only the faction can provide. This is represented by favor. Minor factions may only have 1 level of favor, while major ones have five. Your favor increases periodically as your relationship with the faction increases and whenever you gain a favor level, you are provided with a unique boon. This may be access to the faction's resources, or knowledge and special training represented by a feat.

Diplomacy

Diplomacy is usually the cheapest option for conflict resolution. Simply putting aside one's differences means compromising, but it's usually less costly than the more straightforward way of solving a dispute. War. Most conflicts, especially when dealing with humanoids or intelligent monsters, don't need to be solved with violence. Diplomacy has no special rules associated with it and works just like any other social interaction. The following are a few examples of agreements you can come to.

Trade Agreements

The simplest form of cooperation, the trade agreement, allows for the free trade of goods between two settlements. Trade agreements are usually struck between settlements that wish to become allies, or when both sides have something that the other wants.

The exchange of goods is represented by items that only one settlement produces being available in the shops of the other settlement. For example, if one settlement has a Witch's Workshop and the other doesn't, the other one will have access to potions as though it did once the trade agreement is signed.

Alliances

Through diplomacy, you may convince another settlement to ally with you. At the start of an alliance, you learn each other's capabilities. You get to see the NPC settlement's stat block, representing the fact that they show you around their settlement and they learn about your capabilities as well. From now on you have vision of the allied settlement, allowing you to see how its population changes and what projects it undertakes. This represents the close ties you have and the intelligence your settlers organically gather as your two settlements trade and interact. A trade agreement is considered an alliance. Most alliances also contain a defense pact, meaning that one side promises to come to the other's aid in times of war. Just like any agreement, an alliance can be broken at any time. However most folk do not respond favorably when a deal is simply declared void by one side.

Confederation

Through diplomacy you may convince another settlement to join forces with you. If you do, the settlement joins your faction and is put under your control.

Merging Settlements

You may also convince another settlement to merge with yours. In this case add the merging settlements development scores to those of the settlement it is being merged into and loot any projects they may have completed. The population of the merging settlement joins that of the settlement it is being merged into without reducing its development scores.

War

Be it over a land dispute or irreconcilable differences in ideology. Sooner or later you will turn steel, magic, and gunpowder against your fellow humanoids, or have the same turned on you. War will ensue. However, the days when millions of soldiers meet on battlefields that span across fronts longer than the eye can see and fight over the fate of continents are over. A faction that can field an army of a hundred skilled warriors equipped with the basics will be the largest force anyone is going to see for a long time.

Going to war is resource intensive and risky, however with great risk may come a great reward.

Attacking

In the New World, few make an official declaration of war. Most violent conflicts either organically escalate from small brawls, to full-scale battles, or with one side launching a surprise attack.

To attack another settlement you must form an expedition (see the paragraph on Expeditions). An expedition specifically created to attack a target is also called a warband. Gather up everyone you want to take with you. If you intend to send the expedition on its way without you, determine its power score by adding together the CR of every NPC in the expedition.

Once an expedition is gathered, you can set out whenever you want. See the section on travel in Chapter 7: *Basic Survival* to see how long your warband will need to get to its destination. When you are with your warband during an attack, that combat is played as a normal combat scenario as described in Chapter 9: *Combat*.

Auto-Resolve

If you decide not to engage the enemy with your peers (or just want to get a battle over quickly), the mass combat is resolved through a series of power contests. Both sides roll a d20 and add their power score to their roll. If one side surprised the other, it rolls its first roll with advantage. If one side is defending a settlement, it also adds the settlement's Defense Modifier to its roll. The loser of the contest loses 1 power, or 2 power if they lost the contest by five or more. In case of a tie, nothing changes.

The process is repeated until one side either retreats, surrenders, or has its power score reduced to 0 and is thus slaughtered to a man. If one side is surrounded, a retreat is impossible and they must either fight to the end or surrender.

When the battle ends, the lost power is translated into lost creatures. The GM determines how many creatures from one side were killed by "killing" creatures until their total CR matches the lost power. When doing this the GM starts with the lowest CR members of the defenders and works their way up, killing named NPCs last.

Chapter 9: Combat

The sound of a gun echoes across the land. An elf screams as her flesh bubbles and her blood boils in the pale glare of a light mage's death ray. The terrible sound of claws and teeth rending flesh can be heard and all that while the metallic smell of blood fills the air. Combat is a perilous and swift affair that will leave you battered and bruised.

This section provides the rules you need to engage in combat, whether it is a brief skirmish or an extended battle for a settlement. Throughout this section, the rules address you, the player or Game Master. The Game Master controls all the monsters and nonplayer characters involved in combat, and each other player controls themselves, their survivor, as well as any companions they may be assigned. "You" can also mean the character or monster that you control. In the case of conditions or features, it means the creature that "owns" the feature.

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of spells, feints, parries, footwork, and gunfire. The game organizes the chaos of combat into a cycle of rounds and turns. A round is a timeframe of six seconds. During a round, each combatant takes a turn. The order of turns is determined at the beginning of a combat encounter when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP-BY-STEP

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The GM decides where all the characters and monsters are located, usually based on your marching order or declared intentions.
3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take turns.** Each combatant takes a turn in order of initiative from highest to lowest.
5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat these steps until the combat concludes.

Surprise

A band of survivors sneaks up on a bandit camp, springing from the trees to attack them. Hidden by a ghillie suit, a hunter sneaks up to their prey and ambushes them from the trees with a single, deadly shot from his rifle. In the dark of night, a group of invisible oni rush a group of survivors, striking them before they know they are under attack. In these situations, one side of the battle surprises the other.

The GM determines who might be surprised. A creature is surprised if, when the first attack is made, they are unaware that they're about to be attacked. Usually the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Anyone that doesn't notice a threat is surprised at the start of the encounter. If neither side tries to be stealthy, they automatically notice each other on the approach. A creature that watches you draw your weapon cannot be surprised.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't. A creature that is involved in combat cannot be surprised, only attacked by a hidden creature.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check and adds any bonuses they receive to their Initiative, to determine their place in the initiative order. The GM may summarize the initiative for large groups of identical, or similar enemies by making one roll for them all and resolving their turns at the same time.

After initiative is rolled, the GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. When there is a tie between a player character and a monster, the player-controlled character goes first. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, with the highest roll going first.

Late Comers

In some cases, a creature that was not present when initiative was initially rolled may join combat. This usually occurs when the sound of a fight alerts someone in another room. When this occurs, add the new combatant to the bottom of the initiative order. If more than one creature joins a running combat at the same time, have the joining creatures roll initiative and add them to the bottom of the initiative order from highest to lowest. Creatures added to combat in this way may still be surprised.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. The most common actions you can take are described in the *Actions in Combat* section. Many class features and other abilities provide additional options for your action.

The *Movement and Position* section gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in *Actions in Combat.*

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action and most potions can be consumed as a bonus action. You can take a bonus action only when a special ability, spell, item, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any activity when it needs special care or when it presents an unusual obstacle. For instance, the GM may require you to use an action to open a stuck door or to enter a passcode into a locked door. If anything takes longer than a second, it most likely requires an action.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or someone else's. The opportunity attack, described later in this section, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction has been resolved.

Communication

At any time, even outside your own turn, you may communicate however you are able, yelling orders to allies, or taunting enemies. However, you generally can't say more in total during a single round of combat, than you could say in 6 seconds.

Movement and Positioning

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here. See the section on Movement in Chapter 7: *Basic Survival* to see how your speed is determined.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 10 meters, you can move 5 meters, take your action, and then move 5 meters again.

Moving Between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 10 meters could move 5 meters, make an attack, move 5 meters, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 5 and a flying speed of 15 because you are a harpy, you could fly 2 meters, then walk 3 meters, and then leap into the air to fly another 10 meters.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. A highway slick with oil, briar-choked forests, a snow-covered mountain. All of these can be difficult terrain.

Every meter of movement in difficult terrain costs an extra meter of speed. 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, either because they are knocked down or because they hunker down in cover. In the game, they are prone. You can drop prone as a free action during your turn. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 10 meters, you must spend 5 meters of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl**. Every meter of movement while crawling costs 1 extra meter. Crawling

1 meter in difficult terrain, therefore, costs 3 meters of movement.

While you are prone, attacks you make have disadvantage, unless the weapon you use is a firearm, a crossbow, or a similar weapon. Ranged attacks against you also have disadvantage due to your low profile, but melee attacks made against you have advantage.

Moving Around Other Creatures

You can move through a nonhostile creature's space. You can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or a 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, as explained later in the section.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it can hover.

Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories. The space a creature occupies is measured in squares.

Size Categories

Size	Space in Meters	Space in Feet
Tiny	1/4 by 1/4 m.	1.25 by 1.25 ft.
Small	1/2 by 1/2 m.	2.5 by 2.5 ft.
Medium	1 by 1 m.	5 by 5 ft.
Large	2 by 2 m.	10 by 10 ft.
Huge	5 by 5 m.	15 by 15 ft.
Gargantuan	10 by 10 m. or larger	30 by 30 ft. or larger

Space

A creature's space is the area in meters that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 1 meter (5 feet) wide, for example, but it does control a space that wide. If a medium elf stands in a 1-meter (5-feet) wide doorway, other creatures can't get through unless the elf lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming medium combatants, eight creatures can fit in a 1-meter (5-foot) radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If four large creatures crowd around a medium or smaller one, there's little room for anyone else.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a large creature can squeeze through a passage that's only 1 meter (5 feet) wide. While squeezing through a space, a creature must spend 1 extra meter for every meter it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

Variant: Playing on a Grid

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents an area of 1 by 1 meter. If you are using feet, each square represents an area of 5 by 5 feet. Some maps may use a different scale.

Speed. Rather than moving meter by meter, move square by square on the grid.

Entering a Square. To enter a square, you must have at least 1 square of movement left, even if the square is diagonally adjacent to the square you're in.

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

Corners. Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the attack action, whether you are swinging a sword, firing a gun, or brawling with your fists.

With this action, you make one melee or ranged attack. See the *Making an Attack* section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter or monk, allow you to make more than one attack with this action.

Cast a Spell

Spellcasters such as mages and prophets, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses their action in combat to cast a spell.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 10 meters, for example, you can move up to 20 meters on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 10 meters is reduced to 5 meters, for instance, you can move

up to 10 meters this turn if you dash. Some features, like the rogue's Cunning Action allow you to dash as a bonus action. In this case, you may use both your action and bonus action to double-dash. The movement granted by a previous dash action is ignored when determining the speed granted by other dash actions.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 1 meter of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the *Unseen Attackers and Targets* paragraph later in this chapter.

Ready

Sometimes you want to wait for a particular circumstance before you act, but don't want to delay your entire turn. To do so, you can take the Ready Action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the bandit steps next to the C4, I'll trigger the detonator."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the Charm spell and ready Whisper of Pain, your Charm spell ends, and if you take damage before you release Whisper of Pain with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Improvising Actions

Your character can do things not covered by the actions in this section, such as breaking down doors, intimidating enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination, your character's ability scores, and the world's laws of physics. See the descriptions of the ability scores in Chapter 6: *Using Ability Scores* for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Making an Attack

Whether you're striking with a melee weapon, firing a firearm at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property are the exception to this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this section.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the Invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden, both unseen and unheard, when you make an attack, you give away your location whether the attack hits or misses, even if you are heavily obscured.

Ranged Attacks

When you make a ranged attack, you fire a bow or a firearm, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a bow or a firearm, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 1 meter (5 feet) of a hostile creature that can see you and that isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body parts. A few spells also involve making a melee attack.

Most creatures have a 1-meter (5-foot) reach and can thus attack targets within 1 meter (5 feet) of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 1 meter (5 feet), as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (minimum 0). You are proficient with your unarmed strikes.

Attacks of Opportunity

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an attack of opportunity.

You can make an attack of opportunity when a hostile creature that you can see moves out of your melee range. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Flanking

Simultaneous attacks from opposite directions are difficult to defend against. When you and at least one of your allies are adjacent to a creature and on opposite sides or corners of that creature's space, you flank that creature, granting you and all your allies advantage on melee attack rolls against it. If you are a large or larger creature, you qualify for flanking as long as at least one square of your space qualifies for flanking.

You can only flank a creature that you can see and you cannot flank while incapacitated, such as by the paralyzed condition, or while downed. A creature that is adjacent to one of its allies cannot be flanked from any direction. Vehicles cannot flank or be flanked.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed and the creature is either the same size as you or smaller, you subject the target to the grappled condition.

Mounting. You may attempt to grapple a creature larger than you. If you succeed, you mount it. Your speed is reduced to 0 and you move with the creature.

As the grappler, you may end the grapple or dismount a creature whenever you like (no action required).

Escaping a Grapple. A grappled or mounted creature can use its action to attempt an escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is at least one size smaller than you.

Restraining a Grappled Creature. After subjecting a creature to the grappled condition you may use your action on subsequent turns to restrain the grappled creature until the start of your next turn, or until the grapple ends.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 1 meter (5 feet) away from you.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover; half, three-quarters and total cover.

If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

Half Cover

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an ally or a foe.

Three-Quarters Cover

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

Total Cover

A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle, such as a driver sitting in a tank, or a creature behind a wall.

Damage and Healing

Combat, injury, and death. Every survivor inevitably encounters all three of these things as they traverse the New World. The claw of an owlbear, a single well-placed bullet, the shock from a Lightning Bolt spell, or the apocalyptic blast from a nuclear weapon or suicide spell. Any of those things may put an end to your journey.

Hit Points (Health)

Your hit points, also referred to as health, represent a combination of physical and mental durability, the will to live, and the wild magic holding your body together. It is an abstract gauge of how much your body can take before it begins to fail you. Creatures with more hit points are more difficult to kill. They are more powerful, in layman's terms. Those with fewer hit points are more fragile.

Your current hit points (usually just called HP or health) can be any number between your hit point maximum and 0. This number changes frequently as you take or heal damage.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points. Even though you may take a horrible critical hit to the chest that takes you to one hit point, the fact that you have one hit point left means that will, the adrenaline coursing through your veins, wild magic increasing your resilience and luck are still just enough to keep you going.

As you gain levels, your hit points periodically increase due to a multitude of factors, including training and habit.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target.

With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, you often add your ability modifier, the same modifier used for the attack roll, to the damage. Notable exceptions are firearms. A spell tells you which dice to roll for damage and whether to add any modifiers.

If a spell or 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 mage casts Fireball or a fighter throws a grenade, the damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you roll the attack's damage normally and add the maximum damage the dice could have dealt on top of that. Then you add any relevant modifiers as normal.

For example, if you score a critical hit with a dagger, roll 1d4 for the damage, add 4 to the result, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you do not maximize and then roll these dice as well, as they are a bonus to the damage of the attack, not a part of it.

Variant: Mild Criticals

Instead of maximizing the dice, you simply double the number of dice you roll.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have only cosmetic effects on their own, but many other mechanics, such as damage resistance, rely on them.

Energy

These damage types damage a creature by introducing energy into their body.

Acid

Acid damage is energy damage caused when the chemical connections holding matter together are broken down. It is usually caused by corrosive or caustic chemicals and magical energy like soulfire.

A character that takes acid damage has their clothes and skin melted away. A creature that is instantly killed by acid damage falls completely apart, into a skeleton surrounded by a puddle of liquified gore.

Cold

Cold damage is energy damage caused by extreme cold. It's usually caused by freezing weather, liquid air, dry ice, or true ice.

A character that takes cold damage has parts of its body frozen solid. These wounds are painless, but when the dead tissue melts it turns black and blue as it rots. A creature instantly killed by cold damage is frozen solid.

Fire

Fire damage is energy damage caused by extreme heat. It is usually inflicted by fire, steam, or plasma (sunfire).

A character that takes fire damage has their skin blistered and charred black. These wounds are difficult to heal and cause immeasurable pain. A creature that is instantly killed by fire damage is reduced to a charred, unrecognizable corpse.

Force

Force damage is energy damage caused by pure kinetic energy being imparted into something. It is usually caused by extreme acceleration, explosions, or force magic.

A character that takes force damage has their skin turn black and blue from internal injuries. A creature that is instantly killed by force damage is ripped apart.

Lightning

Lightning damage is energy damage caused by electrons moving through a medium. It is usually caused by powerful electric currents or intense beams of high energy beta-

radiation being fired into a medium and inducing a negative charge while also releasing secondary bremsstrahlung in the form of X-Rays and gamma radiation.

A character that takes lightning damage receives subtle red, lightning bolt-shaped burns where it was struck. These wounds are usually deep and deal a lot of internal damage that can easily knock someone unconscious. A creature instantly killed by lightning damage has its body blasted apart in a shower of gore as its intestines are vaporized by the attack.

Necrotic

Necrotic damage is energy damage caused by cells simply being destroyed inside a living creature's body. It is usually caused by magical effects that draw life force out of a creature.

A character that takes necrotic damage becomes pale, their features sink and sickly green and blue spots appear on their body. A creature instantly killed by necrotic damage shrivels into a gaunt figure.

Poison

Poison damage is damage caused by harmful substances that damage by interfering with vital bodily functions.

What effect this takes depends on the poison and is detailed in the poison's description (In case of a creature, in their behavior section).

Psychic

Psychic damage is damage caused by disturbing the connection between a soul and its body. It is usually caused by divine magic or extreme psychological distress.

A character that takes psychic damage bleeds from their eyes and nose, twitches, and vomits.

Radiant

Radiant damage is energy damage caused by intense radiation. It is usually dealt by bursts of UV or gamma radiation or other extremely intense light.

A character that takes radiant damage has their skin burned and blistered, or holes blown into their body by intense beams. A creature instantly killed by radiant damage is reduced to a blistered corpse that rapidly turns blue and black.

Thunder

Thunder damage is energy damage caused by sonic waves that vibrate the body in harmful ways. It is usually caused by sonic attacks.

A character that takes thunder damage has their skin turn black and blue from internal injuries and bleeds from their ears and nose. A creature that is instantly killed by thunder damage ist torn apart.

Physical

These types damage a creature through physical interaction.

Bludgeoning

Bludgeoning damage is physical damage that is inflicted when a blunt object is slammed into something else. It is usually caused by hammers, clubs, unarmed attacks, or by falling off a cliff.

A character that takes bludgeoning damage will have broken bones and bruises that only bleed lightly if at all but hurt a lot. If a creature is instantly killed by bludgeoning damage it is smashed to a pulp, turning it into a mass of gore and broken bones.

Piercing

Piercing damage is physical damage that is inflicted when a sharp/small object penetrates something else. This type of damage is usually inflicted by stabbing weapons or firearms.

A character that takes piercing damage will bleed lightly from small holes in their body. If a creature is instantly killed by piercing damage their head is completely pierced and ripped apart by the attack.

Slashing

Slashing damage is physical damage that is inflicted when a sharp object slices through something to create a narrow cut. This type of damage is usually inflicted by bladed weapons.

A character that receives slashing damage will bleed profusely from cuts and lacerations all over their body. If a creature is instantly killed by slashing damage, they are cut in half.

Armor Piercing Damage

A damage type can have the Armor Piercing sub-type. Armor Piercing attacks ignore the bonus AC granted to a target by its armor and can damage some enemies that are immune to normal attacks, like tanks. For example, the target of an armor-piercing attack would have a Base AC of 10 but the plate armor it is wearing increases its AC to 18. The plus 8 bonus is ignored if the attack has the armor-piercing property. If the armor the creature is wearing doesn't allow it to add its Dexterity modifier to its AC, the attack ignores it as well.

Damage Resistance, Immunity and Vulnerability

Some creatures and objects are exceedingly difficult, impossible, or unusually easy to hurt with certain damage types. It is usually one of the damage types described above that a creature is resistant, immune, or vulnerable to, but it may also be any of those things against a certain source of damage. For example, a tank (vehicle) is immune to damage that isn't from an armor-piercing attack.

If a creature or an object has **resistance** to a kind of damage, damage of that kind is halved against it.

If a creature or an object has **vulnerability** to a kind of damage, damage of that kind is doubled against it.

If a creature is **immune** to a kind of damage, any damage of that kind is multiplied by zero.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to piercing damage and is hit by an attack that deals 15 piercing damage. The creature is also within a magical aura that reduces all damage by 5. The 15 damage is first reduced by 5 and then halved, so the creature has its current hit points reduced by 5.

Multiple instances of resistance or vulnerability that affect the same instance of damage do not stack. A creature that is immune to a certain damage type and becomes vulnerable to it takes no damage, unless the effect that makes it vulnerable explicitly bypasses or removes its immunity.

Healing

Unless it results in death, damage isn't permanent and even a recent death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a healing spell or a healing potion can remove damage almost instantly. However, most effects rely on your own body's ability to repair itself and there is a limit to how much material your body has available for such repairs. This material is the same thing that keeps your body running and active. As you start to run low on these organic compounds, your bodily functions are inhibited, something you experience as exhaustion.

This 'material' is represented by your hit dice. Almost all abilities that provide healing, and some others, require you to spend hit-dice to receive their benefits.

When you spend all your available hit dice, you gain a level of exhaustion (see the condition in Appendix A) and the number of hit dice you have is reset to your maximum, allowing you to continue spending them.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points healed in excess of this number are lost.

A creature that has died can't regain hit points until magic such as the Revivify spell has restored it to life. While it is dead, a creature's corpse is considered an object.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die instantly or get downed, as explained in the following sections.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, Larissa, a prophet with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, Larissa dies instantly.

Down But Not Out

If damage reduces you to 0 hit points and fails to kill you instantly, you gain a level of exhaustion, a lingering injury, and are downed.

When **downed**, You fall prone, are incapacitated, and can't get up until you are no longer downed. You remain downed until you either regain hit points, or die.

While downed you can no longer take normal actions. Instead, you can dedicate your entire turn to doing one of the following things:

- Move up to your speed
- Take the hide action.
- Give yourself advantage on your next death saving throw.
- Drink a potion.
- Pretend to be dead by making a Charisma (Deception) check against the passive perception of those you are trying to fool.

You can take no other actions, bonus actions, or reactions unless the action's description specifically says that it can be used while downed, in which case performing it always requires your entire turn. After spending your turn to perform one of the aforementioned, or any other special action, your turn automatically ends, even if you managed to end the downed condition.

Lingering Injuries

When an attack reduces you to 0 hit points, it means that the damage has overwhelmed you and caused some sort of trauma that your body can no longer just shrug off. Even if you recover from it, it will likely leave you with more than a minor scar. This damage is represented by a lingering injury and can't be healed through normal means. The damage is rooted so deep that your body's natural ability to regenerate is insufficient to recover from it. Removing it either requires powerful magic like the *Regenerate* ability of Channel Life II, a modern medical professional, or both.

A lingering injury can be anything from a broken nose that needs to be reset, to a debilitating brain injury and is determined by your GM, either randomly, or from the circumstances surrounding your injury. The kind of injury you receive depends on the damage type of the attack that reduced you to 0 hit points. Note any lingering injuries you are suffering from on your character sheet.

Death Saving Throws

Whenever you end your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. On your third success, you become stable (see below).

Failing a death save while downed means you fall unconscious until you are no longer downed. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Downed by a critical hit. If damage from a critical hit downs you, you automatically fail a death saving throw as part of being downed. This also means you fall unconscious immediately after being reduced to 0 hit points and won't be able to act.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you die.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain downed. The creature stops being stable, and must start making death saving throws again, if it takes any damage.

Monsters and Death

By default NPCs are governed by the same rules. For simplicities sake, the GM may make a single death saving throw immediately when the creature is downed. On a success the creature becomes stable, on a failure it dies instantly.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protects you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage

carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

Mounted Combat

A soldier riding circles around his foes, firing from atop their trusty steed. A mage peppering the enemy position with lightning bolts from the safety of his flying gripper mount. An imp riding atop the shoulders of his ally. All enjoy the benefits of speed and mobility only a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

Mounting a creature requires you to be within 1 meter (5 feet) of the creature you wish to mount. You then use either your action or half your movement to mount the creature. For example, if your speed is 10 meters, you must either use your action or spend 5 meters of movement to mount a horse. You cannot mount a creature if you are incapacitated, or restrained.

Dismounting requires no action and may be done at any time. However, since your mount replaces your speed while you are mounted, if you moved using your mount this turn, you will not be able to move after dismounting (unless you take the Dash action).

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 1 meter (5 feet) of it. If you're knocked prone while mounted, you must make the same saving throw. If your speed is reduced to 0 while mounted, you are also dismounted and fall prone.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons or your allies, act independently. If the creature you are riding is an animal companion, it will obey your commands, but can still take actions as if it were an independent creature.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and any pet you have will accept you as a rider. While mounted on it, your speed is replaced with the mount's speed and the mount can take no actions of its own. It takes its turn with you and does as you direct it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes (though in case of a pet, it will still act with the character it is assigned to). It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Vehicles in Combat

A group of soldiers rolling over a settlement in a tank, a group of bandits chasing fleeing prey on motorcycles, or a captain driving a yacht across an ocean. Vehicles provide incredible utility in and out of combat. They can allow you to traverse incredible distances at blinding speed, or protect you from harm.

Similar to mounts, vehicles have stat blocks that detail their statistics. Unlike mounts, vehicles cannot act on their own.

Mounting and Dismounting

Mounting a vehicle requires you to be within 1 meter (5 feet) of the creature you wish to mount. You then use either your action or half your movement to mount the creature. For example, if your speed is 10 meters, you must either use your action or spend 5 meters of movement to mount a horse. You cannot mount a creature if you are incapacitated, or restrained.

Once you are inside of a vehicle, you become either a passenger or a crew member. Passengers have no control over the vehicle and, depending on the vehicle may move about inside of it and use their action as they see fit. Crewmembers usually have fixed stations within the vehicle and control different aspects of it. When you become a crew member, you lose your spot in the initiative order and take your turn with the vehicle.

Dismounting requires an amount of movement equal to your speed or an action.

A Vehicle's Turn

Vehicles don't have the same action/bonus action/move turn structure as a creature. Instead, they have a list of actions they can take in their stat block.

Every action a vehicle takes uses up a bonus action or action from one of its crew members, as specified by the action in the vehicle's stat block. On the vehicle's turn, crew members use their actions to control the vehicle. Every crew member decides what the part of the vehicle they are in control of does. For example, the driver of the tank uses their action to make the tank move forward, while the gunner decides to rotate and fire the turret.

Stunts

When the crew of a vehicle wants to make a maneuver the standard vehicle rules do not allow for, they may make an ability check using their vehicle proficiency and an appropriate ability (usually Dexterity). On a failed check, the vehicle may crash or the crew may lose control.

Crashing

If a vehicle moves into the space occupied by a creature or an object, the vehicle crashes into that obstacle, dealing damage to both itself and the creature or object. A creature makes a DC 10 Dexterity saving throw, taking full damage on a fail or half as much on a success. The amount of damage dealt depends on the size of the obstacle and is specified in the *Crash Damage* table below. If the creature or object is one size smaller than the vehicle or larger, the vehicle stops moving. Otherwise, the vehicle continues moving and the creature or object it collided with moves to the nearest unoccupied space that isn't in the vehicle's path. At the GM's discretion, an object that is forced to move but is fixed in place is instead destroyed. If the damage from a crash reduces the vehicle to 0 hit points, all crew members and passengers each take half of the remaining damage

Crash Damage

Obstacle Size	Bludgeoning Damage
Tiny	3 (1d6)
Small	7 (2d6)
Medium	13 (2d12)
Large	26 (4d12)
Huge	52 (8d12)
Gargantuan	104 (16d12)

Losing Control

If a vehicle fails a stunt or encounters certain types of hazards, the crew may lose control of it. In these cases, the crewmember in charge of crewing the control component of the vehicle must make a Handling check (usually Dexterity). If this check is successful, the crewmember maintains control of the vehicle. If it fails, the crewmember can no longer control that aspect of the vehicle. For example, if the driver of a car fails their handling check, the car might go into a spin, or simply drive in a straight line, right into a hazard.

Underwater Combat

When you pursue merfolk back to their undersea homes, fight off sharks in a sunken cruise ship, or find yourself in a flooded bunker room, you must fight in a challenging environment. Underwater the following rules apply.

Perception checks made by creatures without a natural swimming speed are made with disadvantage.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a firearm made for underwater combat, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Firearms that are not made for underwater combat will not fire.

Creatures and objects that are fully immersed in water have resistance to fire damage.

Chapter 10: Spellcasting

Our world is now suffused with magic. It has seeped into the very fabric of the land, the air, and all living things. Each character class has a unique approach to learning and preparing their spells, while monsters have their own unique ways of harnessing their powers. Regardless of where the spell comes from, its effects and limitations are dictated by the rules in this chapter.

What Is A Spell?

A spell is a magical effect, manifested by drawing and then releasing arcane energy using a very specific, limited technique. In its simplest form, magic is nothing more than a soul converting vitality into energy of some kind. When you cast a spell, you reach into yourself and pull energy from your body and convert it into an arcane effect. Once you are done drawing and converting the needed vitality, the spell cast is complete and you can now hold the energy or unleash it at your leisure.

In theory, any spellcaster can manifest this energy any way he wants and draw as much as his body can manage at once. However, summoning a magical effect is an incredibly complicated process that requires precise martial and mental techniques that need to be executed flawlessly to eliminate the risk of the spell fizzling, misfiring, or just consuming more energy than it should. Combat or similarly stressful situations are a terrible place to take your time and focus, which is why people who expect to be forced to use magic under such conditions train specific, optimized techniques that create a certain effect with the least amount of vitality possible. These techniques are known as spells. Spellcasters train these spells until the techniques involved become ingrained knowledge.

Mastering a spell in a way that lets you cast it at a moment's notice takes months or even years, but if your patron was a spellcaster, you have a shortcut. Your patron's ingrained knowledge is at your disposal, as long as you have some way to unlock it. Ingrained knowledge like that needed to walk is unlocked when you take your first steps in your new body, but the ability to cast spells takes a little bit more. As you gain experience, you unlock more and more knowledge until you reach the level of ability your patron had when their knowledge was copied to you.

Spell Levels

Spells are usually categorized into five categories of complexity. Novice, Apprentice, Adept, Expert, and Master-level spells. Instead of saying the full name, the categories are also often described as levels, with Novice level spells being 1st level spells and Master 5th level spells. Every spell falls into one of these categories. A spell's level is an indicator of how difficult the techniques it requires are to perform. When a mage gains the ability to learn spells of a higher level, it means that they have learned a new technique that allows them to channel energy into a new form of their element. This new ability is represented by the Channel spells. Spells of a specific level then use this new form or way of channeling that energy to create specific effects. For example, when a fire mage gains the ability to learn apprentice-level spells, it means that they are now experienced enough to create stable sunfire, instead of just normal heat. This new capability is represented by the Channel Fire II spell. On its own, this ability allows them to create tiny specks of sunfire, but other apprentice level spells then build on that. For example, heat is channeled into the form of sunfire, stabilized, and can then be unleashed as the Fireball spell.

Casting Spells

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects. While maneuvers are not spells, the rules that apply to spells apply to maneuvers as well unless stated otherwise.

Each spell's description begins with a block of information, including the spell's name, level, lore, casting time, range, and duration. This summary is followed by a prose description of how the spell is physically cast and its (visual) effects. Finally, the mechanics of the spell are defined.

Somatics

Spells require at least one free hand and the ability to move more or less freely to cast properly, as the martial movements described in a spell are needed to free the flow of energy in your body. Casting a spell without a free hand (either because you are holding something or the limb was amputated), or while you are restrained doubles that spell's vitality cost.

Casting Time

Most Spells require a single Action to cast, but some spells require a bonus Action, a reaction, or much more time to cast.

Bonus Action

A spell cast with a bonus action is especially swift. You may use a bonus action on your turn to cast the spell. If you've already used a your bonus action, you must use your action to cast the spell instead.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to complete and are cast in response to an event of your choice. Most spells that may be cast as a reaction are particularly, or only, effective when cast as a reaction to an event specified in the spell's description.

Longer Casting Times

Certain Spells require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails and any vitality committed to it is lost. If you want to try casting the spell again, you must start over.

Vitality

Vitality is your physical energy. The same energy you use to move, think and live. When you cast a spell, this physical energy is drained out of your muscles and organs and converted into energy. As your vitality supply gets lower, you feel more and more tired. Theoretically, using up all your vitality would kill you but your body has a failsafe to guard against such an outcome. Your vitality score represents the amount your body can spare, not how much it has available. When this pool is exhausted and your current vitality

becomes 0, your body pulls the plug and you fall unconscious. You remain unconscious for the amount of time it takes your species to take a night's rest, or until you regain vitality. When you fall unconscious, you gain 1 level of exhaustion.

Vitality Cost. The vitality a spell requires is detailed in the spell description. When you begin casting a spell, reduce your current vitality by the amount specified in the spell. Some spells have a per turn cost. In this case, you expend the listed amount when you first cast the spell. To maintain the spell you must expend the specified amount at the start of the time period described in the spell's description. You may end such a spell at any time, no action required.

Negligible Cost. When a spell has a negligible vitality cost, it means that the degree to which this spell tires you out is negligible in the heat of combat. However, it does not mean using it does not tire you at all. Using such a spell is comparable to a brisk jog. You can cast it continuously for hours, but not while resting or all day without suffering exhaustion.

Upcasting

The spells casters learn today are techniques that masters have developed and refined as time passed. A spell is the most efficient way to summon a certain effect. However, spellcasters are not limited to casting efficiently and may decide that they require more firepower. When they do, they may expend additional vitality to upcast their spell, however handling greater energy flows requires skill.

Spells that can be upcast have a section called Upcast in their description. It details how much additional vitality must be expended to gain a perceivable increase in effectiveness and what effect spending this additional vitality has.

The number of times you may upcast a spell equals your Proficiency Bonus.

Downcasting

Casters can always choose to make their spells weaker. They may decrease the number of damage dice they roll or make the effect of their spell smaller. However, doing so only has a negligible effect on the amount of vitality that must be expended to summon the spell in the first place.

Final Push

Your vitality cannot be reduced below 0. If casting a spell, initiating a maneuver, or using another ability that requires vitality would reduce you to or below 0 vitality, you are instead reduced to 0 vitality and the spell or ability fizzles. Instead of having the spell fail, you may attempt to go beyond your limits with a final push. You make a Constitution saving throw with a DC equal to the amount casting that spell or using that ability would bring you into the negative. On a failed save, you fall unconscious and the spell fails. On a success, the spell succeeds and is cast as normal. You then reduce your current hit points by an amount equal to the vitality you were unable to expend and gain 1 level of exhaustion. You then fall unconscious.

Spellcasting in Heavy Armor

Magic causes the wielder's body to generate massive amounts of excess heat, meaning that thick clothing that covers the entire body and cannot be easily taken off can quickly cause the caster's body to overheat.
While you are wearing heavy armor, double the vitality cost of your spells (if another feature would double the cost of a spell or maneuver, this penalty triples it instead).

The Void

Those from the other world say that magic originates from something called the Void. It is also the place the gods reside in, the place from which the universe spawned, the place the fog originates from, and the thing that connects everything. So what is the Void? The phrase is used to describe the unexplained. It is not a place or even a physical phenomenon, but a placeholder. There are many things that simply cannot be explained. The sages, philosophers, and scientists of the Other World accepted the fact that some things are beyond their comprehension. They figured that some things simply come from nothing and the translation for the word that describes this nothing is: The Void.
Even though master mages know exactly how magic works, they do not know why it works. Since the origin of magic is unknown, it comes from the Void. To provide a modern example, we know exactly how gravity works. We can calculate the exact gravitational pull an object generates and predict how gravity will affect it. However, we do not know why amounts of mass attract each other. Thus gravity would come from the Void.

Range

The target of a spell must be within the spell's range. For a spell like Whisper of Pain, the target is a creature. For a spell like Fireball, the target is the point in space where the spell's projectile detonates.

Most Spells have ranges expressed in meters. If you are using feet, multiply the provided number by 3 to determine the spell's range in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the Resist Elements spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effects that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect"). In these cases, the word self is followed by the type and size of the area of effect in brackets.

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

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. If a spell effect is permanent, there is no way to end, undue, or dispel its effects.

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 in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving, casting other spells, and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell** that requires concentration. You lose Concentration on a spell if you cast another spell that requires Concentration. 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 Constitution saving throw to maintain your concentration. The DC equals 10. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated, downed, or killed.** You lose concentration on a spell if you are incapacitated, downed, or if you die. Some spells specify that you are incapacitated while concentrating on them. These spells only end if you would be incapacitated by an effect other than the spell you are concentrating on.

The GM might also decide that certain environmental phenomena, such as the floor falling away under you in a collapsing building, require you to succeed on a DC 10 Constitution saving throw to maintain Concentration on a spell.

Targets

A typical spell requires you to pick one or more targets to be affected by it. A spell's description tells you whether the spell targets Creatures, Objects, or a point of origin for an area of effect (described below).

Silent Spells

Most spells make a lot of noise when cast, or have flashy effects that reveal the caster's presence to anyone nearby. A spell that is silent makes no noise when cast and so does not reveal the caster's location to nearby creatures, but if a creature can see the caster it is still obvious that they are casting a spell.

Subtle Spells

Most spells have obvious visual cues that make it obvious the caster is preparing to cast a spell or has just done so. Spells that are subtle have no or very subtle effects, making it difficult to detect that they are being cast. A creature that is specifically paying attention to the caster must succeed a Wisdom (Perception) check against their spell save DC to detect that they are preparing to cast a spell. The focus needed for this is usually not possible in active combat and subtle spells cannot be countered using reactions.

Unless it is also silent, casting a subtle spell still reveals the caster when the spell is released.

A Clear Path to the Target

To target something, you must have a 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 specifically a creature other than you.

Areas of Effect

Spells such as Burn and Freeze cover an area, allowing them to affect multiple creatures at once. Unless an area of effect spell has a range of self, indicating you as the source of the effect, if you are in the area of effect of a spell you cast, you affect yourself unless the spell allows you to choose your targets or specifies otherwise.

A spell's description specifies 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, the place upon which you center the area of effect. The rules 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 affected. To block one of these imaginary lines, an obstruction must provide total cover.

Cone

A cone extends in a 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 specifies its maximum length. A cone's point of Origin is not included in the cone's area of effect unless you wish it to be.

Cube

You select a cube's point of origin, which lies anywhere on a 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 wish it to be.

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 wish it to be.

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 meters that extends from the point. A sphere's point of origin is included in the sphere's area of effect.

Flavor Text

A spell's flavor text describes the movements your character makes when casting the spell and the visual effects of the spell. It also often provides a visual description of the spell's optimal effects.

Flavor text is meant to help players (and GMs) describe the effects of their spells. It has no direct mechanical meaning but may be used to interpret the mechanical description of the spell.

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.

The DC to resist one of your spells equals 8 + your Spellcasting Ability Modifier + your Proficiency Bonus + any Special Modifiers. Your spellcasting ability modifier is usually determined by the type of magic you are using. Every type of magic describes how the saving throws of its spells are determined.

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 + your Proficiency Bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 1 meter (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 multiple times don't combine. Instead, the most potent effect, such as the highest bonus, from those castings applies while their durations overlap.

The Schools of Magic

There are several different ways how magical energy can be manifested, all based around radically different approaches to the arcane. There is divine magic, elemental magic, divided into six lores (force, light, frost, lightning, fire, and life), wild magic, and witchcraft, split into potion formulas and enchantments. Finally, there are maneuvers. Maneuvers are not magic, but follow similar rules with their use and are described here for simplicities sake.

Every school of magic has special rules unique to its spells. At the beginning of a schools subchapter you will find a section detailing these special rules. Remember, specific beats general, meaning that a school's rules contradict the previously established rules, they have priority.

The Five Spell Levels

There are five distinct stages at which a mage's abilities develop. These stages are called novice, apprentice, adept, expert, and master. As a novice, a spellcaster has just learned to summon energy, and specialized spells of that skill level focus on directing the summoned, unstable energy in useful ways. Once a mage gains some experience, they learn to focus and stabilize their element, usually into a new form, making them an apprentice. Next, they will work on increasing the amount of power they can safely draw and stabilize until they become adept. Expert spells require that the spellcaster can summon large amounts of focused energy very quickly and finally, a master must be able to project their elemental energy and forcefully convert physical matter into it. This will give them access to devastating suicide-spells and other powerful abilities.

Chapter 11: Arias

Arias are a form of magic that uses the harmonics and frequencies of music to amplify and draw out the energy that flows through the surrounding area. This unique approach to magic allows arias to affect multiple creatures at once, making them an ideal choice when fighting with many allies or against many foes. More importantly, since you usually need to awaken the magic within your intended targets for the aria to take effect, you may choose which creatures to affect and which to exclude from your arias.

The full potential of an aria can only be realized with sufficient time and focus, which can be a challenging task in the midst of battle.

Aria magic relies on your Charisma score

The Difficulty Class of saving throws against aria spells you cast is determined as follows: 8 + your Proficiency Bonus + your Charisma modifier.

If an aria requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Charisma modifier.

Arias are spells. Beginning an aria is usually an action, but may also only require a bonus action or a reaction. The time required is listed as the aria's casting time. Regardless of the aria's casting time, when you use it, you begin casting its 1st verse. Refer to the spell's description to see the effects of this verse. All arias increase in power the longer they are maintained. Maintaining an aria requires concentration. You are revealed (see the condition) while concentrating on an aria.

Voice of Magic

In order to cast an aria efficiently you must be able to speak and move. Physical movements that take the form of dances make casting an aria easier and add to its power. However, you do not need a free hand to cast or maintain concentration on an aria.

If you are unable to move freely (as when you are restrained) and/or speak properly (as when you are gagged or have lost your tongue or teeth), you cast arias at twice their normal vitality cost. An aria cast in this way does not become silent or subtle.

The caster is the source of an aria's magic, which is why recordings or transmissions of one have no power

Covering Your Ears
There are many things that prevent you from hearing well, including stuffing wax in your ears or simply putting on headphones. This does not protect from arias, but obstacles that completely block sound will block an aria.

Verses

Every aria has at least two verses, with each verse increasing the power of the aria.

If you maintain concentration until the start of your next turn, regardless of the aria's casting time, you may use your action to empower the aria by starting its next verse. Unless stated otherwise, the effects of higher-level verses stack with those of a lower level. You cannot enter an aria's second verse on the turn during which you first began the aria and you cannot enter into another verse more than once per turn. If an aria ends, either because you lose concentration or decide to end it, you must start over from its first verse when you cast it again.

Areas of Effect

Most arias affect any creature of the casters choice in range. This means that when a creature comes into the arias range while the caster is concentrating on it, the caster may choose to have that creature be affected, even if it was not in range when the aria started. In turn, when a creature gets out of the aria's range, the effect usually ends for it on the first turn it starts outside the aria. You can basically imagine these arias as an invisible dome that is always centered on the caster. Anything inside can be affected, but only for as long as it remains inside that dome

Environment Based Damage

Some arias resonate with the environment they are cast in to produce elemental energy.

Whenever an aria calls for environmental damage, refer to the *Environmental Damage Type* table to determine the type of damage dealt.

The type of environment is determined by the landscape surrounding the caster. The terrain underwater is just as varied as above the waves and different areas underwater provide different damage types, just like on land. The GM has final say on the damage type your spell deals.

Environment Damage Type

Environment	Damage
Coast	Lightning
Forest and Swamp	Acid
Plains and Hills	Force
Mountains	Cold
Underground	Fire
Urban	Necrotic
Wasteland	Radiant

Aria Spell List

The following is a list of all aria spells.

Novice (1st Level)
Befriending
Detecting
Emboldening
Empowering
Hampering
Mesmerizing
Vicious
Vitalizing

Apprentice (2nd Level)
Castigating
Revealing
Shielding
Stunning
Striding
Thundering

Adept (3rd Level)
Disenchanting
Hastening
Hypnotizing
Incandescent
Suppressing

Expert (4th Level)
Destroying
Exposing
False
Fortifying

Master (5th Level)
Controlling
Killing
Nullifying
Petrifying

Arias

Arias are organized by level and alphabetically.

Novice

Access to novice arias grants you the abilities described under Channel Performance I and allows you to learn the following spells.

Channel Performance I

The first step to learning the art of aria singing, is weaving magic into mundane seeming noises. At its simplest this allows you to draw the attention of those around you and raise their spirits.

Compounding Crescendo. At a negligible cost to your vitality you may use your action to target a creature no more than 10 meters away. The target must succeed a Constitution saving throw or take 1d6 thunder damage. Succeed or fail, the target then takes 1d6 thunder damage for each crescendo counter applied to it and its crescendo count increases by 1. A creature is cleansed of your crescendo counters when you target another creature with this ability, or if it has received no crescendo counters from you in the last minute.

Center of Attention. As an action you expend a negligible amount of vitality to weave a distracting magical tune until you lose concentration. You are revealed and all creatures of your choice that you can see no more than 10 meters away have disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or an affected creature starts its turn out of range. A creature that is immune to being charmed is immune to this effect.

Marching Song. For a negligible cost to your vitality, you may inspire your companions and yourself using tunes and rhythms laced with magic. You may travel for 10 hours each day instead of 8 before having to make exhaustion checks. You cannot travel stealthily while using this ability, as your tunes alert everyone nearby to your presence.

Mark Unnatural. As an action you expend a negligible amount of vitality to begin a quiet tune that lasts until you lose concentration. For the duration, sources of unnatural energy in your vicinity are highlighted by a glow who's color depends on the type of energy.

This spell highlights magical effects, fires (including engines) and active electronic components within 10 meters of you. Celestials, elementals, fiends, and undead within 10 meters of you are also highlighted and revealed.

The effect ends for a target if it or its wielder starts its turn out of range or behind total cover. If the target is an item that's being neither worn nor carried, the effect ends if you end your turn while the item is out of range or behind total cover.

Befriending

Novice aria

Vitality Cost: 1 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

A subtle and plain tune is woven into your speech. Your words resonate not just with the ears of those that hear them, but with their very minds. All understand it and as the melody progresses, it puts its listeners at ease and opens them to your requests.

1st Verse: While you perform this aria, you may speak (sing or rap) phrases. Any creature in range understands the meaning of your performance, even if you do not share a language or it cannot speak. Its ability to act on this understanding may be limited by its Intelligence and Wisdom. A creature with 2 or less Intelligence cannot be communicated with in any meaningful way.

2nd Verse: You have advantage on deception, intimidation, performance, and persuasion checks directed at creatures in range.

3rd Verse: At the end of each of your turns, all creature of your choice in range must succeed a Wisdom saving throw or be charmed by you for the duration, or until it takes damage. A creature you are in combat with has advantage on this save. The effect also ends for a creature if it starts its turn out of range or behind total cover.

Channel Performance

Environment Damage

Detecting
Novice aria

Vitality Cost: 1 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

As you start this slow melody, it resonates deeply, reverberating through the air and uncovering secrets hidden from your sight. As the aria grows in power, it penetrates even through wood, stone, and steel, laying bare what was once concealed.

1st Verse: You gain 20 meters of blindsight for the duration. Any space or surface that sound cannot pass through is considered opaque to this sense.
2nd Verse: The range of your blindsight increases by 10 meters to 30 meters.
3rd Verse: The range of your blindsight again increases by 10 meters to 40 meters. Your blindsight allows you to see through up to 1 meter of solid material.

Emboldening
Novice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

Your fast and discordant tune riles your allies into a frenzy where neither pain nor fear can loosen their focus. As the music intensifies they attack with reckless abandon and become more and more empowered and fortified.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.
1st Verse: An affected creature is immune to being frightened and automatically succeeds checks to maintain concentration.
2nd Verse: At the start of its turn, an affected creature gains 1d6 temporary hit points for the duration. These hit points do not stack.
3rd Verse: An affected creature has advantage on attack rolls.

Empowering
Novice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You start a fast and lively tune that focuses the minds of your allies.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.
1st Verse: Whenever an affected creatures makes an attack roll or a saving throw before the spell ends, it may roll a d4 and add the number rolled to the attack roll or saving throw.
2nd Verse: Instead of a d4, targets may roll a d6.
3rd Verse: Instead of a d6, targets may roll a d8.

Hampering
Novice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: Concentration

A wavering tune causes your foes to become disoriented. The effect is subtle at first, but as the intensity of your harmony increases, it becomes crippling.

When a creature would be affected by this spell, you may choose to not affect it instead (no action required).
1st Verse: The ground and air in a 10-meter radius sphere centered on you becomes difficult terrain.
2nd Verse: Creatures no more than 10 meters away have disadvantage on attack rolls.
3rd Verse: A creature that starts its turn no more than 10 meters away from you, or enters that area during its turn must succeed a Constitution saving throw or be restrained until the start of its next turn.

Mesmerizing
Novice aria

Vitality Cost: 1 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You begin a thin, high pitched tune that charms one who can hear it. As the music picks up, they become more and more focused on you until slowly slouching towards you is all they can do.

1st Verse: At the end of each of your turns, every creature of your choice in range must succeed a Wisdom saving throw or be charmed by you. A charmed creature may repeat the saving throw whenever it takes damage from a source other than you. A creature also repeats the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends for it and it can no longer be affected by this casting of the aria. The effect also ends for a creature if the affected creature starts its turn out of range or behind total cover.
2nd Verse: While the target is charmed by you, it is incapacitated.
3rd Verse: If the charmed target is more than 1 meter away from you, if it can the target must move on its turn toward you by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as off a cliff, and whenever it takes damage from a source other than you, a target can repeat the saving throw.

Vicious
Novice aria

Vitality Cost: 1 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

A discordant, vicious tune springs forth towards a foe. It resonates with their bones and disrupts both body and mind. As the melody progresses, the enemy finds it harder and harder to do anything.

When you start this aria, target a creature in range. You may switch targets as a bonus action. The aria ends if the target starts its turn out of range or behind total cover.

1st Verse: At the end of each of your turns, the target takes 1d6 thunder damage.

2nd Verse: The damage dealt increases by 1d6 to 2d6 thunder damage and the target has disadvantage on attack rolls until the end of its next turn.

3rd Verse: The damage dealt increases by 1d6 to 3d6 thunder damage and the target has disadvantage on attack rolls and saving throws until the end of its next turn.

Vitalizing

Novice aria

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

A harmonious tune frees the flow of energy through the veil around a friend. The strain of casting decreases and as the melody progresses, the intensity of their spells increases.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: At the end of each of your turns, all affected creatures gain 1d4 temporary vitality for the duration of the aria. This temporary vitality does not stack.

2nd Verse: The spellcasting modifiers of affected creatures increase by 2, increasing the Save DC of their spells and their modifiers for Spell Attacks accordingly.

3rd Verse: Whenever an affected creature cast a spell, it may upcast that spell once without expending additional vitality.

Apprentice

Access to apprentice arias grants you the ability described under Channel Performance II and allows you to learn the following spells.

Channel Performance II

As you increase in skill, you gain the ability to do more than subtly influence others bodies and spirits through song. At is simplest this allows you to amplify your voice, increasing the range of your arias and granting you the ability to unleash devastating sonic blasts that only affect your foes.

Amplified Performance. You may increase the volume of your voice and any instruments you are playing by up to three times.

The range of your *Compounding Crescendo, Center of Attention* and *Mark Unnatural* abilities (see Channel Performance I) increases to 30 meters (from 10).

Castigating

Apprentice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

You start a subtle, thick melody. Whenever a foe comes into contact with your body, a burst of thunderous vengeance retaliates.

1st Verse: For the duration, whenever a creature touches or hits you with a melee attack it makes a Dexterity saving throw. It takes 2d6 thunder damage on a failed save, or half as much on a successful one.

2nd Verse: The damage a creature takes on a failed save increases by 2d6 (to 4d6) thunder damage.

3rd Verse: The damage a creature takes on a failed save increases by 4d6 (to 8d6) thunder damage.

Revealing

Apprentice aria

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

A lively tune springs forth, causing all that is hidden to be revealed by flakes of glittering light. As the melody reaches its apex, the intensity of the spell makes defending against attacks much harder.

1st Verse: Every creature and invisible object or effect of your choice in range is revealed by an aura of glittering light for the duration, or until it is no longer in range.

2nd Verse: Attacks against creatures revealed by this spell have advantage.

Shielding

Apprentice aria

Vitality Cost: 1 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You begin a steady melody that emanates out from you. Around your allies, the air begins to quiver from your harmonics, leaving them unimpeded, but disturbing the path of all that would harm them. As your tune increases in intensity, so does the protection it provides.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: Affected creatures have their AC increased by 1.

2nd Verse: The bonus AC increases to 2.

3rd Verse: The bonus AC increases to 3.

Striding

Apprentice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin a fast and simple tune that lifts the bodies and spirits of your allies. Each verse you sing increases their agility and speed.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: Affected creatures ignore difficult terrain.

2nd Verse: Affected creatures do not provoke attacks of opportunity.

3rd Verse: Affected creatures have their speed increased by 5 meters.

Stunning
Apprentice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin a deep, steady tune and force the insides of a foe to vibrate with the tune. They feel as though they are being crushed and torn apart at the same time from every direction. As you move towards the crescendo, the trauma of your song strikes all but the toughest dumb.

When you start this aria, target a creature in range for the duration or until it starts its turn out of range or behind total cover. You may switch targets as a bonus action.

1st Verse: At the end of each of your the target makes a Constitution saving throw, taking 2d6 thunder damage on a failed save or half as much on a successful one.

2nd Verse: A target that fails its saving throw is also knocked prone.

3rd Verse: A target that fails its saving throw is also stunned until the start of its next turn.

Thundering
Apprentice aria

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You begin a deep tune that rises and falls in volume. With every apex a thunderous boom explodes from your body. At first they only burst ear drums, but quickly grow in power to throw those caught through the air like ragdolls.

1st Verse: At the end of each of your turns, each creature of your choice in range takes 1d6 thunder damage.

2nd Verse: The damage increases by 1d6 (to 2d6) and medium or smaller creatures are pushed 2 meters away from you.

3rd Verse: The damage increases by 2d6 (to 4d6), the distance a medium or smaller creature it is pushed increases by 4 meters (to 6) and creatures pushed by this spell are knocked prone.

Adept

Access to adept arias grants you the ability described under Channel Performance III and allows you to learn the following spells.

Channel Performance III
You gain the ability to amplify the elemental energy flowing through the world and your ability to interact with manifestations of magic expands. At its simplest this makes it possible to summon spikes of magical energy in enchantments to destroy them.

Disenchanting Performance. Spend a 1 minute ritual singing to a magic item no more than 1 meter away. When you finish casting, the magic item crumbles to dust. If it is a glyph, the glyph crumbles out of the object, but leaves it otherwise intact.

When you use this ability on a construct, beginning the ritual is considered dealing damage to the construct.

Disenchanting
Adept aria

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin an intense and high pitched tune directed at a magic item or arcane effect. The magical pathways inside it are disrupted and degrade. As the aria progresses, the item begins exuding magical energy, before finally disintegrating.

When you start this aria, target a magic item or construct in range for the duration. The aria ends if the target or its wielder starts its turn out of range or behind total cover. If the target is an item that's being neither worn nor carried, the aria ends if you end your turn while the item is out of range or behind total cover.

1st Verse: If the target is an item, any traits that require vitality to use have their vitality cost doubled.

If the target is a construct, double its power consumption.is a construct, double its power consumption.

2nd Verse: At the end of each of your turns, any creature in physical contact with the object takes 2d8 damage. The damage type dealt to it depends on the item. If the item has an effect that deals acid, cold, fire, force, or lightning damage, then the damage dealt by this spell shares that type. Otherwise it deals fire damage.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

If the target is a construct, it takes 16 armor piercing fire damage.

3rd Verse: At the end of your turn the item disintegrates and the aria ends.

If the target is a construct, reduce its current hit points by 100 at the end of each of your turns. If this reduces the target to 0 hit points, it disintegrates and the aria ends.

Hastening
Adept aria

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin a fast, lively, and intense harmony that sends your allies' bodies into overdrive. As the tune progresses, they become faster and faster.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: Affected creatures gain a +2 bonus to AC and have advantage on Dexterity saving throws.

2nd Verse: Affected creatures gain an additional action on each of their turns. This action can be used only to take the Attack, Cast a Spell, Dash, Dodge, Disengage, Hide, or Use an Object actions.

3rd Verse: Affected creatures have their speed doubled.

Hypnotizing
Adept aria

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin a powerful, yet calming melody. Its effects are slow, but as the magic takes hold, the heads of those affected turn to you and your harrowing tune. Their minds slip away and unless trauma snaps them out of this stupor, they can do nothing but stand and stare vacantly in your direction.

1st Verse: At the end of each of your turns, every creature of your choice in range must succeed a Wisdom saving throw or be charmed by you for the duration. The effect ends for an affected creature if it takes damage, or if someone else uses an action to shake the creature out of its stupor. The effect also ends for a creature if the affected creature starts its turn out of range or behind total cover.

2nd Verse: While charmed by this aria, an affected creature has disadvantage on attack rolls.

3rd Verse: While charmed by this aria, an affected creature is incapacitated and has a speed of 0.

Incandescent
Adept aria

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You form a crescendo punctuated with spikes in frequency. Energy flows from the beyond, focused through the environment it is coaxed from. Every time an apex is struck, your foes flare with this elemental power.

The type of damage this spell deals depends on the environment you are in (see the *Environment Damage Type* table).

1st Verse: At the end of each of your turns, you deal 2d6 damage to every creature of your choice in range.

2nd Verse: The range of this spell increases by 5 meters to 15 meters. Increase the damage you deal to every creature of your choice in range by 2d6 (to 4d6).

3rd Verse: The range of this spell increases by 5 meters again to 20 meters. Increase the damage you deal to every creature of your choice in range by 4d6 (to 8d6).

Suppressing
Apprentice aria

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

You begin a discordant, piercing melody. The tune distorts the winds of magic around your foes, causing their spells to first become more difficult to cast and finally start fizzling and even misfiring.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: Whenever an affected creature expends vitality to cast a spell, it must expend twice as much or have the spell fail.

2nd Verse: Whenever an affected creature casts a spell or expends vitality to maintain concentration, it must succeed a saving throw against your spell save DC using its spellcasting ability, or have the spell fizzle. When a spell fizzles, it has no effect and the action and vitality used to cast it is wasted.

3rd Verse: Whenever the target casts a spell or expends vitality to maintain concentration, it takes thunder damage equal to the vitality expended.

Expert

Access to expert arias grants you the ability described under Channel Performance IV and allows you to learn the following spells.

Channel Performance IV
The power and more importantly sophistication with which you can influence others increase. With relative ease you can cause your arias to disrupt other-worldly influences.

Countercharm. As a bonus action you may expend 2 vitality and unleash a spike of music hardens the minds of your allies. Any effect affecting any creature of your choice no more than 30 meters away that would end, if it were immune to being charmed or frightened, ends.

Destroying
Expert aria

Vitality Cost: 8 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You draw incredible power and through a grand melody you unleash a devastating burst of sound and energy. With every note struck, the destruction grows. Everything around you is blasted away and torn apart by the thundering booms and elemental flares.

1st Verse: At the end of each of your turns, you deal 2d6 thunder damage, as well as 2d6 elemental damage to every creature of your choice in range, and medium or smaller creatures are knocked prone. The type of this elemental damage depends on the environment you are in (see the *Environment Damage Type* table).

2nd Verse: The range of this spell increases by 5 meters to 15 meters. Increase the damage you then deal to every creature of your choice in range on a failed save by 2d6 (to 4d6) thunder damage and the environment based damage by 2d6 (to 4d6).

3rd Verse: The range of this spell increases again by 5 meters to 20 meters. Increase the damage you then deal to every creature of your choice in range on a failed save by 2d6 (to 6d6) thunder damage and the environment based damage by 2d6 (to 6d6).

Exposing
Expert aria

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

A powerful tune that includes high peaks and deep lows washes over those you wish to weaken. As their bodies are damaged the trauma they receive becomes more intense. The bonds that harden their bodies against damage become weaker and weaker as the aria intensifies.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: When an affected creature takes damage, it takes an additional 1d6 damage.

2nd Verse: An affected creature no-longer benefits from damage resistances.

3rd Verse: An affected creature is vulnerable to all damage.

False

Expert aria

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

A haunting melody fills the air with a distinct rhythm. It hazes recent memories and makes it hard to focus on you. As the melody becomes clearer, you and your allies slip from the minds of the affected. All that remains is a haunting tune in their minds, the source of which they do not know.

For the duration, you may affect any creature of your choice in range. This aria does not reveal you.

1st Verse: You gain a +10 bonus to Dexterity (Stealth) checks made to hide from an affected creature.

2nd Verse: When you become hidden to an affected creature, it loses all awareness and memories of your presence and actions no older than 1 hour.

3rd Verse: When an affected creature loses sight of you, you become hidden to it (no check required).

Fortifying

Expert aria

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin a slow crescendo that builds in speed and volume over time. It strengthens the bodies of your allies, eventually fortifying them against all harm.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: Affected creatures have advantage on death saving throws and whenever they regain hit points, they regain the maximum possible amount.

2nd Verse: An affected creature is resistant to all damage.

3rd Verse: At the end of each of your turns, affected creatures gain 1d6 + your Spellcasting Ability modifier temporary hit points.

Master

Access to master arias grants you the ability described under Channel Performance V and allows you to learn the following spells.

Channel Performance V

Finally, as a master of performance your performances echo through creation, penetrating even the most powerful silence and ward.

Penetrating Performance. Arias you cast can also affect creatures behind total cover. Abilities that provide advantage on saving throws against spells confer no advantage on saving throws against your arias. Traits or abilities that make a creature immune to magic do not protect against your arias.

Controlling

Expert aria

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

With a powerful, melodic burst you enter into a fast tune. The aria penetrates the mind of your target. Its thoughts become muddled as its mind is opened to your will. After short lapses in attention, it finally becomes fully lost in your tune and slave to your commands.

When you start this aria, target a creature in range for the duration. The aria ends if the target starts its turn out of range or behind total cover.

1st Verse: At the end of each of your turns the target must succeed a Wisdom saving throw or be charmed by you for the duration. The affected creature may repeat the saving throw whenever it takes damage. On a successful save the target is no longer charmed until it fails another saving throw.

2nd Verse: The charmed target must use its action before moving on each of its turns to make an attack against a creature other than itself that you verbally command it to attack (no action required). The target can act normally on its turn if you choose no creature or if none are within its reach or range.

3rd Verse: The charmed creature no longer attacks at the start of its turn. It instead follows whatever you command it to do at the start of each of its turns (no action required).

Killing

Master aria

Vitality Cost: 6 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

You begin a haunting tune who's complexity makes it almost impossible to listen to. The target has its will and life force sapped. As the aria crescendos, the victim's soul is torn from their body and they are slain.

For the duration, you may affect any creature of your choice in range until it starts its turn out of range.

1st Verse: Whenever affected creature makes an attack roll or a saving throw before the aria ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

2nd Verse: Affected creatures have disadvantage on attack rolls and saving throws.

3rd Verse: At the end of each of your turns, all affected creatures with 50 or less current hit points die instantly.

Nullifying

Master aria

Vitality Cost: 10 per Turn
Casting Time: 1 Action
Range: Self (10-meter sphere)
Duration: Concentration

A slow and steady tune begins to warp the veil around you. At first it weakens energy fluctuations. As the melody slows, it

calms the winds of magic blowing across the veil and finally stills them completely.

1st Verse: Every creature in in the area of effect has advantage on saving throws against spells and other magical effects, as well as on saving throws against effects created by electric or mechanical devices.

2nd Verse: Spells and other magical effects are suppressed in the sphere and can't protrude into it. Vitality expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Electronic devices shut down and violent chemical reactions fail to trigger.

Targeted Effects. Electronics, spells and other magical effects that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the explosion created by a Fireball is suppressed within the sphere, nullifying the explosion if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Items. The properties and powers of electronic or magic items are suppressed in the sphere. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If an electronic or magic weapon or a piece of electronics or magic based ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a grenade at a target outside the sphere), the properties of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation fails to work in the sphere, whether the sphere is the destination or the departure point for such magical travel.

Dispel Magic. Spells and magical effects such as Dispel Magic from the Lore of Frost have no effect on the sphere. Likewise, the spheres created by different Nullifying arias don't nullify each other.

Signals and EMPs. Signals cannot pass through the sphere and electronics inside it cannot be influenced or damaged by them.

Petrifying

Expert aria

Vitality Cost: 6 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

A deep and low melody emanates from you. Those caught within it find their flesh stating to solidify. At first their movements become slow and sluggish. Next their skin seems to harden as they can barely move. Finally, it hardens into white, marble-like stone.

1st Verse: 1st Verse: At the end of each of your turns, every creature of your choice in range must succeed a Constitution saving throw or be restrained as their bodies starts turning into stone.

2nd Verse: Creatures that fail their saving throw are paralyzed.

3rd Verse: Creatures that fail their saving throw are petrified until freed by the Greater Restoration ability from Channel Life IV or similar magic.

Chapter 12: Divine Magic

Divine magic manipulates the bond between soul and body, allowing spellcasters to exert their influence over the thoughts and emotions of living beings. Mortals lack the ability to affect others in this way, but gods possess a secret pathway into the minds of both the living and the undead. By disguising their influence as emotions, the bridge between the machine-like processes of the body and the chaos of the soul, they can bypass the psychic shields that ward living beings from mental manipulation. However, the gods themselves lack the agency and sentience to wield their abilities to further any particular goal. Except for the rare cases where they do, because just like the souls formed from them they are chaotic and their actions even more random than those of mortals. However, in most cases their mindless pursuit to make mortals indulge in their domains requires a more specific, refined application. This is where mortal spellcasters come into play. Through rigorous mental training mortals can tap into the divine and manipulate both the minds and desires of their fellow mortals or immortals.

Your class determines what ability score you cast divine spells with.

The process of casting a divine spell starts with the caster using words and gestures to evoke a desired emotion or response in their target, laying the groundwork for their manipulation. They then channel divine energy and direct it towards their victim. Drawing upon the divine, the caster seeks to bypass the target's mental defenses through the backdoor provided by the god. This typically results in subtle influence, but skilled divine casters can even invoke their god to temporarily overwhelm and control another creature's will.

Divine Source

Broadly speaking, there are three ways to gain access to divine power. The first is by forming a bond with a deity by devoting oneself to its domain. Prophets do this, but this grants the deity that is being invoked the ability to manipulate its devote just as much as the prophet bends the god's power to its will. How a god can be channeled depends on its unique nature. Each god has its own requirements and limitations for drawing upon its power, determining what methods and techniques can be employed by the caster to access its divine abilities. It's a delicate dance between mortal and god, with the caster tapping into the god's power while navigating its nature and intentions.

The second way is through pure resolve and force of will. This approach allows paladins to wield divine power without risking any particular god influencing their perspective, however the complexity and intensity of influence this can produce is severely limited.

The third way is by acquiring the blessing of all six gods and becoming a chosen. This approach has all the advantages of the first two approaches with none of the drawbacks, but there is no reliable way of becoming a chosen. It always involves finding one sanctuary of each god and a harrowing, personal journey.

Power over the Living and Dead

Divine magic focuses on mentally influencing foes. It provides large amounts of crowd control and utility, but little in the way of damage. However, few creatures have the willpower to effectively resist divine powers, but those that do are almost entirely invulnerable to your abilities. The undead of the fog are particularly vulnerable to these psionic abilities, making divine magic invaluable when venturing into the darkness.

Divine Spell List

The following is a list of all divine spells.

Novice (1st Level)
- Benediction
- Charm
- Clear Mind
- Command
- Dissonant Whisper
- Divine Strikes
- Frighten
- Horrible Sorrow
- Judgment
- Protection of Faith
- Rebuke
- Whisper of Silence

Apprentice (2nd Level)
- Calm Emotions
- Communion
- Detect Thoughts
- Distract
- Mind Spike
- Paralyzing Dread
- Suggestion

Adept (3rd Level)
- Crusader's Mantle
- Discord
- Frenzy
- Ire
- Phantasy
- Shackles of Pain
- Terrify

Expert (4th Level)
- Dominate
- Feedback Trap
- Incite Suicide
- Mass Phantasy
- Soul Unmoored

Master (5th Level)
- Power Word Antipathy/Sympathy
- Power Word Enfeeble
- Power Word Kill
- Power Word Listen
- Power Word Obey
- Power Word Unleashed

Divine Spells

Divine spells are organized by level and alphabetically.

Novice

Access to novice divine spells grants you the abilities described under Channel Divinity I and allows you to learn the following spells.

Channel Divinity I

The most fundamental application of divine power enables the manipulation of emotions. At its simplest, this can enhance persuasive efforts or unleash traumatizing surges of mental static.

Divine Wrath. As a subtle action, expend a negligible amount of vitality and target a creature you can see no more than 20 meters away. The target must succeed a Charisma saving throw or take 1d6 psychic damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6) and 10th level (3d6).

Friends. As a silent and subtle action, expend a negligible amount of vitality and target a creature you can see. As long as you maintain concentration, whenever a Charisma check is made to influence the target you may roll 1d6 and add or subtract the number rolled from the Charisma check. Halve the number rolled if the target has advantage on saving throws against being charmed and double it if it has disadvantage. A creature that is immune to being charmed is immune to this ability.

Benediction

Novice divine

Vitality Cost: 3
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration, up to 1 Minute

A violet glimmer flashes across your eyes as you unleash potent words upon your enemies or allies. The divine power woven into your speech fortifies your comrades with unshakable determination, while sowing seeds of uncertainty and hesitation among your foes.

When you cast this spell, target up to three creatures you can see in range and choose either Bane or Bless. You may choose a different effect for every target.

Bane. Whenever the target makes an attack roll or a saving throw before the spell ends, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Bless. Whenever the target makes an attack roll or a saving throw before the spell ends, it may roll a d4 and add the number rolled to the attack roll or saving throw.

Upcast: Spend an additional 2 vitality to target an extra creature.

Charm

Novice divine

Vitality Cost: 3
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration, up to 1 Hour

You smile and amplify the spark of friendliness it induces in another. Those who already like you, or who feel a carnal attraction to you, are particularly vulnerable to your charm.

Target a creature in range you can see and that can see you. It must succeed a Wisdom saving throw, which it makes with advantage if you are fighting it, or be charmed by you for the duration or until you do anything harmful to it.

A creature that is biologically attracted to your physique or already sees you in a positive light has disadvantage on its saving throw. For example, if you are a human female, a straight human, elf or giant male has disadvantage on their save, but not the average male kobold.

This spell is subtle.

If you concentrate on this spell for its entire duration (1 Hour), the effect does not end. Instead, its duration becomes *Until Dispelled.*

Clear Mind

Novice divine

Vitality Cost: 5
Casting Time: Bonus Action
Range: 10 meters
Duration: 1 Minute

With a soothing word and a glance, the webs of mental intrusion unravel and purity is restored to the mind.

Target creature that can hear you in range gains +5 to Intelligence, Wisdom, and Charisma saving throws for the duration. If the target is affected by an effect that offers such a saving throw to end it, it may immediately make a saving throw against that effect.

Upcast: Spend an additional 4 vitality to target an extra creature.

Command

Novice divine

Vitality Cost: 3
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Round

A single word directs the mind of another. For a moment they believe it is their own will and obey.

You speak a one-word command to a creature you can see within range. The target must succeed a Wisdom saving throw or be charmed until the end of its next turn. If it is charmed during its next turn, it will use its action to follow the command and then end its turn. If your command is directly harmful to the target, it passes its turn instead.

Some typical commands and their effects follow. You might issue a command other than ones described here. If you do, the GM determines how the target behaves. If the target can't follow your command, it passes its turn.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 1 meter 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 actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Upcast: Spend an additional 5 vitality to target an additional creature. You can only issue the same command to all targets.

Dissonant Whisper

Novice divine

Vitality Cost: 3
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Turn

You utter a malicious whisper that echoes in the mind of your victim from every direction. Terror and paranoia rend their thoughts and overcome them.

Target creature you can see in range must make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage and is frightened until the end of its next turn. On a successful save, the target takes half as much damage and is not frightened.

Upcast: Spend an additional 2 vitality to deal an extra 1d6 psychic damage.

Divine Strikes

Novice divine

Vitality Cost: 1 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

Hatred fills your heart, coiling like a whip drawn tight. Your eyes glow violet and subtle veins of purple cover your hands. Animosity lashes through your weapon, cracking across the souls of your foes with every strike.

For the duration, your attacks deal an additional 1d6 psychic damage on a hit.

Upcast: Spend an additional 2 vitality per turn to increase the psychic damage dealt on a hit by 1d6.

Frighten

Novice divine

Vitality Cost: 1
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Minute

Your stoic gaze wanders across your foe and the fear in their heart consumes them. They cower and shake before your holy presence.

Target creature you can see in range must succeed a Charisma saving throw or be frightened of you for the duration. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success.

Upcast: Spend an additional 2 vitality to target an additional creature.

Horrible Sorrow

Novice divine

Vitality Cost: 3
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration, up to 1 Minute

You let out a soft, sad sigh while a dull, violet glow flickers across your fingertips and gutters out. Your victim's chest tightens, their eyes gloss with sudden tears. Their legs buckle and they crumple to the ground, wracked by a depression so deep it feels as though the world will never be right again.

Target creature you can see in range must succeed a Charisma saving throw or be charmed for the duration. While charmed this way a creature falls prone, is incapacitated and unable to stand.

At the end of each of its turns, and each time it takes damage, the target can make another Charisma saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Upcast: Spend an additional 5 vitality to target an additional creature.

Judgment

Novice divine

Vitality Cost: 2
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

As you extend your hand towards your foe, faint purple veins shimmer around their eyes, heralding your growing presence. If they fail to swiftly focus on you, the veins flash with intensified purple light, and you seize the opportunity to unleash a mind-shattering echo of the psychic trauma you caused.

Target a creature in range and mark it until the end of its next turn. If at the end of its next turn the marked creature attacked a creature other than you or is concentrating on a spell, it takes 3d6 psychic damage and the spell ends. The creature is aware of this effect.

Upcast: Spend an additional 2 vitality to increase the psychic damage by 1d6.

Protection of Faith
Novice divine

Vitality Cost: 4 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

Pink light flashes over your eyes and as a foe aims to strike you, the blessing of the divine causes fear and doubt to fester in their heart and lead their blows astray.

For the duration, whenever a creature you can see targets you with an attack, it suffers a -5 penalty to its attack roll.

A creature that is immune to being frightened is immune to this effect.

Rebuke
Novice divine

Vitality Cost: 5
Casting Time: 1 Reaction
Range: 30 meters
Duration: Instant

As your foe's strike lands upon you, you respond with a malevolent glare. The pain of the attack reverberates back to them, unleashing a burst of agonizing static through their mind. The assault leaves them faltering, unable to launch further attacks.

As a reaction to a creature you can see in range dealing damage to you, you may cast this spell. The triggering creature makes a Charisma saving throw. On a failed save, the creature takes 2d6 psychic damage and is stunned until the the end of the current turn. On a successful save, it takes only half as much damage and is not stunned.

Upcast: Spend an additional 3 vitality deal an extra 1d6 psychic damage.

Whisper of Silence
Novice divine

Vitality Cost: 3
Casting Time: 1 Action
Range: 1 Meter
Duration: 1 hour

From behind you let out a breath. Your influence amplifies the surprise within your foe. The shock overwhelms them, and they crumple to the ground, unconscious.

Target a creature you are hidden from in range. The target takes 20 psychic damage. If this reduces a creature to 0 hit points, it falls unconscious for the duration and is stable.

This spell is silent.

Upcast: Spend an additional 3 vitality to deal an extra 10 psychic damage.

Apprentice

Access to apprentice divine spells grants you the abilities described under Channel Divinity II and allows you to learn the following spells.

Channel Divinity II
As your capabilities grow, you gain the ability to project your will into another's mind and influence them in subtle ways.

Cure Madness. Expend 10 vitality and spend a one hour ritual in dialog with a creature, probing and fixing damage done to the connection between its soul and body. At the end of the ritual, the creature is cured of one madness afflicting it.

Telepathy. You have the ability to silently and subtly communicate with creatures you can see no more than 50 meters away (no action required). The contacted creature doesn't need to share a language with you to communicate in this way, but it must be able to understand at least one language. A contacted creature may respond over the same link, but cannot initiate a telepathic conversation.

Calm Emotions
Apprentice divine

Vitality Cost: 5
Casting Time: 1 Action
Range: 20 meters (5-meter sphere)
Duration: Concentration

With a serene countenance, you make a deliberate downward gesture, exuding a subtle purple pulse that radiates outward and converges upon a focal point. The gentle magic envelops all who are touched by its glow, soothing their emotions and calming their inner turmoil.

Each living creature of your choice in a 10-meter radius sphere centered on a point in range has its emotions calmed, ending any Charmed, Frightened, and Rage (such as the barbarian's rage ability) condition affecting it.

Upcast: Spend an additional 5 vitality to increase the radius of the sphere by 5 meters.

Communion
Apprentice divine

Vitality Cost: 5
Casting Time: 1 Action
Range: Touch
Duration: 1 Day

You place your hands on a willing creature's head and form a mental connection with them.

Touch a willing creature and connect to it with a telepathic link. As long as you and the target are no more than 10 kilometers apart, you and the target can use this link to telepathically communicate as with your Telepathy (Channel Divinity II) ability, even if you lose line of sight of each other. If the connection is blocked or the participants are out of range of one another, they lose contact, but the connection resumes as soon as the disturbing condition ends.

If this spell is cast every day for a month, its duration becomes until dispelled. You can only have a number of connections equal to your proficiency bonus active at any time. Both you and the target may end this spell as an action.

Detect Thoughts
Apprentice divine

Vitality Cost: 5 per Minute
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

Purple veins snake out of your eyes, then disappear. The surface thoughts of those around you are revealed.

When you cast this spell, all creatures in a 10-meter radius sphere centered on you that are not immune to psychic damage are revealed. Physical obstructions, such as walls, block this spell.

When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on a creature revealed this way. If the creature you choose has an Intelligence of 2 or lower, the creature is unaffected. You initially learn the surface thoughts of the creature – what is most on its mind at that moment. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation unless a creature is actively suppressing its thoughts. This spell may also provide unreliable results due to how the target thinks.

As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, it can choose to block your attempt, ending the spell. The creature may also pretend not to realize you are probing it and attempt to show you fabricated information. It makes a Charisma (Deception) check against your passive perception to fool you into believing the fabricated information is real.

Either way, the target realizes that you are probing into its mind at the end of your turn, and can block further intrusion or manipulate what you are seeing.

This spell is subtle and silent.

Distract
Apprentice divine

Vitality Cost: 5
Casting Time: 1 Reaction
Range: 30 Meters
Duration: Instant

As your foe attempts to strike, you swiftly place your fingers in front of your nose, and your eyes emanate a brilliant purple glow. With divine precision, you shift their attention away from you, redirecting their focus elsewhere. In that crucial moment, their attack may be redirected at one of their own.

As a reaction to being targeted by an attack from a creature in range that you can see, you can force the attacker to make a Wisdom saving throw. On a failure, you may choose a third creature that is no more than 5 meters away from you and in range of the attack. The attack targets that creature instead.

Mind Spike
Apprentice divine

Vitality Cost: 4
Casting Time: 1 Action
Range: 30 Meters
Duration: 1 Minute, Concentration

You point at your foe, and violet-pink light blazes in your eyes as you release a sharp exhale. A powerful psychic scream erupts within your victim's skull, shrouding their head in a haze of pink energy. The scream reverberates through their mind, echoing back to you, and providing you with a clear and unhindered means to track their movements.

Target a creature you can see in range and force it to make a Charisma saving throw. On a failed save it takes 4d6 psychic damage and, if it isn't immune to psychic damage, is revealed to you for the duration. On a successful save it takes half as much damage and is not revealed. This spell reveals a creature even through walls.

Upcast: Spend an additional 2 vitality to deal an extra 1d6 psychic damage.

Paralyzing Dread
Apprentice divine

Vitality Cost: 4
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Minute

With a solemn gesture you burn a feeling of overwhelming sadness into your victim's mind. They fall to their knees, paralyzed by their depression.

Target a creature you can see within range. The target must succeed a Charisma saving throw or be frightened for the duration. While frightened this way, a creature is paralyzed. At the end of each of its turns, the target can make another Charisma saving throw, ending the spell on a success.

Upcast: Spend an additional 6 vitality to target an additional creature in range.

Suggestion
Apprentice divine

Vitality Cost: 8
Casting Time: 1 Action
Range: 10 Meters
Duration: 8 Hours

With a calm and measured tone, you make a reasonable request, then weave a subtle influence into your victim's mind as they consider it.

You may speak up to two sentences to a creature that can hear and understand you. The target must make an Intelligence saving throw. On a failed save, it pursues the course of action you described to the best of its ability.

The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a

shorter time, the spell ends when the creature finishes what it was asked to do.
You can also specify conditions that will trigger an activity during the duration. If the condition isn't met before the spell expires, the activity isn't performed. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to do something it would not even consider doing causes the spell to fail. Once the spell ends, the creature knows you convinced it to perform that action, but believes it was swayed willingly, unless it is provided evidence of the contrary.

This spell is subtle. A creature that is immune to being charmed is immune to this effect.

Upcast: Spend an additional 10 Vitality to increase the duration of the spell by a day, or an additional 30 Vitality to increase the duration by a year.

Adept

Access to adept divine spells grants you the abilities described under Channel Divinity III and allows you to learn the following spells.

Channel Divinity III

As you become adept at channeling your divine power, you gain the ability to project complicated ideas and images into the minds of others. At its simplest this lets you change someone's perception of recent events and with training it makes intense mental invasions possible.

Modify Memory. As an action you target a creature you can see, expend 5 vitality, and begin concentrating. The target must succeed an Intelligence saving throw or be charmed for up to 1 minute, or until you lose concentration. If you are fighting the creature, it has advantage on the saving throw. While charmed this way the 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 1 hour. 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. 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 illogical modified memory may be dismissed.

This spell is subtle.

Crusader's Mantle

Adept divine

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: Instant

You yell a word of encouragement and infuses the minds of your allies. Their animosity for their foes grows and the divine power coiled in their hearts lashes out with every strike they make in your name.

You radiate an invisible magical aura in a 10-meter radius. While in the aura, you and your allies' attacks deal an additional 1d6 psychic damage on a hit.

Upcast: Spend an additional 4 vitality per turn to increase the psychic damage dealt on a hit by 1d6.

Discord

Adept divine

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 20 meters
Duration: Concentration

With a glance and a thought, you unleash dissonant screams that shatter the coherence of your victim's thoughts. Their mind is left in disarray, disoriented and confused.

Target creature you can see in range is disoriented for the duration. A disoriented creature has the vitality cost of all spells, maneuvers, and abilities doubled, loses concentration and cannot cast spells or use abilities that require concentration.

Frenzy

Adept divine

Vitality Cost: 5
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Minute

A faint violet glow emanates from your outstretched finger, seeping into the mind of your victim. Your virulent influence pierces their thoughts, blurring their perception of friend and foe. Paranoia fills their mind, and with a little luck, their allies may find themselves on the receiving end of their fear-induced rampage.

Target creature you can see in range must succeed an Intelligence saving throw or become frightened for the duration. A surprised creature has disadvantage on its saving throw. While frightened this way, the creature loses the ability to distinguish between friend and foe and will attack the closest creature it can see, or the last creature that dealt damage to it. Whenever the frightened creature takes damage, it has disadvantage on the next saving throw it makes against this spell. At the end of each of its turns, the creature repeats the saving throw, ending the effect on a success.

Upcast: Spend an additional 5 vitality to increase the duration by 1 minute.

Ire
Adept divine

Vitality Cost: 10
Casting Time: 1 Action
Range: Self (30-meter line)
Duration: 1 Minute

With an intense glare towards those you hold in contempt, purple veins glow across your face and your eyes burn with violet fury. A wave of chaotic divine ire bursts forth from you, visible only as streaks of pink that burst from those caught in its path. The minds of those affected are torn asunder by waves of mental agony, assaulted by discordant visions that leave them reeling in confusion and anguish.

Each creature in a 30-meter line that is 3 meters wide must make a Charisma saving throw. A creature takes 5d6 psychic damage and is stunned until the end of its next turn on a failed save, or half as much damage and is not stunned on a successful one.

Upcast: Spend an additional 5 vitality to deal an extra 1d6 psychic damage.

Phantasy
Adept divine

Vitality Cost: 6 per Hour
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

Your eyes become a purple void filled with stars. Your open hand extends towards your victim and sends it into a dream of your creation. Should you wish them harm, you may add a phantasmal killer to the dream, slowly killing them in real life as the vision tortures their mind.

Target a creature in range. It must succeed an Intelligence saving throw or fall unconscious. While unconscious, it experiences a vivid vision of your choice. The creature may repeat the saving throw whenever it takes damage or experiences extreme distress in the vision, ending the effect on a success. A target that knows or realizes that the vision is not real can use its action to end the spell.

You are incapacitated while concentrating on this spell. This spell is silent.

You may add a phantasmal killer to the vision. If you do, the target takes 4d6 psychic damage at the end of each of its turns for the duration.

Upcast: Spend an extra 3 Vitality per turn to increase the vision's damage by 1d6 psychic damage.

Shackles of Pain
Adept divine

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

With a pointed gesture at your foe, you command them to feel your pain. Your eyes and theirs glisten with a radiant purple light as any trauma you endure is echoed onto them by a pulse of pink light.

Target creature you can see in range must succeed a Charisma saving throw, or have any damage you receive dealt to it as psychic damage for the duration.

Upcast: Spend an additional 6 vitality per Turn to target an additional creature.

Terrify
Adept divine

Vitality Cost: 10
Casting Time: 1 Action
Range: Self (20-meter cone)
Duration: 1 Minute

A burst of brilliant pink streaks shoots out from your open palm. Anyone caught in the path of the burst is instantly submerged in a terror so intense that it overwhelms their entire being, rendering them helpless.

All living creatures in a 20-meter cone must make a Charisma saving throw. On a failed save, a creature becomes frightened for the duration. While frightened 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 terror.

Upcast: Spend an additional 2 Vitality to increase the size of the cone by 1 meter.

Expert

Access to expert divine spells grants you the abilities described under Channel Divinity IV and allows you to learn the following spells.

Channel Divinity IV
As you become an expert at channeling divine power, you gain greater control over the connection with the divine. You can force your will upon a body, interposing it between their soul and physical form to enslave their will.

Enslave. As an action, target a creature you can see no more than 10 meters away and expend an amount of vitality equal to the target's current hit points. Expend an amount of vitality equal to twice the target's current hit points, if the target has advantage on saving throws against being charmed, and an amount of vitality equal to half its current hit points if it has disadvantage on saving throws against being charmed. Once you attempt to cast this spell, the GM tells you the spell's vitality cost. You may fizzle the spell before committing vitality, however, if you do the action used to cast the spell is wasted.

The target is magically charmed by you until you die or choose to end the spell (no action required). While charmed

this way it obeys your verbal or telepathic commands to the best of its ability. Whenever a creature charmed this way is dealt damage by you or your allies, or commanded to do something it would never consider doing on its own, it may make a Charisma saving throw, ending the spell on a success.

No more than once every 24 hours, the target can also attempt the saving throw when it is at least 20 kilometers (12-miles) away from you.

Dominate

Expert divine

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

Your eyes burn purple, as veins of the same color snake out of them. The eyes of your victim are filled with holy purple light. Their will is burned away and they obey.

Target a creature in range. It must succeed a Charisma saving throw or be charmed by you for the duration.

While the target is charmed this way, you have a telepathic link with it that you can use to issue commands to the creature (no action required). It obeys these commands without question to the best of its ability. You can provide a specific, or a general course of action, such as attack that creature, run over there, or jump off that cliff. If the creature receives no 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. The target loses concentration and until the end of your next turn, you use the creature's senses and it only takes the actions you choose. While assuming direct control, your own body is incapacitated, blind and deafened.

Whenever the dominated creature takes damage or is forced to do something it would never consider doing (such as attack a loved one or commit suicide), it may attempt a new Charisma saving throw against the spell. If the saving throw succeeds, the spell ends.

Feedback Trap

Expert divine

Vitality Cost: 10
Casting Time: 1 Action
Range: Touch
Duration: 1 Day

Touch someone's forehead and tell them that they are protected. Your words place a trap in their mind. Psychic energy slumbers, ready to lash out at those who attempt to cause it psychic harm or spy upon its thoughts.

One willing creature you touch has a trap placed in its mind for the duration. Whenever the target makes an Intelligence, Wisdom, or Charisma saving throw against a magical effect that attempts to influence its mind, takes psychic damage, or is subjected to an effect that would sense or influence its emotions or its thoughts, the creature that caused the attack takes 10d6 psychic damage and loses concentration. A creature that reaches out with its mind to target the creature with the trap inside its mind may make a Wisdom saving throw against your spell save DC as it targets its spell. On a success, it realizes that something is off with the other creature's mind and may purposefully fizzle its own spell in response. It loses the action and vitality used to cast the spell but avoids the damage.

Once triggered, the trap remains in place. The target of this spell can use its reaction to prevent the trap from activating on an effect it wishes to be affected by. A spell that triggers the trap still takes effect.

Upcast: Spend an additional 2 Vitality to increase the damage of the trap by 1d6.

Incite Suicide

Expert divine

Vitality Cost: 6
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

Raise your hand above your head and open it. A burst of translucent purple rays explodes out of it. Purple light shoots through your victim's eyes. They are struck with existential dread so horrific, that they wish for their own death. They turn their own weapon upon themselves in a fit of lethal compulsion.

Target creature in range must succeed a Charisma saving throw or be charmed until the end of its next turn. When a creature charmed this way starts its turn, it uses its entire turn to make one weapon attack with advantage against itself. On a hit, the attack is a critical hit. The spell then ends.

Upcast: Spend an additional 8 vitality to target an additional creature.

Mass Phantasy

Expert divine

Vitality Cost: 10 per Hour
Casting Time: 1 Action
Range: 20 Meters (5-meter sphere)
Duration: Concentration

Your eyes become a purple void filled with stars. Your open hand extends and purple veins snake through the earth. Those standing on this hallowed ground are pulled into a dream of your creation.

Target a point in range. Any creatures in a 5-meter radius sphere centered on that point must succeed an Intelligence saving throw or fall unconscious. While unconscious, all targets experience a vivid vision of your choice. An affected creature may repeat the saving throw whenever it takes damage or suffers extreme distress in the vision, ending the spell for itself on a success. A target that knows or realizes that the vision is not real can use its action to end the effect for itself.

You are incapacitated while concentrating on this spell.

You may add a phantasmal killer to the vision. If you do, all targets of your choice take 4d6 psychic damage at the end of each of their turns for the duration.

Upcast: Spend an extra 5 Vitality per turn to increase the vision's damage by 1d6 psychic damage.

Soul Unmoored

Expert divine

Vitality Cost: 4 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

A pink wave flashes over your body and with a single step your soul moves out of its mortal shell. Now visible as a figure made from black and purple mist that mirrors your form and connected to your body by a tether of liquid-like violet energy, you may move through walls and strike against the souls of others.

Create an intangible proxy in your space and assume control of it. You may manipulate the appendages of the proxy into any shape, as long as it remains vaguely humanoid.

Your proxy has a flying speed of 10 meters, can hover and may move through any physical object as if it were difficult terrain. The proxy has 10 meters of truesight and can see through walls. It is blind to anything outside this range. The proxy can be targeted by spells and abilities as if it were an undead creature. It is immune to all damage, except psychic damage, to which it is vulnerable. Any damage or effect that would affect it, affects you instead. You may use the proxy to cast spells as though it were you. Alternatively, you may use the proxy to make a melee spell attack as you slash its appendages at a creature, dealing 3d6 psychic damage on a hit.

The proxy is connected to you by a tether that creates a direct connection, even through walls, and is visible to all. If the proxy is ever more than 30 meters away from you, the spell ends. While you concentrate on this spell, your real body is incapacitated, has its speed reduced to zero, and is deaf and blind. You still notice if your real body is damaged.

Master

Access to master divine spells grants you the abilities described under Channel Divinity V and allows you to learn the following spells.

Channel Divinity V

As a master of divine magic, your abilities transcend the mortal realm. You can channel your influence directly into the fabric of the divine, tapping into its immense power to project your mental influence over vast distances and utterly subdue the wills of those nearby. Through additional training you may learn so called power words. Techniques whereby a single word or phrase from you is enough the pierce even the stoutest mental defense.

Contact. For a negligible amount of vitality you may use your action to start concentrating on this spell. For the duration, you gain supernatural awareness of the souls and the void around you in a 20-kilometer (12-mile) radius. You gain the following information:

- You know the location of any major collections of souls (large herds of animals, villages, etc.)
- Any undead or fiend is revealed to you
- Any creature that speaks your name is revealed to you, unless that creature is immune to effects that would read its mind
- Any creature that is under a mind-opening effect, like the bliss poison, is revealed to you (the effect will state that it is eligible for this ability)

While concentrating on this spell, you may choose a creature revealed by it. The creature must make a Wisdom saving throw. On a failure, may cast divine spells on it as if you were touching it. On a success, it detects your presence, realizes your identity if it is familiar with you, and may close its mind to you. It becomes immune to this effect for 24 hours. The creature may repeat the saving throw whenever you attempt to affect it with a spell.

You are blind and deaf while concentrating on this spell. It requires concentration but does not count against the number of spells you are concentrating on. This means that while this spell ends if you lose concentration, you can still cast another spell that requires concentration.

Power Word Antipathy/Sympathy

Master divine

Vitality Cost: 15
Casting Time: 1 Action
Range: 10 meters
Duration: 10 Days

You speak either the word: repel, or: attract and then who is to be terrified or attracted. Waves of psychic energy move away from the one you target, making sure the world obeys your will.

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object, a creature, or an area that is no larger than a 100-meter radius. Then specify a kind of creature, such as dragons, elves, vampires, female humanoids, or a specific person. Choose antipathy or sympathy.

Antipathy. Creatures of the kind you designated feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 20 meters of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 20 meters of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 20 meters from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 20 meters of it.

Sympathy. Creatures of the kind you designated feel an intense urge to approach the target while within 20 meters of it or able to see it. When such a creature can see the target or comes within 20 meters of it, the creature must succeed a Wisdom saving throw or become charmed by the target. While charmed in this way a creature will approach the target and considers it something wonderful that is to be heeded and protected.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn further than 20 meters away from the target or unable to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

Ending the Spell. Any effect that removes madness can also end this spell.

Power Word Enfeeble

Master divine

Vitality Cost: 15
Casting Time: 1 Action
Range: 30 Meters
Duration: Until Dispelled

With a sneer you say: Pathetic, and that is what your foe becomes.

Target a creature you can see in range. The vitality cost of all abilities, including spells, maneuvers and magic items, the creature uses is doubled, the save DCs of the creature's abilities are all reduced by 5, it has disadvantage on attack rolls and can only communicate through incoherent rambling.

Alternatively you may choose to afflict the creature with a madness of your choice. The GM has a list of available madnesses.

A creature that is immune to psychic damage is immune to this effect. Any effect that cures a creature of madness may cure it of this effect.

Power Word Kill

Master divine

Vitality Cost: 15
Casting Time: 1 Action
Range: 30 Meters
Duration: Instant

You utter a single word: Die. It sears away the connection between body and soul and kills instantly.

Target a creature in range. If it has 50 hit points or fewer, it dies instantly. Otherwise, the spell has no effect. If the target is resistant to psychic damage, it is only affected if it has 25 hit points or fewer. If the target is vulnerable to psychic damage, it is affected if it has 100 hit points or fewer. A creature that is immune to psychic damage is unaffected by this spell.
Any spell or ability that would allow a creature killed this way to return to life has no effect.

Power Word Listen

Master divine

Vitality Cost: 10 per Turn
Casting Time: 1 Action
Range: 100 Kilometers
Duration: Concentration

You speak the word: Listen, and the world hears your words.

As an action, you may project a psychic message into the minds of an unlimited number of creatures that you are familiar with within range. Instead of targeting individual creatures, you may instead project the message into the mind of every creature in an up to 10-kilometer radius sphere centered on a point within range.
For every turn you concentrate on this spell, you may project 6 seconds worth of speech to the targets of this spell. A target understands your message, even if you don't share a language.

Power Word Obey

Master divine

Vitality Cost: 15
Casting Time: 1 Action
Range: 30 Meters
Duration: See Description

You utter the word: obey, and speak. Almost irresistible compulsion binds your new servant to your words.

Target a creature in range and give it a command. The creature feels an almost irresistible compulsion to complete the task set for it. If it decides it will not obey the task you have set for it, or attempts to undermine the purpose of your request, it takes 1d6 psychic damage and must succeed on a Charisma saving throw or obey you anyway. On a successful save, the creature must repeat the saving throw again at the start of its next turn. If the creature succeeds three saving throws in a row, the spell ends.
A creature is bound to its own honest interpretation of the command, not by its precise wording. As long as the creature believes it is obeying, even as it unwittingly does something against it, the spell does not trigger. The spell does trigger if the creature decides it will undermine the purpose of your command. This includes exploiting a loophole or poor wording.
The spell ends once the creature has completed the command given to it or if you decide to end it.
A creature that is immune to being charmed is immune to this effect.

Power Word Unleashed

Master divine

Vitality Cost: 10
Casting Time: 1 Action
Range: 30
Duration: 1 Minute

You say: Be Free: All bonds of the mind shatter and all are made whole.

Target creature in range becomes immune to the charmed and frightened conditions, immune to psychic damage, and has advantage on all saving throws for the duration. It is cleansed of any madness (natural and magical) afflicting it and if it is affected by an effect that can be escaped by succeeding a saving throw, it may immediately make a saving throw against that effect.
You may also cast this spell on a dead creature. It gets +10 to its Resurrection check.

Chapter 13: Elemental Magic

The following six lores of magic are known as elemental magic, as they tap into the pure essence of energy from the boundless Void and shape it into potent spells. However, contrary to the traditional notion of the four elements (fire, water, earth, and air), the term "elemental" here refers to the fundamental energies that underpin the very fabric of the universe. From the mysterious forces of gravity and dark energy, to the illuminating power of light, the chilling grip of null point energy, the electrifying surge of electron concentrations, the blazing heat of fire, and the life-giving vitality of chemical energy - these energies are intrinsic to the existence of the cosmos itself, hence earning the moniker of elemental energy.

The Six Lores

Spells that rely on the same element are part of the same lore. For example, the lore of fire includes all spells that work by generating pure heat.

Most mages focus their efforts on learning a single lore. Channeling energy is difficult to learn, but not very powerful on its own. Building on this knowledge by learning ways to form and channel more powerful or different types of the same energy provides a larger increase of power than learning how to channel it. Of course, knowing spells of different lores makes a caster more versatile, so some still choose to expand beyond one lore. Especially if they've already mastered their first one.

Learning a lore is a commitment, as it not only demands learning mental exercises. While the soul draws the energy, it is the body that channels it. Every technique is enhanced by a certain ability of the caster.

For example, the lore of force is based on forceful movements. Being strong and athletic (having a high Strength score) makes casting these spells easier.

The lore of light requires very precise and fast movements. Quick reactions (high Dexterity) makes casting these spells easier and more efficient.

The lore of frost is taxing on the body. Drawing the cold out of the Void is made easier by having a stalwart physique (high Constitution).

The lore of lightning follows specific paths when summoned and wielded. These patterns are complicated but predictable. They can be understood with logic and the greater a caster's understanding of them is (high Intelligence), the more potent and efficient their spells become.

Fire on the other hand is unpredictable. When drawn and wielded it its fickle nature needs to be paid constant heed. Those who have the ability to go with the flames and adjust their approach as needed (have high Wisdom) will have an easier time casting fire spells.

The lore of life is not created easily and has to be forced into the world. A lot of willpower (high Charisma) makes this process easier.

The Lore of Force

The Lore of Force focuses on summoning kinetic energy. Its spells grant strength and induce motion. Especially early on casters control it by simply magnifying the power behind their own movement and inertia, or how their bodies react to acceleration and deformation. Because of this, a strong body makes it easier to summon force magic.

The Lore of Force relies on your Strength score

The Difficulty Class of saving throws against force spells you cast is determined as follows: 8 + your Proficiency Bonus + your Strength modifier.

If a force spell requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Strength modifier.

The Lore of Force is a good choice for fighting martials. With the spells Shield and Skin of Stone you can greatly increase your survivability by protecting yourself from physical attacks. Weapons like swords, bows and guns are all but useless against you. Pummel and your ability to crush grappled foes (Channel Force I) make you a deadly close range threat and spells like Leap (Channel Force I), Mobility and Grapple make it easy to close the gap between yourself and foes that rely on using ranged attacks. While the Lore of Force provides defense, mobility and high single target damage, it lacks range. Most magic users can also bypass your defensive abilities and punish you easily.

Force Spell List

The following is a list of available force spells.

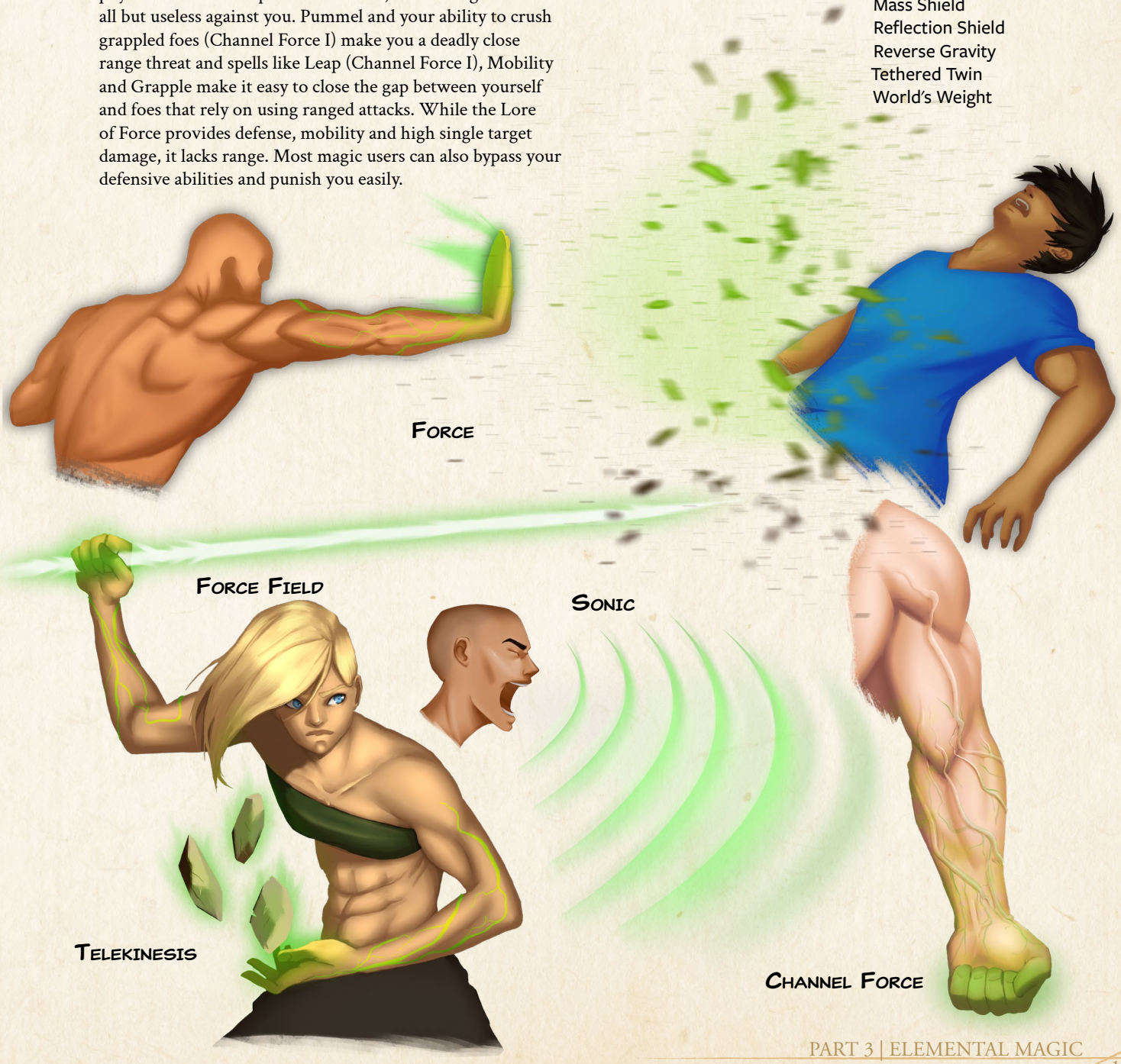
Novice (1st Level)
Apprehend
Blast
Clear
Forceshot
Mage Armor
Mobility
Pummel
Shield

Apprentice (2nd Level)
Brake Fall
Concuss
Echolocation
Grapple
Piercing Projectile
Skin of Stone

Adept (3rd Level)
Concussion Wave
Expeditious Flight
Force Sword
Scythe
Steel Wind Step
Thunder Step

Expert (4th Level)
Alpha Strike
Barrier
Hold
Rend
Shared Shield
Singularity

Master (5th Level)
Animate Objects
Mass Shield
Reflection Shield
Reverse Gravity
Tethered Twin
World's Weight



Force Spells

Force spells are organized by level and alphabetically.

Novice

Access to novice force spells grants you the abilities described under Channel Force I and allows you to learn the following spells.

Channel Force I

The first step to learning the lore of force is learning to convert vitality into pure kinetic energy. At its simplest, this ability allows you to increase your own strength and expel force from your body to slow a descent. More advanced techniques let you expel it from your body in shockwaves.

Force. At a negligible cost to your vitality you may use your action to magically increase your physical power until you lose concentration. If you are a medium or smaller creature, you make yourself count as one size bigger than you are in regards to wielding weapons, grappling, or carrying objects and have +5 on Strength checks.

You can also use this increased strength to attack, although doing so ends the effect. When you cast this spell, or as an action on a later turn, you strike a creature with magical might. Make an attack with a melee or thrown weapon or a melee spell attack. On a hit, the attack deals an additional 1d6 damage or 1d12 force damage if it's a spell attack.

This spell's damage increases by 1d6 for a weapon attack and 1d12 for a spell attack when you reach 5th level (2d6 and 2d12) and 10th level (3d6 and 3d12).

Crush. As an action you may spend up to an amount of vitality equal to your Proficiency Bonus to crush (or tear apart) a creature you are grappling, dealing 10 force damage for every vitality spent.

Feather Fall. As a reaction to falling, you may expend 2 vitality. The rate of your descent slows to 20 meters per round for the next minute. If you land before the spell ends, you take no fall damage and can land on your feet, and the effect ends.

Leap. As a bonus action you may spend up to an amount of vitality equal to your Proficiency Bonus to leap up to 5 meters in any direction for each vitality expended.

Apprehend

Novice force

Vitality Cost: 2
Casting Time: 1 Bonus Action
Range: Touch
Duration: Instant

Green energy pulses over your hand as it snaps forward to grab someone with magical strength and grip.

Make an armor-piercing melee spell attack. On a hit, the target is grappled or mounted. This spell may be cast as an attack of opportunity.

Blast

Novice force

Vitality Cost: 3
Casting Time: 1 Action
Range: Self (5-meter radius)
Duration: Instant

You stomp the ground hard and push your elbows to the sides. A shockwave blasts opponents off their feet..

Every creature in a 5-meter radius sphere centered on you must succeed a Strength saving throw or take 1d12 force damage and, if it is medium or smaller, be knocked prone.

Upcast: Spend an additional 3 vitality to increase the damage by 1d12 and the radius by 2 meters.

Force Push

Novice force

Vitality Cost: 3
Casting Time: 1 Action
Range: Self (5-meter cone)
Duration: Instant

You thrust your open palm forward and unleash a gale that pushes your foes back.

Each creature in a 5-meter cone must make a Strength saving throw. A creature takes 2d12 force damage and, if it is medium or smaller, is pushed to the outer edge of the cone on a failed save. It takes half as much damage and is not pushed on a successful save.

Upcast: Spend an additional 3 vitality to increase the force damage by 1d12 and the size of the cone by 2 meters.

Force Shot

Novice force

Vitality Cost: 3
Casting Time: 1 Action
Range: 30 Meters
Duration: Instant

In a single movement you fling a weapon. With a thunderous boom a transparent burst of emerald energy fires it forward with unimaginable speed.

To cast this spell you must be holding a weapon with the thrown property or a piece of ammunition in the hand used to cast the spell. Make a ranged spell attack. On a hit the target takes 2d12 piercing damage and any on-ranged-hit effects of the weapon apply.

Upcast: Spend an additional 2 vitality to increase the damage by 1d12.

Mage Armor
Novice force

Vitality Cost: 3
Casting Time: 1 Action
Range: Self
Duration: 1 Day

You slam your fists against your chest, causing a green wave of energy to first flow over your body, then turn almost invisible. This field repels blows while still allowing you to move.

If you aren't wearing armor, you gain a +3 bonus to your armor class. The spell ends if you don armor or if you dismiss the spell as an action.

Upcast: Spend an additional 3 vitality to increase the bonus to your armor class by 1.

Mobility
Novice force

Vitality Cost: 2 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

You begin modulating your mass, allowing you to move with incredible speed, leap through the air, and effortlessly perform acrobatic feats with incredible speed.

You gain the following benefits for the duration:

- Your walking speed increases by 5 meters.
- You do not provoke attacks of opportunity.
- You can move through the space of a hostile creature, and the space occupied by other creatures is not considered difficult terrain.
- You can use your movement to leap through the air in any direction as though you had a flying speed. If you end your turn in the air, you fall to the ground, taking normal fall damage.

Pummel
Novice force

Vitality Cost: 2
Casting Time: 1 Action
Range: Touch
Duration: Instant

With a swing of your fist you deliver a blast of force that sends its target flying.

Make a melee spell attack. On a hit, the target takes 3d12 force damage and a medium or smaller creature is pushed 5 meters in a direction of your choice and knocked prone.

If you cast this spell with a melee weapon, the spell's damage replaces the weapon's base damage, uses its damage type, and applies any of its on-hit effects.

Upcast: Spend an additional 2 vitality to increase the damage dealt by 1d12 and the distance a target flies by 1 meter.

Shield
Novice force

Vitality Cost: 3
Casting Time: Reaction
Range: Self
Duration: 1 Round

Your arm snaps up in a block. A gale of force billows from you, visible only as a green shimmer, that batters and blows away blows.

As a reaction to being hit by an attack, you may cast this spell. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

Apprentice

Access to apprentice force spells grants you the abilities described under Channel Force II and allows you to learn the following spells.

Channel Force II
As you become an apprentice, you gain the ability to produce sustained streams of force with greatly increased efficiency and more importantly modulate these streams precisely. At its simplest this allows you to lift your body from the ground in flight and more specialized techniques can make use of this ability to create sound-based effects.

Fly. As a bonus action you may begin concentrating on this spell for 1 vitality per minute. As long as you maintain concentration, you have a flying speed of 20 meters and can hover. If you already have a flying speed, increase it by 10 meters instead. This spell is silent.

Brake Fall
Apprentice force

Vitality Cost: See Description
Casting Time: Reaction
Range: Self (3-meter radius)
Duration: Instant

As you fall, you hold your hands in front of your chest and when you slam into the ground, you push your arms down and unleash the energy of your drop as an explosion of force.

You may cast this spell as a reaction to taking fall damage. For every 1d6 fall damage you would take (you take 1d6 force damage every 3 meters you fall up to a maximum of 20d6), spend 1 vitality. Upon impact, you take no damage and instead unleash an explosion of force. Each creature in a 3-meter radius centered on the point of impact must succeed a Strength saving throw or be dealt the damage you would have taken from the fall and be knocked prone if it is medium or smaller.

Concuss
Apprentice force

Vitality Cost: 5
Casting Time: 1 Action
Range: 30 meters
Duration: Instant

You yell and unleash a blast of concussive force from your mouth.

Target creature in range must succeed a Constitution saving throw or take 1d6 thunder damage and be stunned until the end of its next turn.

A creature immune to thunder damage is immune to this effect.

Upcast: Spend an additional 4 vitality to increase the thunder damage you deal by 1d6.

Echolocation
Apprentice force

Vitality Cost: 1 per Minute
Casting Time: 1 Bonus Action
Range: Self (30-meter radius)
Duration: Concentration

Flex your fist and with every tensing of the muscles send out minuscule pulses of force. Through them, you sense all nearby.

For the duration, you have blindsight out to a range of 30 meters.

Surfaces or spaces that sound cannot penetrate (such as the Silence spell) are considered heavily obscured to this sense.

Upcast: Spend an additional 1 vitality per minute to increase the range by 10 meters.

Grapple
Apprentice force

Vitality Cost: 2
Casting Time: 1 Bonus Action
Range: 20 Meters
Duration: Instant

As you extend your hand, a tether of green energy flies out. These tendrils connect with your target and either pull you towards it or it towards you. Whoever's heavier wins the tug of war.

You launch a force tether that, once connected with the target, will move both you and it towards each other, depending on how heavy you are in relation to one another.

You may target a point in range. You instantly use all your movement to grapple to that location.

You may also target a creature in range. In that case, it must succeed a Dexterity saving throw, or be tethered. Once tethered, if the creature is the same size or smaller than you, it is pulled towards you. If it is larger than you, you are pulled towards it. The creature is always pulled towards you if you are immune to being moved and you are always pulled to it if it is immune to being moved against its will.

This spell is silent.

Upcast: Spend an additional 1 vitality to increase the range of the spell by 5 meters.

Piercing Projectile
Apprentice force

Vitality Cost: 5
Casting Time: 1 Action
Range: Self (30-meter line)
Duration: Instant

Emerald energy swirls around your finger. The coiled energy forms a bolt of green energy that is flung forward at hypersonic speed.

Every creature in a 30 meter line originating from you must succeed a Dexterity saving throw or take 3d12 armor-piercing force damage.

Upcast: Spend an additional 4 vitality to increase the damage dealt by 1d12.

Skin of Stone
Apprentice force

Vitality Cost: See Description
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

You slam your fists together, causing a green wave of energy to first flow over your body, then turn almost invisible. This kinetic energy dissemination field hugs your body and protects you like indestructible armor.

You become resistant to bludgeoning, piercing, slashing, and force damage for the duration. Any damage of that type that would be dealt to you, is dealt to your vitality instead. If you fail to pay vitality for damage, the ward fails and the remaining damage is dealt to your hit points in full. Fire deals full damage to both your vitality and to you. All other damage types ignore the shield and deal normal damage to you.

For the duration, critical hits are considered normal hits for the purpose of determining the damage they deal (a natural 20 is still a guaranteed hit, but does not double the attacker's damage dice). This spell is silent.

Adept

Access to adept force spells grants you the ability described under Channel Force III and allows you to learn the following spells.

Channel Force III
As an adept, you learn how to unleash very quick, stable bursts of force. At its simplest this allows you to move with extreme speed and with some skill you may form cutting edges of pure force.

Blink. As a bonus action or a reaction, you expend 8 vitality to move almost instantly in a straight line to an unoccupied space no more than 10 meters away, provoking no attacks of opportunity and ignoring difficult terrain. If there is an obstacle between you and your destination, you slam into it, dealing 1d6 force damage both to it and yourself.

If you blink as a reaction to a creature you can see targeting you with an attack, the triggering attack is made with disadvantage.

If you blink as a reaction to a creature in range other than you being attacked, you may blink between the attacker and the target, forcing the attack to target you instead.

In both cases you must take the reaction before the creature makes its attack roll.

If you blink as a reaction to a creature you can see targeting you with an area of effect ability, you avoid being targeted if the blink moves you out of the area of effect. If the effect offers a saving throw, you must take the reaction before you roll.

Concussion Wave

Adept force

Vitality Cost: 8
Casting Time: 1 Action
Range: Self (10-meter cube)
Duration: Instant

You raise your arms and slap them together in front of you. The thunderous clap unleashes an explosion of concussive force that stuns those caught within.

Every creature in a 10-meter cube adjacent to you must succeed a Constitution saving throw or take 1d6 thunder damage and be stunned until the end of its next turn.

A creature immune to thunder damage is immune to this effect.

Upcast: Spend an additional 5 vitality to increase the thunder damage you deal by 1d6 and the size of the cube by 2 meters.

Expeditious Flight

Adept force

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

Gather your strength and leap into the air. You are surrounded by a green glow and flakes of bright, liquid-like green energy fly off you, allowing you to glide through the air at blinding speed.

You gain a flying speed of 100 meters and can hover for the duration. If you already have a flying speed, increase it by 100 meters instead.

Upcast: Spend an additional 5 vitality per turn to increase your flying speed by 50 meters.

Force Sword

Adept force

Vitality Cost: 3 per Turn
Casting Time: 1 Bonus Action
Range: Your Free Hand
Duration: Concentration

With your flat palm you draw a sword of shining green force from your clenched fist. The weapon does not bend or break and slashes through bone, stone, and steel as effortlessly as through water.

You create a simple, armor-piercing melee weapon that deals 5d6 slashing damage on a hit for the duration. You use your spell attack modifier when attacking with this weapon. When you score a critical hit against a creature that has one head with this weapon, deal an additional 40 slashing damage. If the critical hit reduces the target to 0 hit points, it is decapitated and dies instantly. The weapon cannot leave your hand.

Upcast: Spend an additional 1 vitality per turn to increase the damage dealt on a hit by 1d6 and your reach by 1 meter, up to a maximum of 2 meters.

Scythe

Adept force

Vitality Cost: 7
Casting Time: 1 Action
Range: Self (10-meter cone)
Duration: Instant

You cut the air with your finger and unleash a thin blast of force that slashes through your foes.

Each creature in a 10-meter cone that is 1 meter tall must succeed a Dexterity saving throw or take 6d12 armor piercing slashing damage.

Upcast: Spend an additional 4 vitality to increase the damage dealt by 1d12.

Steel Wind Step

Adept force

Vitality Cost: 10
Casting Time: 1 Action
Range: Self (10-meter line)
Duration: Instant

Lean forward, extend your arms to the side and dash. In a flash of green light, you blink forward, heralding a shockwave that throws everyone in your path into the air.

You move almost instantly in a straight line to an unoccupied space 10 meters away, provoking no attacks of opportunity and ignoring difficult terrain. You create a line that is 10 meters long and four meters wide along your path. Each creature in the line must make a Strength saving throw. A creature takes 4d12 force damage and a medium or smaller creature is restrained until the start of your next turn while it flies through the air on a failed save. On a successful save it takes half as much damage and is not restrained.

Upcast: Spend an additional 6 vitality to increase the distance you travel and the length of the line by 2 meters and the damage you deal by 1d12.

Thunder Step

Adept force

Vitality Cost: 6
Casting Time: 1 Bonus Action
Range: 30 Meters
Duration: Instant

Emerald energy swirls around your body as you raise your fists. As you pull them down, you are propelled forward with a blast of force.

You move almost instantly in a straight line to an unoccupied space in range, provoking no attacks of opportunity and ignoring difficult terrain. If there is an obstacle between you and your destination, you slam into it, dealing 1d6 force damage both to it and yourself. Immediately after you move, a thunderous boom sounds, and each creature no more than 3 meters away from the space you left must succeed a Constitution saving throw or take 2d6 thunder damage.

You can also move one willing or grappled creature of your size or smaller with you. The creature must be within 1 meter of you when you cast this spell, and there must be an unoccupied space within 1 meter of your destination space for the creature to appear in; otherwise, the creature is left behind.

Upcast: Spend an additional 3 vitality to increase the range by 10 meters.

Expert

Access to expert force spells grants you the ability described under Channel Force IV and allows you to learn the following spells.

Channel Force IV

As you become an expert at creating and manipulating force, you gain the ability to project it as precise telekinesis and use that telekinesis to create force fields.

Telekinesis. As an action, target a creature or object you can see no more than 40 meters away and concentrate on this spell.

Creature: If you target a medium creature, spend 4 vitality per minute. This cost is doubled for large creatures (8 for large) and halved for every size it is smaller than medium (2 for small, 1 for tiny). The target must succeed a Strength saving throw or be put under your telekinetic control and restrained for the duration. It may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Object: If you target an object, expend 1 vitality per minute for every 20 kilograms the item weighs. If the object isn't being worn or carried, you gain telekinetic control over it. If the object is being worn or carried by a creature, that creature must succeed a Strength saving throw or have the object pulled out of its grip and put under your control.

Controlling a Target: As a bonus action you may move a creature or object under your telekinetic control up to 10 meters in any direction. 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.

Alpha Strike

Expert force

Vitality Cost: 15
Casting Time: 1 Action
Range: 30 Meters
Duration: Instant

You flourish a weapon, or ball your fists. You are nothing but a green blur as you blink between targets, striking them as you go.

You make up to five melee spell attacks against up to five different creatures you can see in range. On a hit, a target takes 3d12 force damage.

If you cast this spell with a melee weapon, the spell's damage replaces the weapon's base damage, uses its damage type, and applies any of its on-hit effects.

You then appear in a space adjacent to one of the targets.

Upcast: Spend an additional 5 vitality to make an additional attack.

Barrier

Expert force

Vitality Cost: 4
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: Concentration

From your open palm stream green particles and form an impenetrable field of force.

You project a transparent barrier that can take any shape you wish but can't extend out of a 10-meter radius sphere centered on you. It can enclose opponents or allies.

The barrier provides total cover to creatures completely behind it. It is resistant to bludgeoning, piercing, and slashing damage and vulnerable to fire damage. Any damage the barrier takes is dealt to your vitality instead.

While concentrating on this spell, your speed is halved and you must spend 1 vitality for every 5 meters you move.

Hold

Expert force

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 20 meters
Duration: Concentration

You reach out and a telekinetic grip takes hold of your foe. They are levitated into the air and crushed by magical force.

Target a medium or smaller creature you can see within range. It must succeed a Strength saving throw or be lifted into the air, paralyzed and dealt 1d12 force damage at the end of each your turns for the duration. You may use your bonus action to move the creature up to 10 meters in a direction of your choice. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Upcast: Spend an additional 8 vitality per turn to increase the size of creature that can be targeted by one (medium to large, large to huge, huge to gargantuan).

Rend

Expert force

Vitality Cost: 6
Casting Time: 1 Action
Range: Touch
Duration: Instant

Move your finger vertically through the air, then slash horizontally through it with your open palm. Razor-thin waves of force slash through the air and through your foe, cutting them into ribbons.

Target creature you can reach must succeed a Dexterity saving throw or take 8d12 armor piercing slashing damage. If this reduces the target to 0 hit points, its body is disintegrated.

Upcast: Spend an additional 3 vitality to increase the damage dealt by 1d12.

Shared Shield
Expert force

Vitality Cost: 6
Casting Time: Reaction
Range: 15 Meters
Duration: 1 Turn

With a snap of your finger, you or your ally are surrounded by a green barrier that repels blows while still allowing them to move.

As a reaction to a creature in range being hit by an attack, you may cast this spell. Until the start of your next turn, it has a +5 bonus to AC, including against the triggering attack.

Singularity
Expert force

Vitality Cost: 10
Casting Time: 1 Action
Range: 30 meters (5-meter radius)
Duration: Instant

Green energy swirls around your extended open palm. As you close it into a fist, a transparent green sphere implodes, pulling all caught within it into its center and smashing them against each other.

Target a point in range. Every medium or smaller creature in a 5-meter radius sphere centered on that point must succeed a Strength saving throw or be pulled into the center of the sphere and knocked prone. Any creature in the center of the sphere then takes 4d12 force damage, increased by 1d12 for each creature that failed its saving throw.

Alternatively you may cause the spell to throw creatures that failed their save to the outer edge of the radius, in which case they are still knocked prone, but take no additional damage.

Upcast: Spend an additional 5 vitality to increase the damage dealt to pulled targets by 1d12.

Master

Access to master force spells grants you the abilities described under Channel Force V and allows you to learn following spells.

Channel Force V
As a master of force magic, you achieve the ultimate command of gale and gravity. The ability to unleash and control devastating amounts of energy is yours. Taken to its ultimate extreme, this power allows you to annihilate yourself in a suicide spell. In such a final, transcendent act, you surrender your very flesh to the spell, brilliant green light searing through skin and bone as gravity collapse inward at your command. With every last ounce of your power, you pull yourself together, muscle, marrow, and soul, crushed beyond comprehension into a singularity that bends light and reality. Wreathed in a corona of emerald light, the black sphere that was once you hungers without mercy, devouring air, earth, and all unfortunate enough to stand near the place where you once were. And then, when the crushing magic can contain itself no longer, you detonate, in cataclysmic explosion.

Final Singularity. As an action, you may cast this spell. You die instantly and your body disintegrates. Any ability that would allow you to return to life fails. A tiny black sphere appears in your space. Any creature or object that enters the sphere's space is disintegrated and absorbed by the sphere.

A 200 meter area around the sphere is considered difficult terrain. Any object in that area not firmly connected to the ground is pulled into the sphere's space. At the start of its turn, a creature in that area must succeed a Strength saving throw or be pulled into the sphere. Flying creatures have a -10 penalty to this saving throw.

The sphere lasts for 4 turns before it explodes. Every creature in a 1 kilometer radius must make a Dexterity saving throw, taking 5d12+30 force damage on a failed save and half as much on a successful one.

Animate Objects
Master force

Vitality Cost: See Description
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You reach for objects and flex your fingers, as though you were spinning invisible, heavy strings. Items around you animate by you command, carried by almost invisible green shimmers. By your will, they assault your foes.

As an action you animate objects up to ten objects in range that you can see and that are not being worn or carried. Pay 1 vitality per turn for every object you animate. Medium targets count as two objects, large targets count as four objects, huge targets count as eight objects. You can't animate any object larger than huge. Each target animates and becomes a creature under your control until the spell ends or it is reduced to 0 hit points.

Animated objects take their turn with you. As a bonus action, you can mentally command any creature you made with this spell (if you control multiple creatures, you can command any or all of them at the same time). You decide what action the creature will take and where it will move. If you issue no commands, the creature simply hovers in mid-air.

Animated Object Statistics

Size	Vitality per Turn	HP	AC	Str	Dex	Attack
Tiny	1	20	18	4	18	+8 to hit, 1d4 + 4 damage
Small	1	25	16	6	14	+6 to hit, 1d8 + 2 damage
Medium	2	40	13	10	12	+5 to hit, 2d6 + 1 damage
Large	4	50	10	14	10	+6 to hit, 2d10 + 2 damage
Huge	8	80	10	18	6	+8 to hit, 2d12 + 4 damage

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. See the *Animated Object Statistics* table for details. Its Constitution is 10 and its Intelligence, Wisdom, and its Charisma are 0. The objects have a flying speed of 10 meters and can hover. If the object is securely attached to a surface or larger object, such as a chain bolted to a wall, its speed is 0. The objects are blind and rely on your senses to be guided. When the animated object drops to 0 hit points, it breaks and the magic keeping it animate fades.

If you command an object to attack, it can make a single melee attack against a creature within 1 meter of it. It makes a slam attack with an attack bonus and bludgeoning damage

determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

Mass Shield

Master force

Vitality Cost: 10
Casting Time: 1 Action
Range: 30 Meters
Duration: Instant

You punch fields of force at your allies that surround their bodies in powerful protective barriers.

Each creature of your choice in range has a +5 bonus to AC. At the start of each of your turns, reduce this bonus by 1 for all targets. The shield disappears when its bonus is reduced to 0.

Upcast: Spend an additional 5 vitality to increase the provided bonus by 1.

Reflection Shield

Master force

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

Place an angled open palm in front of you. A shimmering green shield materializes, expanding in a protective cocoon around your form. As enemy projectiles approach, they are deflected, swirling in a circular path around you, before being hurled back..

As a reaction to being hit by an attack, you may cast this spell. Until the start of your next turn, you have a +10 bonus to AC, including against the triggering attack. If a ranged attack misses you during the duration, the attacker rolls damage as though they hit you. Make a ranged spell attack against a creature you can see in the attack's normal range. On a hit the attack deals the rolled damage.

Reverse Gravity

Master force

Vitality Cost: 10
Casting Time: 1 Action
Range: 20 meters (10-meter cylinder)
Duration: 1 Turn

You extend your arms as if grasping an invisible sphere, and the ground below glows with a pulsating aura. As you push your hands towards the sky, gravity itself is reversed. All who are caught within this spell are pulled upwards, suspended in mid-air for a breathless moment. Then, with a resolute pull of your arms, you magnify the force of gravity. The helpless victims of your magic are slammed back to the ground with bone-crushing force.

Target a 10-meter radius cylinder that is 30 meters tall within range. Gravity in that area is reversed. Every creature in the area is pulled to the top of the cylinder, or until they hit a wall, and restrained for the duration. A creature with a flying speed is not restrained. A creature that has something to grab onto that is securely attached to the ground may attempt a Dexterity saving throw to avoid being lifted.

While concentrating on this spell, you may use your action to smash affected creatures into the ground. Creatures that are restrained are knocked prone and take 10d6 bludgeoning damage as they hit the ground (they take no additional fall damage). This damage is halved for small creatures and doubled for large or bigger creatures. Then the spell ends.

Upcast: Spend an additional 2 vitality to increase the damage dealt by 1d6 bludgeoning damage.

Tethered Twin

Master force

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

Put your index and ring finger together. Close your other hand into a fist before your chest and as you do, a green field of energy moves across your body. Step back and from your body a simulacrum made from green force fields emerges, connected to you by a flow of liquid-like green energy.

As an action, you summon a transparent duplicate in an adjacent space. The duplicate is resistant to bludgeoning, piercing, slashing, and force damage and vulnerable to fire damage. As a bonus action on your turn you may control the duplicate. It has its own action and movement, but can't take a bonus action and using its reaction requires your reaction. The duplicate can use its action to make a weapon attack using your attack modifiers, or to cast a spell you know using your vitality and your spellcasting modifier. The duplicate has disadvantage on ranged attacks. Its speed and mass are equal to yours.

A tether of liquid-like green energy connects you and your duplicate. If there is ever a physical obstruction between you and your duplicate that would leave no way for a liquid to flow around it, or if it is more than 20 meters away from you, the spell ends. The duplicate has no senses of its own and if you lose sight of the duplicate it is effectively blinded.

World's Weight

Master force

Vitality Cost: 8 per Turn
Casting Time: 1 Action
Range: 20 Meters (20-meter cylinder)
Duration: Concentration

As you extend your open palm, a vibrant green charge pulsates through the air, charging the surrounding area with your power. With a fluid motion, you move your hand down and clench it into a fist. Gravity turns into a crushing force. Those caught fall to the ground under the weight of their own bodies.

Target a 10-meter radius cylinder that is 30 meters tall within range. The area becomes difficult terrain and when a creature that is not prone enters the spell's area for the first time on a turn or starts its turn there, that creature is knocked prone and takes 1d12 force damage in addition to three times the fall damage it would normally take. It must then succeed a Strength saving throw or be paralyzed until the start of its next turn.

Upcast: Spend an additional 1 vitality per turn to increase the radius and height of the cylinder by 1 meter.

The Lore of Light

The Lore of Light focuses on manipulating quantum mechanical effects within atoms to modify how materials generate and interact with light, and later with other matter. Most light spells depend heavily on the caster's movements and require split-second adjustments to form optical illusions, lasers, or other useful manifestations of quantum mechanics.

The Lore of Light relies on your Dexterity score

The Difficulty Class of saving throws against light spells you cast is determined as follows: 8 + your Proficiency Bonus + your Dexterity modifier.

If a light spell requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Dexterity modifier.

The Lore of Light is a good choice for those who value subtlety and reliable results. Spells such as Shadow Cloak and Invisibility make it hard for foes to attack or even detect you. Even if they spot you, spells like Warding Glare or Mirror Image make it even harder to pin down and attack you. Starlight and similar spells provide unavoidable damage and Overview or Arcane Eye let you survey the battlefield. However, the Lore of Light has little in the way of area of effect damage and lacks the burst damage to terminate foes quickly, especially early on.

Bright and Dim

Most light spells have two vitality costs; a bright and a dim one. The number before the **bright** cost shows the amount of vitality that must be expended if you cast this spell while in bright light. The number before **dim** is the vitality the spell consumes in dim or dark conditions. The cost of the spell is determined when you cast it, or when you must pay vitality to maintain concentration.

Spells that cause bright flashes of light or deal damage are usually cheaper to cast in bright condition, as there is more light to redirect. Spells that create illusions are usually cheapest to cast in darkness, as there is less light that the illusion must redirect or absorb.

Light Spell List

The following is a list of available light spells.

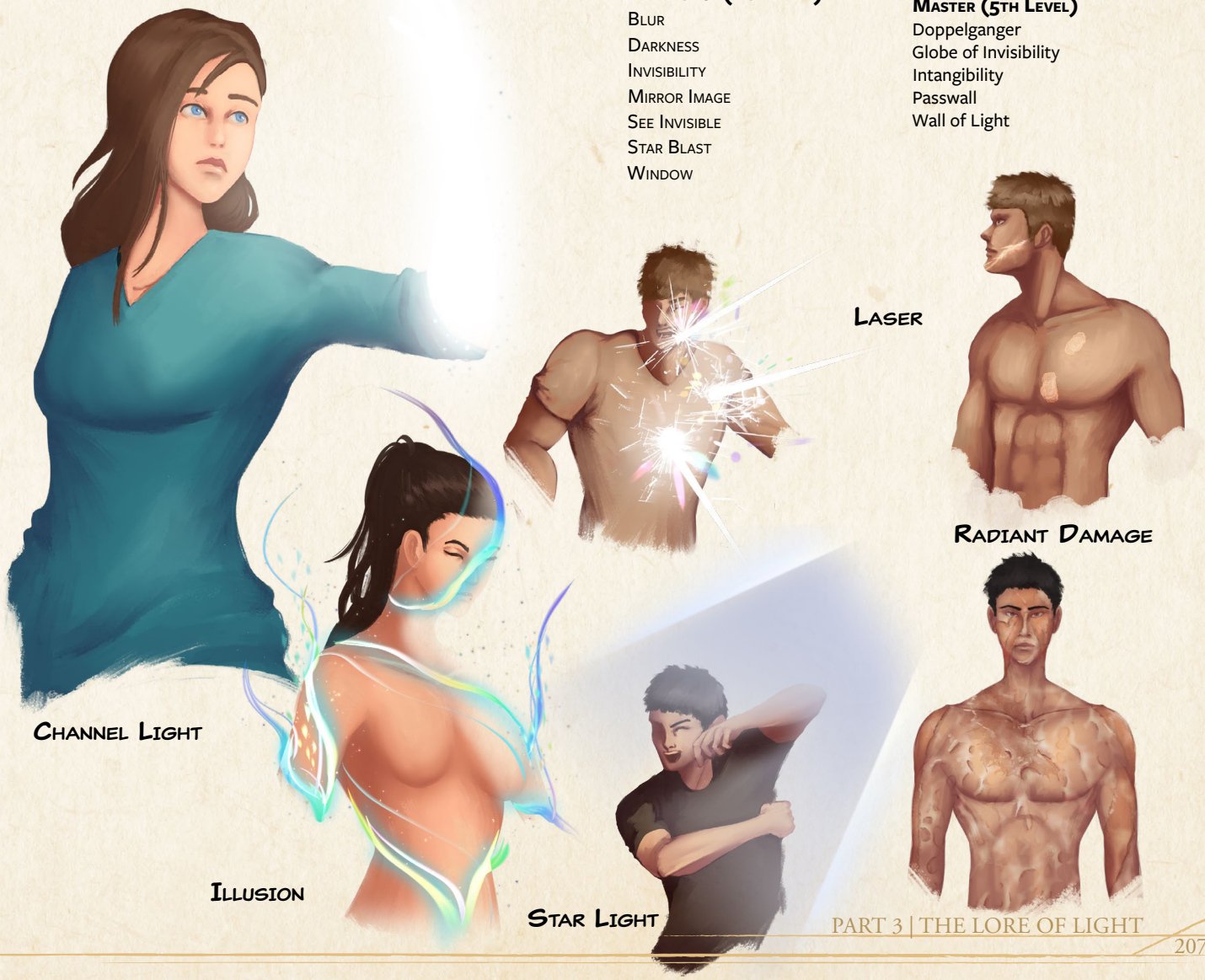
Novice (1st Level)
- Blinding Glare
- Disguise Self
- Flash
- Glitter
- Guiding Bolt
- Overview
- Radiant Aura
- Shadow Cloak
- Star Bolts
- Starlight

Apprentice (2nd Level)
- Blur
- Darkness
- Invisibility
- Mirror Image
- See Invisible
- Star Blast
- Window

Adept (3rd Level)
- Beam
- Daylight
- Mirror Dome
- Shining Star
- Star Flash

Expert (4th Level)
- Arcane Eye
- Defense Matrix
- Greater Invisibility
- See Through
- Sickening Starfield

Master (5th Level)
- Doppelganger
- Globe of Invisibility
- Intangibility
- Passwall
- Wall of Light



Light Spells

Force spells are organized by level and alphabetically.

Novice

Access to novice light spells grants you the abilities described under Channel Light I and allows you to learn the following spells.

Channel Light I

The first step in learning the lore of light is learning to convert your vitality into alterations to matter. Unlike other elements, light is produced indirectly by altering quantum properties of materials to emit or absorb photons. This makes light uniquely easy to summon, manipulate, or erase. In bright conditions, it's easier to generate; in darkness, illusions are more stable. At its simplest, this allows you to unleash intense, multi-spectrum beams, alter appearances, and disrupt illusions with specially modulated light.

Light. At a negligible cost to your vitality you may use your action to sheath your hand in light. You shed bright light in a 10-meter radius and dim light for an additional 10 meters. You may dismiss the light at any time (no action required).

You can also attack with the light, although doing so ends the effect. When you cast this spell, or as an action on a later turn, you target a creature you can see and fire a beam of light into it. Make a ranged spell attack. On a hit the target takes 1d4+1 radiant damage and has its maximum hit points reduced by an amount equal to the radiant damage taken until it finishes a long rest.

This spell's damage increases by 1d4+1 when you reach 5th level (2d4+2) and 10th level (3d4+3).

Scope. As a bonus action, you may begin expending 1 vitality per minute to create a flat, transparent illusion no more than 1 meter in diameter that magnifies your vision up to 100 times, either as a tele- or microscope. You may place this illusion directly on your pupil. You may also cast this spell in a way that the effect acts as a scope for a weapon or spell. Whenever you make a ranged attack for the duration, double its normal and maximum range and increase your attack modifier by 2. This ability is silent and can be dismissed at any time (no action required).

Spotlight. As an action you may start expending 1 vitality per minute to shed bright light in a 10-meter radius and dim light for an additional 10 meters. Invisible creatures and objects are visible and illusions are identified as such while in this light.

Still Illusion. As an action you expend vitality and touch a surface or space to imprint an image into it. The illusion lasts for 1 day for every 1 vitality you expend when creating it. If you create an image on a surface, it is 2-dimensional. Creating it in a space allows you to make it 3-dimensional. In either case, the illusion must fit into a 1-meter by 1-meter square. You can use several actions to create a larger illusion by weaving the images of multiple individual squares (each with their own vitality cost and duration) together. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion. If an object at least 10 centimeters (5 inches) in diameter moves through the illusion or it takes damage, the illusion dissolves. If a creature uses its action to examine the image from a distance, the creature can determine that it is an illusion with a successful Wisdom (Investigation) check against your spell save DC.

Blinding Glare

Novice light

Vitality Cost: 2 Bright/ 4 Dim
Casting Time: 1 Reaction
Range: 30 Meters
Duration: Instant

As a foe strikes, you snap your gaze upon them. Your eyes widen and from them explodes a short flash of blinding white.

As a reaction to being targeted by a creature you can see, you may cast this spell. Until the end of this turn the triggering creature is blinded. You must cast this spell before the creature makes its attack roll or casts its spell.

This spell costs 2 vitality when cast in bright light or 4 vitality when cast in dim light or darkness.

Disguise Self

Novice light

Vitality Cost: 3
Casting Time: 1 Action
Range: Self
Duration: 1 Day

Slowly move your open palm over your body, weaving the illusion. A prismatic shimmer cascades over it, masking your true identity.

You apply an illusion to yourself that makes you, including your clothing, armor, weapons, and other belongings on your person, look different for the duration. You may dismiss the effect at any time (no action required). You can't change your body type or size, and your body must either be used as a part of the illusion or be completely covered by it. When you use this spell to blend into an environment, you may take the hide action as part of the action used to cast this spell. As long as you remain motionless, you are camouflaged.

The changes made by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair.

If a creature uses its action to examine the image from a distance, the creature can determine that it is an illusion with a successful Wisdom (Investigation) check against your spell save DC.

This spell is silent.

Upcast: Spend an additional 3 vitality to target a creature other than yourself, extending the range to touch. If you do, the spell can only be dismissed by that creature as an action.

Flash

Novice light

Vitality Cost: 1 Bright/ 2 Dim
Casting Time: 1 Action
Range: Self (10-meter cone)
Duration: Instant

From your outstretched hand rainbow-colored beams erupt, followed by a dazzling white flash.

Every creature in a 10-meter cone must succeed a Constitution saving throw or be blinded until the end of their next turn. Illusions in the area of effect are dispelled.

This spell costs 1 vitality when cast in bright light or 2 vitality when cast in dim light or darkness.

Upcast: Spend an additional 3 vitality to increase the size of the cone by 5 meters.

Guiding Bolt

Novice light

Vitality Cost: 2 Bright/ 4 Dim
Casting Time: 1 Action
Range: Line of Sight
Duration: Instant

Your fingers weave prismatic light as they fold into your flat palm. From the tips of your fingers, a multicolored beam surrounded by a nebulous, prismatic cloud is fired. The ray irradiates flesh and bathes the victim in a prismatic glow that reveals and blinds the creature for just a moment.

Make a ranged spell attack. On a hit, the target takes 4d4+4 radiant damage, has its maximum hit points reduced by an amount equal to the radiant damage taken until it finishes a long rest, and the next attack roll made against it before the end of your next turn has advantage.

This spell costs 2 vitality when cast in bright light or 4 vitality when cast in dim light or darkness.

Upcast: Spend an additional 2 vitality to increase the radiant damage by 1d4+1.

Glitter

Novice light

Vitality Cost: 2 Bright/ 4 Dim
Casting Time: 1 Action
Range: 20 Meters (5-meter cube)
Duration: 1 Minute

Strands of light swirl around your finger until you cast it at your foes as a rain of shimmering glitter that adds a revealing shimmer to all it is projected onto.

Objects in a 5-meter cube within range are outlined in prismatic light. Each creature in the cube must succeed a Dexterity saving throw or also be outlined. For the duration, objects and affected creatures shed dim light in a 3-meter radius and are revealed. Attack rolls against affected creatures or objects have advantage if the attacker can see it.

A creature may use its action to repeat the Dexterity saving throw, ending the effect on a success.

This spell costs 2 vitality when cast in bright light or 4 vitality when cast in dim light or darkness.

Upcast: Spend an additional 4 vitality to increase the size of the cube by 5 meters.

Overview

Novice light

Vitality Cost: 1 per Minute
Casting Time: 1 Action
Range: Self
Duration: Concentration

You look up an a white light flashes over your eyes. Your vision flies away to a point far away to spy on what is there.

Target a point in range that you can see no more than 100 meters away. An invisible sensor is placed there. A creature that can see invisible objects, as with the Spotlight spell, sees the sensor as a luminous orb about the size of your fist with a shimmering trail leading to its origin. Effects that dispel illusions destroy the sensor.

For the duration, you can look through this sensor as though your eyes were hovering in that spot. Your original body is blinded while you use this ability. The spell ends if you lose line of sight to the sensor. While looking through the sensor, you can use your action to target another point you can see that is no more than 100 meters away from the sensor you are currently looking through. The cost of the spell increases by 1 per Minute and your vision jumps to the chosen point. If any sensor in the chain loses line of sight to the next one, that sensor and any connected to it are blinded.

This spell is silent.

Radiant Aura

Novice light

Vitality Cost: 3 Bright/ 6 Dim per Turn
Casting Time: 1 Action
Range: Self (1 meter radius)
Duration: Concentration

Move your hands over your body, weaving a blinding glow that irradiates all nearby and blinds those who dare gaze upon you.

At the end of each of your turns for the duration, each creature no more than 1 meter away takes 2d4 radiant damage and has its maximum hit points reduced by an amount equal to the radiant damage taken until it finishes a long rest. Attacks against you also have disadvantage. A creature that does not rely on sight, as with blindsight, can see through illusions, as with truesight, or is immune to the blinded condition still takes radiant damage, but suffers no further adverse effects. Illusions in the area of effect are dispelled. You are also revealed for the duration.

This spell costs 3 vitality per turn when cast in bright light or 6 vitality per turn when cast in dim light or darkness.

Upcast: Spend an additional 4 vitality per turn to deal an extra 1d6 fire damage and increase the radius by 1 meter.

Shadow Cloak

Novice light

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: 1 Hour

You knit your fingers together as the rainbow-colored light on your forearms turns into tendrils of darkness and twists over your fingers. As you pull your hands apart, a cloak of blackest night flows over you and hides you from sight.

A photon desistance array covers you and anything you are wearing for the duration. While it does, you are invisible while in dark or dim light and sunlight does not affect you.

This spell is silent. You may dismiss the effect at any time (no action required).

Upcast: Spend an additional 3 vitality to target a creature other than yourself, extending the range to touch. If you do, the spell can only be dismissed by that creature as an action.

Star Bolts
Novice light

Vitality Cost: 2 Bright/ 4 Dim
Casting Time: 1 Action
Range: Line of Sight
Duration: Instant

You move four finger between your eyes and blink. With each opening of your eyes, a pale beam of chromatic light burns the skin of your foes.

You fire three beams. Each beam hits a creature of your choice that you can see within range. A beam deals 1d4+1 radiant damage and reduces the target's maximum hit points by an amount equal to the radiant damage taken until it finishes a long rest. This ability is considered a spell attack.

This spell costs 2 vitality when cast in bright light or 4 vitality when cast in dim light or darkness.

Upcast: Spend an additional 3 vitality to fire an extra beam.

Starlight
Novice light

Vitality Cost: 2 Bright/ 4 Dim
Casting Time: 1 Action
Range: Self (10-meter cone)
Duration: Instant

Take a look at your foe and place a finger on your temple. A cone of pale white, almost invisible light surrounded by a subtle violet and light blue glow shines from your eyes and bathes whatever you're looking at in deadly amounts of star light.

Every creature in a 10-meter cone takes 3d4 radiant damage and has its maximum hit points reduced by an amount equal to the radiant damage taken until it finishes a long rest.

This spell is silent. It costs 2 vitality when cast in bright light or 4 vitality when cast in dim light or darkness.

Upcast: Spend an additional 3 vitality to increase the radiant damage by 1d4.

Apprentice

Access to apprentice light spells grants you the ability described under Channel Light II and allows you to learn the following spells.

Channel Light II
As you gain more control over the sub-atomic processes that create light and become an apprentice caster, you gain the ability to create moving illusions. By rapidly forcing the array that forms it to change, the illusion can change or react to certain conditions. You can also not just force objects to absorb, reflect or generate light, but also use energy to prevent a material from interacting with light at all, making it transparent.

Moving Illusion. Using your action and a negligible amount of vitality, you may project a 2-dimensional moving or still image on a surface for as long as you maintain concentration. You may also use *Minor Illusion* (Channel Light I) to create moving illusions.

Blur
Apprentice light

Vitality Cost: 4 Bright/ 2 Dim per Minute
Casting Time: 1 Action
Range: Self
Duration: Concentration

Your hand snaps shut and a glitching field covers your body. Your form becomes blurred, shifting and wavering, like an image on a broken screen. Are you over here, or a step to the left? It's clear to none but you.

For the duration, creatures have disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

This spell is silent. It costs 4 vitality per minute when cast in bright light or 2 vitality per minute when cast in dim light or darkness.

Darkness
Apprentice light

Vitality Cost: 4 Bright/ 2 Dim per Turn
Casting Time: 1 Action
Range: 30 Meters (5-meter radius)
Duration: Concentration

Draw a circle of black shadow in the air and place your palm in its center. An orb of pure darkness flies out of your open palm and expands into a sphere of darkest night wherever it strikes.

Target a point in range and create an illusion. A sphere of darkness with a radius of up to 5 meters appears in the target location. The sphere is opaque and absorbs all light within it. Any creature inside it is heavily obscured, blind unless it has truesight, and immune to the revealed condition. Neither darkvision nor infravision can see through this darkness.

Alternatively, you may target an object or a willing creature. The area of effect emanates from it and moves with it, but can be blocked by covering the object or creature.

You may also target an unwilling creature, in which case you make a ranged spell attack against it. On a hit, the creature becomes the source of the darkness for the duration.

The spell ends if you don't have line of sight to the sphere of darkness at the end of your turn.

This spell costs 4 vitality per turn when cast in bright light or 2 vitality per turn when cast in dim light or darkness.

Upcast: Spend an additional 1 vitality per turn to increase the maximum radius by 1 meter.

Invisibility
Apprentice light

Vitality Cost: 2 Bright/ 1 Dim per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

Move your hand over your body and weave rainbow-colored threads over it. Like light-less flames burning paper they turn your form into nothing but a transparent haze that only the keenest eyes can spot.

You, along with any equipment you are wearing or carrying, turn invisible for the duration.

This spell is silent. It costs 2 vitality per turn when cast in bright light or 1 vitality per turn when cast in dim light or darkness.

Upcast: Spend an additional 3 vitality per turn to extend the effect to another large or smaller creature you are touching. The effect ends for it if you lose physical contact.

Mirror Image

Apprentice light

Vitality Cost: 6 Bright/ 3 Dim
Casting Time: 1 Action
Range: Self
Duration: 1 Minute

You slap your open palms together. White light surrounds your body and three perfect duplicates appear with a flash of light. They mirror your movements, constantly shifting through and around you to make tracking the real you almost impossible.

You create up to 3 illusory duplicates of yourself that mirror your appearance perfectly. Each time a creature targets you with an attack during the spell's duration, roll a d20.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

You can dismiss the illusory duplicates at any time, no action required.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight or the *Spotlight* (Channel Light I) ability.

This spell is silent. It costs 6 vitality when cast in bright light or 3 vitality when cast in dim light or darkness.

See Invisible

Apprentice light

Vitality Cost: 4
Casting Time: 1 Action
Range: Self
Duration: 1 Hour

You blink and white light flashes over your eyes. Multicolored light expands from the center of your vision, replacing it as it moves across your field of view. The pattern dissolves into glittering dots surrounded by black as it reaches the edge of your vision. Instead of your normal sight, all spectrums are combined into vision that sees all.

You can see in dim light, darkness and absolute darkness within 60 meters (180 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. You can see invisible creatures and objects as though they were visible and see through illusions. You can dismiss this effect at any time, no action required.

This spell is silent and subtle.

Star Blast

Apprentice light

Vitality Cost: 3 Bright/ 6 Dim
Casting Time: 1 Action
Range: Line of Sight
Duration: Concentration, up to 1 Turn

Point a finger at a foe. A beam of light shoots from it and marks them while rainbow-colored energy swirls around your arm. After a short delay, a pulse of focused light explodes out of your fingertip and strikes them.

Target a creature you can see. It is marked by a beam that is visible to all. At the start of your next turn, if you have line of sight to the target, you deal 6d4+6 radiant damage to the target, and the spell ends. You are revealed while concentrating on this spell.

This spell costs 3 vitality when cast in bright light or 6 vitality when cast in dim light or darkness.

Upcast: Spend an additional 2 vitality to increase the radiant damage by 1d4+1.

Window

Apprentice light

Vitality Cost: 4
Casting Time: 1 Action
Range: Touch
Duration: 1 Minute

Your touch causes a surface to ripple with prismatic light like water. As you remove your hand it becomes ghostly, a glass like image of itself. The material is still solid, and remains opaque on the other side, but to you it is transparent.

You touch any surface such as a door, a wall, or even a shield. An area up to 1 meter in diameter centered on the point of contact becomes transparent. You may choose whether the material becomes transparent only from your side, or from the other as well. Damaging spells cannot penetrate the transparent side, but illusions may be cast through it.

The spell can see through up to 5 meters of wood or dirt, 1 meter of stone or concrete, 1 centimeter of common metal, or a thin sheet of lead.

Upcast: Spend an additional 6 vitality to see through an additional meter of material and increase the duration by 1 minute.

Adept

Access to adept light spells grants you the ability described under Channel Light III and allows you to learn the following spells.

Channel Light III

As an adept, you gain the ability to project sub-atomic alterations and large amounts of energy into materials that are further away to make large, detailed illusions. Your greater control of light makes it possible to create damaging illusions and utilize piercing gamma radiation..

Illusion. As an action, expend 5 vitality to create a still or moving, 3 or 2 dimensional illusion at a point you can see no more than 30 meters away that lasts for 1 day. The illusion must fit into a 4-meter cube, however you may weave multiple illusions together to form a larger one. It can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion. If an

object at least 10 centimeters (5 inches) in diameter moves through the illusion or it takes damage, the illusion dissolves.

As long as 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. You may also alter the illusion without moving it.

If a creature uses its action to examine the image from a distance, the creature can determine that it is an illusion with a successful Wisdom (Investigation) check against your spell save DC.

This spell is silent and subtle.

Beam

Adept light

Vitality Cost: 5 Bright/ 10 Dim
Casting Time: 1 Action
Range: Self (Line of Sight)
Duration: Instant

A pinprick of light appears between your open palms. It blooms into a prismatic flash that explodes into a beam of searing prismatic light. With it shoots a beam of gamma radiation so intense that it ionizes the air it passes through. It pierces through all obstacles and victims in its path, burning and destroying them from within.

You fire a beam that forms a line that is as long as you can see. Each creature in the line takes 6d4 radiant damage and has its maximum hit points reduced by an amount equal to the radiant damage taken until it finishes a long rest.

The beam ignores cover and pierces through obstacles, but is blocked by 5 meters of wood or dirt, 1 meter of stone or concrete, 1 centimeter of common metal, or a thin sheet of lead.

This spell costs 5 vitality when cast in bright light or 10 vitality when cast in dim light or darkness.

Upcast: Spend an additional 2 vitality to increase the radiant damage by 1d4.

Daylight

Adept light

Vitality Cost: 3 Bright/ 6 Dim
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Hour

You point at a place, then spin and raise your hand. The brilliant yellow-white glow of sunlight blooms from that place, dispelling all illusion and darkness.

For the duration, sunlight spreads from a point within range and fills a 20-meter radius sphere. The sunlight's area is bright light and sheds dim light for an additional 20 meters. Illusions in the area of effect are dispelled and magical darkness, such as that of the Black Fog, is illuminated by this spell, though its other effects still apply.

Alternatively, you may target an object or a willing creature. The area of effect emanates from it and moves with it, but can be blocked by covering the object or creature.

Upcast: Spend an additional 6 vitality to increase the radii of bright and dim light by 10 meters each.

Mirror Dome

Adept light

Vitality Cost: 6 Bright/ 3 Dim
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Minute

Thrust your fist into the air and open it to release a burst of light. It explodes outwards and creates a dome of reflective energy that blocks vision for your foes, but not you. Fire freely, while your enemies can see their own expressions of horror in the dome's mirror surface.

An up to 3-meter radius sphere appears centered on a point in range for the duration. Any creature completely inside the sphere is heavily obscured to any creature outside the sphere unless that creature can see through illusions as with truesight, blindsight, or tremorsense. Creatures inside the dome can look outside as though through a sheet of glass. The dome is an intangible illusion and allows both creatures and attacks to pass through unimpeded.

This spell costs 6 vitality when cast in bright light or 3 vitality when cast in dim light or darkness.

Upcast: Spend an additional 2 vitality to increase the maximum radius by 1 meter.

Shining Star

Adept light

Vitality Cost: 3 Bright/ 6 Dim per Turn
Casting Time: 1 Action
Range: 20 (1-meter diameter)
Duration: Concentration

Extend your open palm. Pale rays of light shoot away from a humming white orb. It grows until it turns into a small star. Finally, you launch this light. Its earie glow cooks those within it, and burns all touched by its light.

You create a 1-meter diameter sphere centered on a point in range. The sphere sheds bright light in a 10-meter radius and dim light for an additional 10 meters. As a bonus action, you can move the sphere of light up to 20 meters. If a creature enters the bright light shed by the sphere on its turn, or starts its turn there it takes 2d4 radiant damage. All creatures in the sphere are blinded and heavily obscured. If a creature enters the sphere on its turn, or starts its turn there it takes 4d4+4 radiant damage instead. A creature has its maximum hit points reduced by the radiant damage dealt until it finishes a long rest.

This spell costs 3 vitality per turn when cast in bright light or 6 vitality per turn when cast in dim light or darkness.

Upcast: Spend an additional 2 vitality per turn to increase the damage of the spere by 1d4 radiant damage.

Star Flash

Adept light

Vitality Cost: 5 Bright/ 10 Dim
Casting Time: 1 Action
Range: Line of Sight (3-meter radius)
Duration: Instant

You move your hands apart. Light gathers around your head as you charge your attack and take aim. Leaning forward you fire an annihilating beam of multi-colored light wherever you are looking.

Target a point you can see. Any creature in a 3-meter radius sphere centered on that point takes 5d4 radiant damage radiant damage and has its maximum hit points reduced by an amount equal to the radiant damage taken until it finishes a long rest. Each target must then succeed a Constitution saving throw or be blinded until the end of its next turn.

This spell costs 5 vitality when cast in bright light or 10 vitality when cast in dim light or darkness.

Upcast: Spend an additional 3 vitality to increase the fire damage dealt by 1d6.

Expert

Access to expert light spells grants you the ability described under Channel Light IV and allows you to learn the following spells.

Channel Light IV

As an expert of light, your control of quantum mechanics gives you the ability to affect more than just how a material interacts with photons, but with other physical matter. Through this, your illusion arrays can resist attempts to move through them. They remain mass-less but can feel like physical objects. Unlike force fields, they are exceptionally precise and just as fragile. Maintaining an array under extreme physical duress costs an exorbitant amount of energy and is not feasible.

Hard Light Illusion. When you create an illusion using Still Illusion (Channel Light I), Illusion (Channel Light III), or Disguise, you may expend an additional amount of vitality of your choice no less than 1 to give the illusion physical form. The illusion has no weight, but may include items that can be physically interacted with, it may have physical texture, include sounds, and feel warm or cold to the touch. It cannot replicate scents. You can't create sufficient heat or cold to cause damage, or a sound loud enough to deal thunder damage or deafen a creature.

The illusion has an AC of 10 and 1 hit point for every 1 additional vitality you expend when creating it. The illusion loses three hit points every hour that it persists, or at the end of every turn it spends carrying more than 100 kilograms (200 pounds). The illusion dissolves into shadows and wisps of prismatic light if more than 500 kilograms (1000 pounds) of weight are placed on it. When its hit points reach 0, the illusion dissolves into black shadows and whisps of prismatic light. When you cast this spell, you may choose to concentrate on the illusion even if the spell normally does not require concentration. As long as you are concentrating on an illusion you may spend vitality to increase its hit points at any time.

Arcane Eye

Expert light

Vitality Cost: 6 per Minute
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration

With a flick of the wrist, your eyes glaze over with glittering rainbow-colored light and your vision is moved to a small, invisible magical eye. It moves silently, projecting what it sees to you through walls and obstacles.

You create an invisible sensor within range that hovers in the air for the duration. You may see and hear through the sensor.

As an action, you can move the eye up to 30 meters 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. The magical sensor may phase through solid matter, but is blocked by 1 meter of solid rock, 5 centimeters of metal, or a thin sheet of lead.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist leaving a shimmering trail that leads back to you. If this path is ever interrupted by something the sensor could not phase through, the spell ends.

Defense Matrix

Expert light

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: Self (15-meter cone)
Duration: Concentration

Slam your palms together and pull them apart to create a massive cone of glittering white light and shimmering rainbow beams that move through it. Projectiles that enter it are struck by lasers and neutralized with high-pitched whining noises.

You create a cone that can be up to 15 meters long and is visible to all. Any projectile of your choice that enters the cone (or is fired within it) and would deal bludgeoning, piercing, or slashing damage, or is a grenade is instantly struck by one or more lasers pulses and neutralized. Grenades detonate.

Upcast: Spend an additional 1 vitality per turn to increase the size of the cone by 2 meters.

Greater Invisibility

Expert light

Vitality Cost: 12
Casting Time: 1 Action
Range: Touch
Duration: 1 Minute

You weave rainbow-colored threads over someone and fuel them with power. Like light-less flames burning paper they turn their form into nothing but a transparent haze that only the keenest eyes can spot.

Touch a willing creature. It, along with any equipment it is wearing or carrying, turns invisible for the duration.

Upcast: Spend an additional 16 vitality to increase the duration by 1 minute.

See Through

Expert light

Vitality Cost: 2 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

You blink and a small, almost invisible cone of shimmering pale light shines from your eyes. It is subtle to others, but to you the light pierces through obstacles and allows you to see a black-and-white image of what's behind them.

For the duration, you may see through walls and other obstacles up to a range of 20 meters and may see in darkness as though it were bright light. You can't discern color through walls, only shades of gray. Your vision is blocked by 5 meters of wood or dirt, 1 meter of stone or concrete, 1 centimeter of common metal, or a thin sheet of lead.

Upcast: Spend an additional 2 vitality per turn to increase the distance you can see through walls by 10 meters.

Sickening Starfield
Expert light

Vitality Cost: 8 Bright/ 16 Dim
Casting Time: 1 Action
Range: 20 meters (5-meter radius)
Duration: 1 Minute

Moving your hands apart you project a field of pale stars. The tiny illusions stick to any that touch them, revealing them as they emit their sickening radiance.

When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed a Constitution saving throw or take 5d4 radiant damage and become irradiated.

An irradiated creature emits dim white light in a 1-meter radius and is revealed. After leaving the area of effect, at the start of each of its turns, an irradiated creature reduces the damage of the spell by 1d4 and then repeats the saving throw. On a failure, it takes radiant damage equal to the amount of d4s left. When the number of d4s reaches zero, the effect ends for that creature.

A creature has its maximum hit points reduced by the radiant damage dealt until it finishes a long rest.

Upcast: Spend an additional 5 vitality to increase the radius by 1 meter and the initial damage by 1d4.

Master

Access to master light spells grants you the abilities described under Channel Light V and allows you to learn the following spells.

Channel Light V
As a master of light, you now understand fully the power of bright and dark and may unleash the power within you fully. The ultimate expression of your ability to overcome you limitations is the power to annihilate yourself in a final nova. Cracks of prismatic light spread down your arms and over your entire body. Your flesh becomes ash, as pale starlight shines. You are one with your element. An avatar of purest light. With a brilliant flash of blinding white, you disappear. There is no loud explosion, no shredding shockwave. Just a pale light and silent, inescapable death.

Final Light. As an action, you may cast this spell. You die instantly and your body disintegrates. Any ability that would allow you to return to life fails.

Every creature in a 1-kilometer radius takes 50 radiant damage. Every creature in a 2-kilometer radius, outside the previous radius takes 15 radiant damage.

The ground and every object in a 1-kilometer radius is irradiated. Any creature that ends its turn within this area or while carrying an object taken from it takes 20 radiant damage. The damage this area, or objects from it, deal is halved every year after the casting of this spell.

A creature has its maximum hit points reduced by the radiant damage dealt until it finishes a long rest. If a creature's hit point maximum is reduced to 0, it dies instantly.

Doppelganger
Master light

Vitality Cost: 4 Bright/ 2 Dim per Minute
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

You are wreathed in inky shadow. Like liquid it flows into a replica of you made from pure darkness that, if you so choose, colorizes into a perfect likeness of you. Those who believe a shadow can't harm them will be surprised when the darkness cuts through them like solid steel.

Target a creature in range and manifest an illusory duplicate of this creature, or just a vaguely humanoid shape of solid shadows for the duration. This weightless illusion can interact with objects as though it had physical mass and holds up to physical inspection.

This illusory creature is considered an object. It shares your Strength, Dexterity, and Constitution scores and may be created wielding any non-firearm weapons. The doppelganger may use these illusory weapons to make melee attacks using your spellcasting ability and proficiency bonus. It has an AC of 10 and dissolves into shadows and wisps of prismatic light when it takes any damage.

Creatures created by this spell take their turn with you. On each of your turns, you can use a bonus action to mentally command any creature you made with this spell. If you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one. A creature that receives no commands takes no actions. The spell ends if there is ever 5 meters of wood or dirt, 1 meter of stone or concrete, 1 centimeter of common metal, or a thin sheet of lead between you and the doppelganger

A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

This spell costs 4 vitality per minute when cast in bright light or 2 vitality per minute when cast in dim light or darkness.

Upcast: Spend an additional 6 vitality per minute to create an extra duplicate of the same or a different target.

Globe of Invisibility

Master light

Vitality Cost: 16 Bright/ 8 Dim per Turn
Casting Time: 1 Action
Range: 30 Meters (3-meter sphere)
Duration: Concentration

From your extended finger you fire a glittering ray of light. From its place of impact a sphere forms turning all beneath it invisible. Those inside see prismatic rays of light emitting from the source of the sphere.

Target a point in range. A sphere with a radius of up to 3 meters appears in the target location. Alternatively, you may target an object or a willing creature. The area of effect emanates from it and moves with it, but can be blocked by covering the object or creature.

You may also target an unwilling creature, in which case you make a ranged spell attack against it. On a hit, the creature becomes the source of the sphere for the duration.

The sphere is invisible and anything fully inside the sphere is invisible to creatures outside the sphere.

When an object moves through the outer perimeter of the sphere, the invisibility field glitches, revealing the location of the sphere, but not the creatures inside it.

This spell costs 16 vitality per minute when cast in bright light or 8 vitality per minute when cast in dim light or darkness.

Upcast: Spend an additional 4 vitality per minute to increase the maximum radius by 1 meter.

Intangibility

Master light

Vitality Cost: 8 per Turn
Casting Time: 1 Action
Range: Self
Duration: Instant

You almost entirely negate the quantum effects that allow matter to interact with your body, fazing into a glittering figure of prismatic light and energy. Attacks pass through you harmlessly, while even explosions and magic causes only a fraction of the harm it normally would.

You and anything you are wearing becomes intangible for the duration of the spell and you gain a flying speed of 10 meters, which becomes your only form of movement. You may phase through walls and other creatures as though they were difficult terrain. You cannot move through 5 centimeters of metal or a thin sheet of lead. Reduce your current hit points by 5 if you end your turn inside an object. You are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks. You cannot make physical attacks but can cast spells.

If the effect ends while you are inside an object, you are rapidly ejected to the nearest unoccupied space, reducing your current hit points by 20 for every meter of material you move through.

Upcast: Spend an additional 10 vitality per turn to extend the effect to another creature. The spell ends for that creature if you lose physical contact with it at the end of its next turn.

Passwall

Master light

Vitality Cost: 10
Casting Time: 1 Action
Range: Touch
Duration: 1 Minute

You trace a shape on a wall, then place your hand on its center. A wave of white light pulses through the material, filling the shape you traced. The material becomes transparent and turns into a passage through the wall surrounded by a frame of glittering white. Moving through it is like moving through water, so better hold your breath and make sure you leave quickly.

You touch a surface such as a wall and create a portal up to 2 meters by 2 meters in size. For the next minute, the material becomes transparent, allowing you to see through it. A creature may then move through the material as if it were difficult terrain. If a creature ends its turn inside a wall, reduce its current hit points by 5. If the spell ends while a creature is inside the portal, that creature is pushed to an unoccupied space on a side of its choice.

The portal is blocked by 3 meters of solid rock or wood, 30 centimeters of metal, or a 6 centimeters of lead. When used on a surface it cannot fully penetrate, the portal goes as deep as it can, then simply stops.

Upcast: Spend an additional 5 vitality to extend the passage by another meter, 10 centimeters of metal, or 2 centimeters of lead.

Wall of Light

Master light

Vitality Cost: 8 Bright/ 16 Dim
Casting Time: 1 Action
Range: 30 Meters
Duration: 1 Minute

You angle your thumbs and index fingers, place them together and drag them apart. A radiating illusion flashes into existence where you will it. A paper thin sheet of white, intangible and untearable. It irradiates all that pass through its shimmer.

A shimmering wall of bright light appears at a point you choose within range and lasts for the duration. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 20 meters long, 5 meters high, and 1 meter thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 30 meters and dim light for an additional 30 meters.

When the wall appears, each creature in its space takes 6d4 radiant damage, and must succeed a Constitution save or be blinded for 1 minute. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there

A creature has its maximum hit points reduced by the radiant damage dealt until it finishes a long rest.

Upcast: Spend an additional 4 vitality to increase the radiant damage dealt by 2d4.

The Lore of Frost

The Lore of Frost revolves around the creation of intense cold. To achieve this, the caster taps into null point energy, which has the ability to absorb heat and other forms of energy from the surrounding environment. Wielding null point energy is physically taxing and requires a great deal of resilience and endurance.

The Lore of Frost relies on your Constitution score

The Difficulty Class of saving throws against frost spells you cast is determined as follows: 8 + your Proficiency Bonus + your Constitution modifier.

If a frost spell requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Constitution modifier.

One of the primary advantages of the Lore of Frost is its ability to control the battlefield. Spells like Snow and Cold Front can create hazardous conditions for opponents, making it difficult for them to move around and reposition themselves effectively. Meanwhile, defensive spells like Frost Shield and Freeze Armament offer formidable protection against harm, leaving enemies chilled to the bone and their attacks ineffective.

Although the Lore of Frost offers many affordable spells that can provide robust defenses and control the battlefield, it lacks effective damage-dealing capabilities and can be vulnerable to resistance. This means that if an opponent is able to bypass the your defenses and close the distance, they may overwhelm you.

Frost Spell List

The following is a list of all frost spells.

Novice (1st Level)
Armor of Ice
Chill
Cooling Aura
Glacial Glide
Ice Spike
Resist Elements
Skulpt Weapons
Snow

Apprentice (2nd Level)
Cold Front
Freeze Armament
Freezing Grasp
Frozen Ground
Negate
Protection from Elements
Shell

Adept (3rd Level)
Blizard
Chilling Wave
Counterspell
Freezing Lance
Frostplate
Hail Storm

Expert (4th Level)
Arctic Wind
Arena
Entomb
Frostburst
Icicle Rain

Master (5th Level)
Antimagic Field
Avalanche
Cold Snap
Freeze
Mass Resistance
Ward Elements

Frost Spells

Frost spells are organized by level and alphabetically.

Novice

Access to novice frost spells grants you the abilities described under Channel Frost I and allows you to learn the following spells.

Channel Frost I

The first step to learning the lore of frost is gaining the ability to remove entropy. At its simplest this allows you to spray and sculpt frozen air and dampen elemental attacks. More advanced techniques let you unleash it in clouds of cold or protect with an ablating armor of ice.

Frost. At a negligible cost to your vitality you may use your action to surround your hand with billowing cold that allows you to handle extremely cold objects. You may dismiss the cold at any time (no action required).

You can also attack with the cold, although doing so ends the effect. When you use this spell, or as an action on a later turn, make a melee or ranged spell attack against a creature no more than 10 meters away. On a hit, the target takes 1d6 cold damage and is chilled.

This spell's damage increases by 1d6 when you reach 5th level (2d6) and 10th level (3d6).

Cooler. You and creatures traveling with you may ignore the effects of scorching hot weather.

Skulpt Ice. Over the course of a 1 minute ritual expend 2 vitality to create an object made of dry ice in an unoccupied space you can touch. This object must fit into a 1 meter by 1 meter cube and lasts for 1 day. Each cube has 50 hit points. You may create a larger sculpture by weaving together multiple individual castings of this spell.

Armor of Ice

Novice frost

Vitality Cost: 3
Casting Time: 1 Action
Range: Self
Duration: 1 Hour

Exhale slowly. Frost grows into plates of armor steaming cold and quivering. With each hit liquid air sprays your foe.

You gain 5 temporary hit points for the duration. If a creature no more than 1 meter away hits you with a melee attack while you have these temporary hit points, the creature takes 1d6 cold damage.

Upcast: Spend an additional 3 vitality to grant an extra 5 temporary hit points and increase the damage dealt by 1d6.

Chill

Novice frost

Vitality Cost: 3
Casting Time: 1 Action
Range: Self (5-meter cone)
Duration: Instant

You thrust your hand forwards and unleash a spray of liquid air. The cold is so intense, it blisters the skin and chills to the core.

Every creature in a 5-meter cone must make a Dexterity saving throw. A creature takes 3d6 cold damage and is chilled on a failed save or half as much damage and is not chilled on a successful one.

The area of effect is covered in ice and becomes difficult terrain for 1 hour.

Upcast: Spend an additional 3 vitality to increase the damage by 1d6 and the size of the cone by 1 meter.

Cooling Aura

Novice frost

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: Self (1-meter radius)
Duration: Concentration

You breathe out and cold blows away from you. Ice forms on your body and a freezing aura chills all who approach you to the bone.

At the end of each of your turns for the duration, gain 5 temporary hit points. Then, each creature no more than 1 meter away must succeed a Dexterity saving throw or take 2d6 cold damage and be chilled.

Upcast: Spend an additional 4 vitality per turn to gain an additional 5 temporary hit points and deal an extra 1d6 cold damage.

Glacial Glide

Novice frost

Vitality Cost: 2 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

Blast the ground with super-cooled air, creating a mirror-smooth surface to glide along on.

Your movement speed increases by 5 meters, you ignore ground-based difficult terrain and can move over water as though it were solid ground for the duration.

The ground you move over becomes frozen and difficult terrain for 1 hour.

Ice Spike

Novice frost

Vitality Cost: 2
Casting Time: 1 Action
Range: 30 Meters
Duration: 1 Minute

In your hand, you form a long, porous shard of dry ice and hurl it at your foe. As it sublimates, it propels itself forward like a missile and pierces their body like a knife that freezes them from within.

Make a ranged spell attack. On a hit, the target takes 1d6 piercing damage and at the end of each of its turns for the duration the target takes an additional 1d6 cold damage. A creature may use its action to pull the spike of ice out of its body, ending the spell.

Upcast: Spend an additional 2 vitality to increase the damage a creature takes at the end of its turn by 1d6.

Resist Elements
Novice frost

Vitality Cost: 3
Casting Time: Reaction
Range: Self
Duration: 1 Turn

A calm breath cakes your skin in frost. The deep chill counters burns, bars harmful cold and cushions blasts.

As a reaction to taking acid, cold, fire, force, lightning, or radiant damage or being chilled, scorched, or shocked you may cast this spell. Until the start of your next turn, whenever you would take damage of the listed types, take half as much damage instead and the chilled, scorched, and shocked conditions cannot be applied to you.

Skulpt Weapons
Novice frost

Vitality Cost: 3
Casting Time: Bonus Action
Range: Self
Duration: 1 Minute

Close your fist and from it grows ice. It forms into whatever you wish, taking the shape of a club or a razor-sharp sword. It cracks and breaks as it is struck against an opponent, leaving shards of incredible cold clinging to their armor or embedded in their flesh.

When you cast this spell, a melee weapon of your choice or 5 pieces of non-firearm ammunition form for the duration.

In addition to its normal effects, the weapon deals an additional 1d6 cold damage and you may use your spellcasting ability instead of Strength or Dexterity when wielding the created weapon or firing the created ammunition.

If you use this spell to enhance a normal weapon or non-firearm ammunition you are carrying (causing ice to form on it), the spell costs only 2 vitality to cast.

An item created by this spell breaks and an enhanced item loses its enhancement after the first successful attack made with it after losing contact with your body, or at the end of the duration.

This spell is silent.

Snow
Novice frost

Vitality Cost: 5
Casting Time: 1 Action
Range: 20 meters (5-meter radius)
Duration: 1 Hour

You pull back your arms, gathering white mist as you do. As you thrust them forward, a storm of white particles and mist streams away from you, and falls over an area, blanketing it in a thick layer of dry, chilling snow.

The ground in a 5-meter radius centered on a point in range is covered by thick snow and becomes difficult terrain for the duration. When a creature moves through this difficult terrain, it takes 1d6 cold damage for every 1 meter it travels.

Upcast: Spend an additional 3 vitality to increase the radius of the snow by 1 meter.

Apprentice

Access to apprentice frost spells grants you the abilities described under Channel Frost II and allows you to learn the following spells.

Channel Frost II
As you become an apprentice, you gain the ability to create trueice, a pale, clinging mist that draws heat from the air, behaving as though it were colder than absolute zero. You can now form thick layers of dry ice almost instantly as the true ice freezes the air even as it continues to propagate or freeze creatures harmlessly through true ice suspension.

Trueice. Instead of the time described in Channel Frost I, manifesting *Skulpt Ice* now only requires a single action and you may spend up to 8 vitality to create an ice statue that fits into up to four adjacent 1 meter by 1 meter cubes. For example, you may use your action and 8 vitality to create a 2 meter tall, 2 meter wide and 1 meter thick cover.

Stasis. As an action, touch an unconscious, willing, or dead creature and place it in stasis with a number of stasis points equal to the vitality you expend to cast this spell. A creature is stasis is unconscious, ceases aging, requires neither food, nor drink, and any effect affecting the creature is suppressed. This suspension of life functions automatically stabilizes a dying creature. Any time a corpse spends in stasis does not count against the time used to determine how long it has been dead for the purpose of a spell that would bring it back to life. The body of a creature in stasis is frozen in place.

This spell lasts until the target has no stasis points. An affected creature loses 1 stasis point every 24 hours it spends in pleasant conditions. This time period increases to 1 every month in cold temperatures and a suspended creature placed in freezing cold loses no stasis points. A creature suspended in scorching heat loses 1 stasis point every minute.

Cold Front
Apprentice frost

Vitality Cost: 5
Casting Time: 1 Action
Range: Self (10-meter cone)
Duration: Instant

You unleash a wave of trueice that causes jagged ice crystals to form on whatever it touches. These needle-like icicles point away from you, ready to impale those who trip on the now frozen ground.

Every creature in a in a 10-meter cone must make a Dexterity saving throw. On a failed save, a creature takes 2d6 cold damage, is chilled, and falls prone (taking the piercing damage described below). On a successful save, a creature takes half as much cold damage, is not chilled, and does not fall prone.

The area of effect is frozen and covered in sharp icicles that point away from you, making it difficult terrain for 1 hour. Any creature that moves through it must succeed a Dexterity saving throw, or fall prone. Any creature that falls prone on affected ground or is forcefully moved into or over an affected surface takes 1d6 piercing damage.

Upcast: Spend an additional 2 vitality to increase the damage dealt by 1d6 and the size of the cone by 1 meter.

Freeze Armament
Apprentice frost

Vitality Cost: 2
Casting Time: Reaction
Range: Self
Duration: 1 Hour

Upon being struck, you release a burst of frost that renders the attacker's weapon useless.

As a reaction to being hit with a melee attack you may coat the weapon used in ice, making it unwieldy. The attacking creature has disadvantage on all future attacks and deals half damage with the frozen weapon (or body part, in the case of unarmed or natural weapon attacks) for the duration.

A creature may use its action to break the ice off the weapon, ending the spell.

Freezing Grasp
Apprentice frost

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: 1 Minute

You spin your hand, gathering white mis and reach out to a foe. They are bathed in supercooled air that deposits on their body as dry ice and chills them to the bone.

Make a melee spell attack. On a hit, the target takes 2d6 cold damage and is chilled and frozen. At the end of each of its turns, the target takes 1d6 cold damage and repeats the save, ending the spell on itself on a success.

Upcast: Spend an additional 2 vitality to increase the initial cold damage dealt by 1d6.

Frozen Ground
Apprentice frost

Vitality Cost: 5
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: 1 Hour

Raise your arms, spin in a pirouette and pull them back down. A wave of thick white mist is blasted over the ground, covering it in a perfectly smooth layer of dry ice. Those caught by the wave have their legs covered in ice and frozen in place.

Each creature standing on the ground in a 10-meter radius circle centered on you must make a Dexterity saving throw. A creature takes 2d6 cold damage and is restrained for the duration on a failure. It takes half as much damage and is not restrained on a success.

A restrained creature may use its action to free itself, ending the restrained condition.

The area of effect is covered in ice and becomes difficult terrain for 1 hour.

Upcast: Spend an additional 4 vitality to increase the damage 1d6 and the size of the radius by 1 meter.

Negate
Apprentice frost

Vitality Cost: 1 per Turn
Casting Time: Bonus Action
Range: Self (1-meter radius)
Duration: Concentration

You slam your hands together and a sphere of swirling true ice spawns from your fingertips and expands to cover you and anyone nearby. It devours the power of blast and bolt alike and protects from all harm.

You produce a transparent shield that protects each creature of your choice in range for the duration as long as it remains in range.

Any ranged attack that would hit a protected creature hits the shield instead.

Any area of effect that would affect a protected creature affects only the shield. The shield only takes damage once per instance of an effect, even if multiple creatures are protected.

The shield is resistant to all damage, immune to poison damage, and any damage it receives is dealt to your vitality instead.

Upcast: Spend an additional 2 vitality per turn to increase the radius of the shield by 1 meter.

Protection from Elements
Apprentice frost

Vitality Cost: 8
Casting Time: 1 Action
Range: Touch
Duration: 1 Hour

You draw a deep breath and sweep your arm in a wide arc, fingers tracing white mist. As you press your palm to your ally's chest, the mist flows over your arm and wraps around them like a cloak. It fades into a barely visible shimmer and only flares as it is assaulted by energy, dampening the attack.

Touch a creature. For the duration, whenever it would take acid, cold, fire, force, lightning, or radiant damage it takes half as much damage instead and the chilled, scorched, and shocked conditions cannot be applied to it.

Shell
Apprentice frost

Vitality Cost: 5
Casting Time: Reaction
Range: Self
Duration: 1 Turn

You tense and are encased in a thick layer of unstable ice that absorbs any attack, then breaks away.

As a reaction to taking damage you may cast this spell. Until the start of your next turn, you gain a ward that has 30 hit points. While the ward persists, you are paralyzed, immune to poison damage and conditions cannot be applied to you. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, the spell ends and you take any remaining damage.

Upcast: Spend an additional 5 vitality to increase the ward's hit points by 15.

Adept

Access to adept frost spells grants you the ability described under Channel Frost III and allows you to learn the following spells.

Channel Frost III

As you become adept at manipulating trueice, you can have it seek out other magic and form stable effects quickly at a distance.

Dispel Magic. As an action, expend 5 vitality and choose any creature, object, magical effect no more than 10 meters away. One non-permanent magical effect of your choice affecting the target is dispelled. This disrupts effects caused by magic items, but does not affect the magic item itself and does not prevent it from being activated again. You may also target an object or vehicle that relies on electricity or fuel. The object is turned off, but may be reactivated.

Blizzard

Adept frost

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 30 Meters (5-meter radius)
Duration: Concentration

You spin your hands around your body and draw the warmth from the air. At your command a billowing cloud of tiny, razor-sharp icicles grows, cutting and freezing all caught within.

A 5-meter radius sphere filled with a cloud composed of tiny, razor-sharp ice shards billows out from the targeted point. 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 Dexterity saving throw. The creature takes 2d6 cold damage plus 2d6 piercing damage on a failed save, or half as much on a successful one. The area is difficult terrain and heavily obscured for the duration.

Upcast: Spend an additional 4 vitality per turn to deal an extra 1d6 cold damage and increase the radius by 2 meters.

Chilling Wave

Adept Frost

Vitality Cost: 8
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

You draw in a deep, steady breath, your stance firm as frost creeps along your arms. With a sharp exhale and a sweeping motion, you hurl a mass of true ice. It expands into a mass of super cooled and partially liquified air, then crashes down in a roaring wave of biting cold and crushing pressure.

You create a cloud of supercooled air and cause it to crash down over an area in range. The area can be up to 10 meters long, up to 3 meters wide, and up to 3 meters tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 2d6 cold damage, 2d6 bludgeoning damage, is chilled and is knocked prone. On a successful save, a creature takes half as much damage, is not chilled and not knocked prone.

Upcast: Spend an additional 3 vitality to increase the damage by 1d6 cold damage.

Counterspell

Adept frost

Vitality Cost: 8
Casting Time: Reaction
Range: 20 meters
Duration: Instant

You flick a cloud of true ice at magic ready to form. The frigid spell seeks out and neutralizes the target partially. The flow of magic or power fails to stabilize and whatever remains sputters into nothingness.

You may cast this spell as a reaction to a spell being cast, a magical ability being used, a magical effect being triggered, an electronic device being activated, or a firearm being fired, as long as you can see the source and the spell, ability, or effect is not subtle. The spell, ability, or effect fizzles and the vitality used to cast or activate it is wasted. An electronic device fails to activate and a firearm fails to fire, wasting the ammunition used.

Freezing Lance

Adept cold

Vitality Cost: 6 per Turn
Casting Time: 1 Action
Range: 20 meters
Duration: Concentration

You push your hands forward and gather white frost between them. Cold gathers, compresses, and unleashes as a tight spray of supercooled air. It slams into its victim, bathing them in bone-chilling cold and rapidly deposits on them as layers of dry ice. A few seconds of exposure are enough to freeze the victim in place.

When you cast this spell, make up to two ranged spell attacks against targets in range. Attacks with this spell have advantage if you targeted the target with this spell since the start of your last turn. For the duration, you can use your action to make up to four such attacks. On a hit, a target takes 2d6 cold damage and is chilled.

Upcast: Spend an additional 4 vitality per turn to fire an extra beam.

Frostplate

Adept frost

Vitality Cost: 6
Casting Time: 1 Bonus Action
Range: 10 Meters
Duration: 1 Hour

You exhale a quick breath, frost cracking across your arms as you reach out. Silvery mist coils around an ally's body, forming a thin shell of protective mist before your hand closes and a deep, harmless chill dampens all attacks on their body.

Target willing creature in range gains 10 temporary hit points for the duration.

Upcast: Spend an additional 5 vitality to increase the temporary hit points gained by 5.

Hail Storm
Adept frost

Vitality Cost: 8
Casting Time: 1 Action
Range: 100 Meters (10-meter cylinder)
Duration: Instant

You sink into a low stance, drawing a slow breath as your hands move in arcs, compressing cold between your palms. With a sharp twist and thrust, you hurl a cloud of whizzing frost that soars into the distance and bursts in midair, scattering a rain of hail.

Hail falls in a 10-meter radius, 10-meter high cylinder centered on a point in range. Each creature in the cylinder makes a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and 4d6 cold damage on a failed save or half as much damage on a successful one.

The area of effect is covered in ice and becomes difficult terrain for 1 hour.

Upcast: Spend an additional 3 vitality to deal an extra 1d6 bludgeoning damage.

Expert

Access to expert frost spells grants you the ability described under Channel Frost IV and allows you to learn the following spells.

Channel Frost IV
As you become an expert at the lore of frost, you gain the ability to create and project large amounts of stable null point energy and force it to create more complicated shapes.

Ice Wall. As an action you can spray an area with supercooled air, rapidly forming blocks of ice that grow into a thick wall. You choose up to six adjacent square meters in range. A pillar of ice, up to 3 meters tall, grows in the selected area. You pay 3 vitality for every pillar you create.

Every pillar has AC 12, 30 hit points, is immune to necrotic and psychic damage, resistant to piercing and slashing damage, and vulnerable to fire damage. Cold damage heals it instead.

Creatures in the wall's space when it is created are moved to an adjacent space of their choice.

Arctic Wind
Expert frost

Vitality Cost: 7 per Turn
Casting Time: 1 Action
Range: Self (20-meter cone)
Duration: Instant

You gather cold air between your open palms and blow. Winds, colder than the deepest winter, and a storm of dry snow batter all in front of you.

You create a 20-meter cone that blows dry snow away from you. Each creature in the cone must make a Dexterity saving throw. On a failure, it takes 8d6 cold damage, is chilled, and pushed 5 meters away from you towards the edge of the cone (triggering the bonus piercing damage described below). On a success, it takes half as much damage and is neither chilled nor pushed.

The area of effect is frozen and covered in sharp icicles that point away from you, making it difficult terrain for 1 hour. Any creature that moves through it must succeed a Dexterity saving throw, or fall prone. Any creature that falls prone on affected ground or is forcefully moved into or over an affected surface takes 1d6 piercing damage.

Upcast: Spend an additional 4 vitality per turn to deal an extra 1d6 damage and increase the size of the cone by 5 meters.

Arena
Expert frost

Vitality Cost: 15
Casting Time: 1 Action
Range: Self (5-meter radius)
Duration: 1 Minute

You breathe out and spin. From you, a dome of shimmering white trueice expands from you. It grows into a dome of solid dry ice within seconds, trapping you and anyone smart enough not to jump through the barrier.

You create a sphere with a radius of up to 5 meters. A creature that passes through the outer border of the sphere must make a Dexterity saving throw. On a failure, it takes 10d6 cold damage and is frozen. On a success, it takes half as much damage and is chilled instead of frozen. A creature on the sphere's border may use its reaction to move into or out of the sphere when it first forms.

At the start of your next turn, the sphere of true ice turns into a thick barrier of opaque dry ice. The barrier is 30 centimeters thick, has 100 hit points, is immune to necrotic and psychic damage, resistant to piercing and slashing damage, and vulnerable to fire damage. Cold damage heals it instead.

Creatures in the barrier's space when it completes are pushed to an adjacent space inside the sphere. The sphere lasts for 1 minute before it sublimates and collapses.

Upcast: Spend an additional 5 vitality to increase the damage dealt by 2d6 cold damage, the maximum radius by 1 meter, and the duration by 1 minute.

Cold Snap
Expert frost

Vitality Cost: 12
Casting Time: 1 Action
Range: 20 meters
Duration: Instant

You raise your hand, gaze upon your foes and as you close it ice forms upon your foes. The air chills them and they freeze in place.

Each creature of your choice in range makes a Constitution saving throw. A target takes 8d6 cold damage and is frozen on a failed save. It takes half as much damage and is chilled on a successful save.

Upcast: Spend an additional 3 vitality to deal an extra 1d6 damage.

Entomb
Expert frost

Vitality Cost: 10
Casting Time: 1 Action
Range: 30 Meters
Duration: See Description

You form a sphere of cold between your hands. You fuel it with energy, then project it at your target. An explosion of frost expands from them to entomb them in a heart shaped prison of ice. They are frozen so quickly that their body is perfectly preserved in the cold.

A block of ice encases a large or smaller creature or object in range until the spell ends. An unwilling creature must succeed a Dexterity saving throw or be encased. An encased creature has full cover and is in stasis (see Channel Frost II).

The block of ice has AC 12, up to 50 hit points, is immune to poison and psychic damage and vulnerable to fire damage. Cold damage heals it instead. It loses 1 hit point per month unless the weather is freezing cold. If the ice block reaches 0 hit points it breaks apart, the spell ends.

Upcast: Spend an additional 3 vitality to increase the block's hit points by up to 20.

Frostburst
Expert frost

Vitality Cost: 15
Casting Time: 1 Action
Range: 100 meters (20-meter radius)
Duration: Instant

You pull your hand back over your casually extended arm. Air swirls together to form a shard of true ice and glittering white mist. Upon opening your frost layered hand, it flies off, leaving a white trail. Upon impact it explodes with a snap, causing spikes of dry ice to grow in every direction.

Target a point in range. Every creature in a 20-meter sphere centered on that point must make a Dexterity saving throw. A creature takes 8d6 cold damage, is chilled and frozen on a failure. It is dealt half as much damage and only chilled on a success.

The area of effect is frozen and covered in sharp icicles, making it difficult terrain for 1 hour. Any creature that moves through it must succeed a Dexterity saving throw, or fall prone. Any creature that falls prone on affected ground or is forcefully moved into or over an affected surface takes 1d6 piercing damage.

Upcast: Spend an additional 10 vitality to increase the damage by 1d6 and the radius by 5 meters.

Icicle Rain
Expert frost

Vitality Cost: 14
Casting Time: 1 Action
Range: 1 kilometer (30-meter radius)
Duration: Instant

You gather a sphere of cold. Wind and white tendrils coalesce into a sphere, before you hurl the icy comet into the air. In mid-air it explodes into thousands of ice shards, that rain down on those below.

Target a 30-meter radius in range. At the start of your next turn the area is bombarded by shards of dry ice. Each creature in the area must succeed a Dexterity saving throw or take 4d6 cold damage and 4d6 piercing damage.

Upcast: Spend an additional 4 vitality to deal an extra 1d6 piercing damage.

Master

Access to master frost spells grants you the abilities described under Channel Frost V and allows you to learn the following spells.

Channel Frost V
As a master of frost magic, your understanding of the cold is complete and your ability to unleash the power within in its strongest. You can now allow the magic to consume your body. Veins of white spread down your arms and over your entire body. Your skin begins to freeze and crack. Mist so cold it freezes the very air against the ground seeps through the fissures in your skin. You are one with your element. An avatar of purest cold, chilling all. A wave of light blue erupts from your body. The remains of your flesh are the first to be frozen solid as it moves across the land. It is heralded by screams and panic, but once it passes there is only silence. There is no sound, except the quiet crackling of ice.

Final Frost. As an action, you may cast this spell. You die instantly and your body disintegrates. Any ability that would allow you to return to life fails.

A cylinder that is 100 meters tall and has a radius of 100 meters appears centered on you. At the start of each of your turns, the radius of the cylinder increases by 100 meters, until it reaches a radius of 2000 meters. Once the cylinder reaches its maximum size, it persists until the end of your next turn. Then the spell ends.

All surfaces in the cylinder are covered in a layer of dry ice and snow and become difficult terrain. Any creature that enters the cylinder on its turn or starts its turn there makes a Constitution saving throw. It takes 5d6+35 cold damage and is frozen on a failed save, or half as much and is chilled on a successful one. If this damage would reduce a creature to 0 hit points, it is frozen solid. The cylinder has the same effect as an Antimagic Field (see the spell below) on all other effects, suppressing any magic and electronics inside it for the duration.

The difficult terrain remains for 1 week after the spell ends.

Antimagic Field
Master frost

Vitality Cost: 15 per Turn
Casting Time: 1 Action
Range: 30 Meters (10-meter radius)
Duration: Concentration

You spread your fingers and exhale a single frost-white breath as you lower your hand. A faint shimmer descends like a cloak, like a heat-haze run backwards.. Within its unseen bounds the world goes still and silent. Dust collects beads of frost, color drains a shade paler, and every spark of energy quietly dies. Spells unravel into mist at an edge you can't quite see, guns only click, screens fall dark. Those that stand within it feel a deep unnatural chill, though remain unharmed by the neutralizing cold.

You create a 10-meter-radius sphere centered on a point in range where magic, firearms, explosives, and electronics are suppressed for the duration.

Targeted Effects: Any energy projectile fizzles out of existence when it enters the sphere. Spells and other magical effects, such as Fire Bolt and Charm, that target a creature or an object in the sphere have no effect on that target.

Area of Effects: The area of another spell, magical effect or large source of energy such as a fireball or grenade, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells: Within the sphere, spells can't be cast. When a creature attempts to cast a spell within the field, it expends the vitality needed for the casting, but the spell fizzles before it can be cast. Any active spell or other magical effect on a creature or an object in the sphere are suppressed until the creature leaves the area of effect. The time the effect is suppressed counts against its duration.

Firearms: Firearms fail to fire when used from inside the sphere, wasting the ammunition used in the firing.

Items: Electronic devices or magical items (including magical constructs) cease to function until they leave the area of effect.

Magical Travel: Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel.

Dispel Magic: Spells and magical effects such as dispel magic have no effect on the sphere. Likewise, the spheres created by different null fields don't nullify each other.

This field is not absolute and suicide spells or similar incredible releases of energy, such as the detonation of a nuclear weapon, overwhelm this spell and ignore the suppression.

Upcast: Spend an additional 10 vitality per turn to increase the size of the sphere by 5 meters..

Avalanche

Master frost

Vitality Cost: 20
Casting Time: 1 Action
Range: Self (100-meter cone)
Duration: 1 hour

You raise your arms above your head and as you slam them down the very air freezes into a massive cloud of dry snow. The wave of bitter cold moves forward and expands, freezing and burying anyone caught in its path.

A 100-meter cone in front of you becomes difficult terrain for the duration. Every creature in the cone must make a Dexterity saving throw. A creature takes 5d6 cold damage and is chilled on a failed save or half as much damage and is not chilled on a successful one.

When a creature moves through this difficult terrain, it takes 1d6 cold damage for every 1 meter it travels.

Upcast: Spend an additional 5 vitality to increase the size of the cone by 10 meters.

Freeze

Master frost

Vitality Cost: 12
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

You reach out and leach the warmth from your victim. Their skin is caked in frost as they first slow, then freeze solid.

You attempt to completely freeze one creature that you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 3d6 cold damage is chilled and restrained for the duration. On a successful save, it takes half as much damage and is chilled.

A restrained target makes another Constitution saving throw as described above at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times or is reduced to 0 hit points before the spell ends, it dies instantly and is frozen solid. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind. The spell also ends if you end your turn without line of sight to the target.

Upcast: Spend an additional 4 vitality to deal an extra 1d6 cold damage.

Mass Resistance

Master frost

Vitality Cost: 12
Casting Time: Reaction
Range: 10 Meters
Duration: 1 Turn

With a quick breath you push your arms apart. White frost pulls together around your allies, dampening enemy energy.

As a reaction to a creature in range taking acid, cold, fire, force, lightning, or radiant damage or being chilled, scorched, or shocked you may cast this spell. Until the start of your next turn, whenever one or more creatures of your choice in range would take damage of the listed types, they take half as much damage instead and the chilled, scorched, and shocked conditions cannot be applied to them.

Ward Elements

Master frost

Vitality Cost: 8
Casting Time: 1 Action
Range: Self
Duration: 1 Minute

You slowly close your hands into fists. White mist is drawn into you, then slowly starts to steam off you. It wards against elemental power and is ready to burst out to part an attack.

For the duration, whenever you would take acid, cold, fire, force, lightning, or radiant damage, take half as much damage instead and the chilled, scorched, and shocked conditions cannot be applied to you.

When you take damage of one of the listed types, you can use your reaction to gain immunity to that type of damage until the start of your next turn, including against the triggering damage.

The Lore of Lightning

The Lore of Lightning focuses on creating electric potentials and controlling electrons. Electrons act predictably and the techniques used to summon this type of energy are complicated and need to be reproduced perfectly, the same way, every time. Those that can learn and execute these techniques flawlessly will see the efficiency and potency of their spells increased.

The Lore of Lightning relies on your Intelligence score

The Difficulty Class of saving throws against lightning spells you cast is determined as follows: 8 + your Proficiency Bonus + your Intelligence modifier.

If a lightning spell requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Intelligence modifier.

The Lore of Lightning is highly effective in taking down specific adversaries, especially those who rely on concentration, such as spellcasters. The spells within this lore pack a powerful punch, with Static and Lightning Strike capable of decimating a lone enemy in an instant, while Taser can stun them out of the fight. However, while the Lore of Lightning is renowned for its high damage and range, it does have its weaknesses. Area of effect damage is notably absent, leaving those who rely on this lore vulnerable to being overwhelmed by large groups of foes.

Some may believe that metal armor would provide ample protection against lightning spells due to its conductive properties, acting like a Faraday cage. However, this assumption is far from accurate. Lightning mages typically do not rely on traditional currents to unleash their bolts of lightning. Instead, they use pulses of electrons that are fired directly at their target. These high-speed electrons have greater range than traditional lightning, but they also penetrate deeply into the target, causing more evenly distributed damage.

By donning metal armor, one may inadvertently solve the lightning mage's biggest problem: absorption. Metal armor fully absorbs these bolts of lightning, causing an arc flash that can be incredibly dangerous, especially for more powerful spells. This phenomenon can result in the armor acting like a hand grenade, causing catastrophic damage to the wearer. Therefore, wearing metal armor can provide a false sense of security, leaving the wearer more vulnerable to lightning spells than they may have initially thought.

Lightning Spell List

The following is a list of all lightning spells.

Novice (1st Level)
- Counter Strike
- Dynamo Aura
- Electrocute
- Gathering Storm
- Neon Glide
- Pulse
- Static
- Taser

Apprentice (2nd Level)
- Boil Blood
- Gauss Bolt
- Heat Metal
- Negative Bond
- Radar
- Static Spear

Adept (3rd Level)
- Anchoring Grenade
- Ionic Missiles
- Ionize
- Lightning Bolt
- Lightning Lance
- Neon Grenade

Expert (4th Level)
- Chain Lightning
- Discharge
- Shocking Stiletto
- Shocklock
- Storm Sphere
- Vector Pulse

Master (5th Level)
- Disintegrate
- Disintegration Ward
- Eye of the Storm
- Mass Disintegration
- Wall of Disintegration

Lightning Spells

Lightning spells are organized by level and alphabetically.

Novice

Access to novice lightning spells grants you the ability described under Channel Lightning I and allows you to learn the following spells.

Channel Lightning I

The first step to learning the lore of lightning is gaining the ability to turn your inner power, your vitality, into intense concentrations of electrons. You may either unleash these in uncontrolled discharges or fire them as a tight beam over vast ranges. You may also use them to create powerful, local magnetic fields.

Lightning. At a negligible cost to your vitality you may use your action to produce a crackling electric charge in your hand that allows you to handle electrified objects. The charge has the ability to power or destroy small electrical devices you touch. You may dismiss the charge at any time (no action required).

You can also attack with the charge, although doing so ends the effect. When you use this spell, or as an action on a later turn, make a melee or a ranged spell attack against a creature no more than 10 meters away. On a hit, the target takes 1d10 lightning damage and is shocked.

This spell's damage increases by 1d10 when you reach 5th level (2d10) and 10th level (3d10).

Hack. At a negligible cost to your vitality you may use a silent action to target an electronic device or magical glyph no more than 10 meters away. The device or glyph is either destroyed or activates and triggers a function of your choice. This cannot bypass security systems built directly into a device or glyph (though this spell can still destroy it). For example, a computer's password protection cannot be bypassed, but an electronic door lock can be. Many targets require a successful Intelligence (Technology for electronics, Arcana for enchantments) check to interface with.

Disintegration

Counter Strike

Novice lightning

Vitality Cost: 5
Casting Time: Reaction
Range: 10 Meters
Duration: Instant

With a flick of your arm you snip across your ring, middle and index finger to point your thumb at a foe. A short flash of blue leaps to your foe, disrupting their actions..

You may cast this spell as a reaction to a creature you can see within range taking a non-subtle action (such as casting a spell, activating a maneuver, using a bonus action, or a reaction). Make a melee or ranged spell attack. On a hit, the target loses the triggering action. If the action was a spell, maneuver, or other vitality-consuming ability, it fizzles on a hit and the vitality is wasted. If the triggering action was an attack action, the spell counters only the triggering attack.

This spell has no effect on a creature immune to the shocked or stunned conditions.

Dynamo Aura

Novice lightning

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

You move your hand across your chest and form a fist. Electric energy crackles over your upper body and shocks all who touch you.

For the duration, whenever you are hit by a melee attack or grappled, the attacking creature takes 1d10 lightning damage and is shocked.

Your melee attacks and grapples also deal an additional 1d10 lightning damage and shock the target..

Upcast: Spend an additional 3 vitality per turn to increase the damage dealt by 1d10.

Electrocute

Novice lightning

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 10 meters
Duration: Concentration

From your fingers a stream of lightning bolts leaps onto your target, creating a pre-ionized path for electrons to flow. With little effort, you may maintain a steady current.

Make a melee or ranged spell attack against a target in range. On a hit, the target takes 2d10 lightning damage and is shocked and on each of your turns for the duration, you can take a bonus action to deal 1d10 lightning damage and shock the target.

The spell ends if the target is ever outside the spell's range or if it has total cover from you.

Upcast: Spend an additional 4 vitality per turn to increase both the initial and bonus action damage by 1d10 and the range by 5 meters.

Gathering Storm
Novice lightning

Vitality Cost: 2 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

You clap your palms together. As you pull them apart, lightning begins to charge in your hands. More and more electricity crackles over your body, enhancing your spells until every cast is a storm.

For the duration, whenever you cast a spell that deals lightning damage, the first time in a turn that spell deals damage add an additional 1d10 lightning damage. At the start of each of your turns, increase this bonus damage by 1d10 up to a maximum of 3d10.

If a spell deals damage that is first rolled and then divided among targets, as with the *Static* spell, this effect increases the damage when it is initially rolled, before being divided. If the spell reduces the targets current hit points, as with the *Disintegrate* spell, the amount its hit points are reduced is increased by the lightning damage this effect would deal.

You are revealed while concentrating on this spell.

Neon Glide
Novice lightning

Vitality Cost: 3 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

Open your hands. Your body hums with a violet-blue sheen as currents run over your skin. Air is forced down along a steady stream of electrons to provide weak, but steady lift.

Your speed increases by 5 meters, you gain a flying speed equal to your walking speed and can hover for the duration. If you end your turn and do not have a flying speed not provided by this spell, descend 20 meters (taking no fall damage). For the duration you may take the dash or disengage action as a bonus action.

Upcast: Spend an additional 4 vitality per turn to increase your speed by 5 meters.

Pulse
Novice lightning

Vitality Cost: 5
Casting Time: 1 Action
Range: Self (20-meter radius)
Duration: Instant

As you touch your fingers together over your head, electricity sparks. Pull them apart to unleash a dome of bright blue streaks and a blue glow that shocks all it touches.

Each creature no more than 20 meters away from you takes 1d10 lightning damage is shocked. Electronic devices and glyphs in the area of effect are destroyed.

Upcast: Spend an additional 5 vitality to increase the radius by 10 meters.

Static
Novice lightning

Vitality Cost: 3
Casting Time: 1 Action
Range: Self (5-meter cone)
Duration: Instant

From your outstretched hand explodes a discharge of electric energy into anyone in front of you.

Each creature in a 5-meter cone must succeed a Dexterity saving throw or be affected. Roll 3d10 and divide the result as lightning damage between all affected creatures, rounding up and then shock them.

Upcast: Spend an additional 2 vitality to roll an extra 1d10 and increase and the size of the cone by 1 meter.

Taser
Novice lightning

Vitality Cost: 5
Casting Time: 1 Action
Range: 10 Meters
Duration: Instant

As you draw your hand over your chest, you gather crackling energy. Point at a foe and from your fingers springs a crackling bolt that leaves your victim a quivering mess.

Make a melee or ranged spell attack against a target in range. On a hit, the target takes 1d10 lightning damage, is shocked and if it was shocked, it is also stunned until the end of its next turn.

Upcast: Spend an additional 3 vitality increase the damage dealt by 1d10.

Apprentice

Access to apprentice lightning spells grants you the abilities described under Channel Lightning II and allows you to learn the following spells.

Channel Lightning II
As you become an apprentice lightning mage, you gain the ability to make electrons flow in patterns to create precise and powerful electromagnetic fields that can be projected over range. At its simplest this lets you pull magnetic things to you and create pre-ionized paths for long range attacks.

Lightning Strike. When you produce a charge using your Lightning (Channel Lightning I) ability, the range of your ranged spell attack increases to 50 meters.

Magnetism. As an action expend 4 vitality and choose a magnetic metal or ionized object or surface no more than 20 meters away.

Object: If the object is not being worn or carried and is not otherwise locked in place or heavy, it flies toward you where you can either catch it or let it fall at your feet. If the targeted object is being worn or carried, the wielder must succeed a Strength saving throw or have the object pulled from its grasp and fly toward you as described above. If the object is being worn (such as a suit of armor), the wearer must instead make a Strength saving throw or be pulled 5 meters toward you.

Surface: If you target a surface or an object you couldn't move, or an object worn by a creature larger than you, you

move into a free adjacent space in a straight line without triggering opportunity attacks.

Alternatively, you can target a creature that is made largely of metal or ionized. Such a creature is affected in the same way as a creature wearing a targeted object, as described above.

This spell is silent.

Boil Blood

Apprentice lightning

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

You open your hand towards a foe. Only tiny lightning bolts are visible on your hand as you project invisible microwaves at them. Their body begins to heat up, subtly at first but soon their very blood begins to boil and their flesh starts to sizzle.

Target creature in range takes 1d8 fire damage at the end of each of your turns. The damage of this spell then increases by 1d8 fire damage for the duration up to a maximum of 5d8 fire damage. The spell ends if the target is ever outside the spell's range or if it has total cover from you.

Upcast: Spend an additional 3 vitality per turn to increase the damage the spell deals by 1d8. This does not increase the amount by which the damage increases.

Gauss Bolt

Apprentice lightning

Vitality Cost: 4
Casting Time: 1 Bonus Action
Range: 50 Meters
Duration: Concentration, up to 1 minute

You pull back your fingers while you stretch out your other arm. Hold it back while lightning coalesces into your hand to charge a deadly attack. Finally, when the air hums with energy you unleash the bolt to strike a distant foe.

For the duration, you may use your action to fire a bolt of lightning. Make a melee or ranged spell attack against a creature in range. On a hit, the target takes 3d10 lightning damage and is shocked. The spell then ends.

At the start of each of your turns the spell's damage increases by 2d10, up to a maximum of 7d10.

Heat Metal

Apprentice lightning

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

Electric energy crackles over your skin, projecting powerful electromagnetic pulses. They condense on metal they touch, inducing powerful currents in its surface, and making it shimmer red hot with heat.

Choose a metal or ionized object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can take a bonus action on each of your later turns to deal this damage again if the object is in range.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can.

If the object is a grenade, explosive rune, or other explosive it detonates and the spell ends. Ammunition inside a metal firearm cannot be targeted or affected but the weapon itself can be.

This spell is silent.

Upcast: Spend an additional 2 vitality per turn to increase the damage dealt when you cast the spell and at the start of the target's turn by 1d8 fire damage.

Negative Bond

Apprentice lightning

Vitality Cost: 4
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

Let your hands glide over another, as lightning crackles over both. You fire two shots and if both bolts strike, a brilliant discharge of energy arcs between them.

Make two melee or ranged spell attacks against creatures in range. On a hit, a target takes 1d10 lightning damage and is shocked.

If these two attacks hit two different creatures that are no more than 10 meters apart, an arc of lightning shoots between them, creating a line that is 1 meter wide. Roll 3d10 and divide the result as lightning damage between the two initial targets and all creatures in the line.

Upcast: Spend an additional 4 vitality to increase the damage dealt on a hit by 1d10 and roll an additional 1d10 if the spell arcs.

Radar

Apprentice lightning

Vitality Cost: 4 per Hour
Casting Time: 1 Action
Range: Self
Duration: Until Dispelled

Close your eyes and focus your senses. A few tiny bolts of lightning spark around your eyes and you gain the ability to sense disturbances in an electromagnetic field that now surrounds you.

You gain 20 meters of blindsight. You may end this spell at any time (no action required).

Upcast: Spend an additional 2 vitality per hour to increase the range of your blindsight by 5 meters.

Static Spear
Apprentice lightning

Vitality Cost: 4
Casting Time: 1 Action
Range: 50 Meters
Duration: Instant

Pull your fist back, form a screeching and crackling bolt of electric energy, and hurl it into a foe. Bolts of lightning fork out of their body and, unless they find other victims, arc back to devastate the victim's body a second time.

Make a ranged spell attack against a target in range. On a hit, the target takes 1d10 lightning damage, is shocked and the bolt explodes. Roll 3d10 and divide the resulting lightning damage between the target and each creature no more than 1 meter away that fails a Dexterity saving throw.

Upcast: Spend an additional 2 vitality to increase the damage before it is split between targets by 1d10 lightning damage.

Adept

Access to adept lightning spells grants you the ability described under Channel Lightning III and allows you to learn the following spells.

Channel Lightning III
As an adept lightning mage, you can induce stable charges by creating an electric imbalance and preventing the electrons from moving away. This allows you to create stable projectiles that release their energy only when you will it. It also allows you to ionize creatures. Electric energy now condenses on them more eagerly and they become highly susceptible to magnetism.

Ionizing Bolt. When you hit a creature with your Lightning (Channel Lightning I) ability, you may have the target become ionized until the end of your next turn.

Anchoring Grenade
Adept lightning
Vitality Cost: 5
Casting Time: 1 Action
Range: 20 meters (5-meter radius)
Duration: 1 minute

You gather a crackling ball of energy between your hands and hurl it away. Upon impact, it detonates into a sphere and imbues all those caught with an extreme negative charge. At the center of the sphere, a glowing blue ball of positive ions attracts those charged and prevents them from escaping.

A 5-meter radius sphere appears centered on a point in range for the duration. Each creature in the sphere's space when it appears must make a Dexterity saving throw. A creature takes 1d10 lightning damage on a failed save, or half as much damage on a successful one. Succeed or fail, it is ionized until the end of your next turn unless it took no damage.

A creature in the sphere that is ionized is also restrained.

Upcast: Spend an additional 2 vitality to increase the size of the sphere by 1 meter.

Ionic Missiles
Adept lightning

Vitality Cost: 8
Casting Time: 1 Action
Range: 100 Meters
Duration: Instant

You curl your fingers and drag them through the air, gathering a liquid-like blue light that clings and flows between them. As you flatten and flex your hand, the energy surges forward as crackling bolts of neon blue that you guide to their target.

You create three glowing darts and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each dart. On a hit, the target takes 1d10 lightning damage, is shocked and ionized. A creature hit by at least two missiles is stunned until the end of its next turn. The darts impact subsequently, allowing one to trigger the ionized condition of previous darts.

Upcast: Spend an additional 3 vitality to create an additional dart.

Ionize
Adept lightning

Vitality Cost: 3
Casting Time: 1 Bonus Action
Range: 10 Meters
Duration: Instant

Open your hand as though you're holding a sphere, then quickly close your fingers as your foe starts humming and shimmering with electric energy.

Target creature you can see in range is ionized until the end of your next turn.

Lightning Bolt
Adept lightning

Vitality Cost: 8
Casting Time: 1 Action
Range: Self (30-meter line)
Duration: Instant

You rub your forearms over each other. Lightning sparks from you and as you point your index and middle finger a single bolt of lightning follows an invisible ionized path. It detonates through the air as it strikes all in its path, devastating a single foe or hurting many.

You generate an electrical discharge that targets all creatures in a 30-meter line that is 1 meter wide. Roll 8d10 and divide the result as lightning damage between all targets, rounding up. All targets must make a Dexterity saving throw. On a failure, they take the entire damage allocated to them and are shocked. On a success, they only take half as much damage and are not shocked.
Upcast: Spend an additional 3 vitality to roll an extra 1d10.

Lightning Lance
Adept lightning

Vitality Cost: 7 per Turn
Casting Time: 1 Action
Range: 50 Meters
Duration: Concentration

You slowly pull your hands apart. As electric energy hums and sparks over them, you slam them together. A beam of bright blue is unleashed that fries your foes.

When you cast this spell, make up to two ranged spell attacks against targets in range. Attacks with this spell have advantage if you targeted the target with this spell since the start of your last turn. For the duration, you can use your action to make up to four such attacks. On a hit, a target takes 2d10 lightning damage and is shocked.

Upcast: Spend an additional 3 vitality to increase the damage dealt by 1d10.

Neon Grenade
Adept lightning

Vitality Cost: 8
Casting Time: 1 Action
Range: 20 Meters (5-meter radius)
Duration: Instant

Your fingers twitch as you bring your hands together. The crackling sphere of liquid-like blue energy you hurl at your foes. It arcs through the air and detonates into a brilliant blast of blinding blue that slowly dissipates.

Each creature in a 5-meter radius sphere centered on a point in range must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. Succeed or fail, it is ionized until the end of your next turn unless it took no damage.

Upcast: Spend an additional 4 vitality to increase the lightning damage by 1d10 and the size of the sphere by 1 meter.

Expert

Access to expert lightning spells grants you the ability described under Channel Lightning IV and allows you to learn the following spells.

Channel Lightning IV
As an expert lightning mage, you can generate massive, precisely modulated electromagnetic fields. At its simplest, this allows you to jam communication, many spells, and electromagnetism-based sight.

Jamming. By expending 8 vitality per hour and concentrating, you may use your action to interfere with signals, scrying spells, radar, and radar-like senses in a 1-kilometer radius sphere centered on yourself until you lose concentration. This has the following effects:

- Creatures with blindsight can't use their blindsight as long as they, or what they are trying to perceive, is in the area of effect. Creatures with blindsight that relies on sound are unaffected (blindsight that can't be used while deafened relies on sound)
- All communication involving enchantments or electronic devices within or passing through the area is blocked, unless it relies on a physical connection.
- Any attempt to scry or determine a location using magic or technology that does not rely on visually seeing it as through a camera fails if the source of the attempt or the target is in the affected area. Examples include a GPS based navigation device or the Channel Wild V ability *Scrying*.

You may spend an additional 16 vitality per hour to increase the radius of this sphere by 1 kilometer.

Chain Lightning
Expert lightning

Vitality Cost: 8
Casting Time: 1 Action
Range: 30 meters (5-meter radius)
Duration: Instant

Charge energy with your closed hand, then unleash a dozen bolts. They arc through the air and slam down to explode across everyone in the target area. If there is only one victim available, they coalesce on it with unmatched destructive potential.

Each creature in a 5-meter radius sphere centered on a point in range must succeed a Dexterity saving throw or be affected. Roll 10d10 and divide the result as lightning damage between all affected creatures, rounding up, and then shock them.

Upcast: Spend an additional 4 vitality to roll an extra 2d10 and increase the radius of the sphere by 1 meter.

Discharge
Expert lightning

Vitality Cost: 12
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

Designate a foe. Electric energy cracks over your body, your eyes burn blue and lightning blasts them from every direction.

Target creature you can see takes 4d10 lightning damage and is shocked.

Upcast: Spend an additional 6 vitality to deal an extra 1d10 damage.

Shocking Stiletto
Expert lightning

Vitality Cost: 10
Casting Time: 1 Action
Range: 40 Meters
Duration: 1 Minute

Electric energy crackles over your fist and forms into a bolt of crackling blue energy. It hums and screeches as it is hurled at an opponent, embedding itself and electrocuting them continuously.

Make a ranged spell attack against a target in range. On a hit, the lightning embeds itself into the target's body. At the start of each of its turns for the duration, the target must succeed a Constitution saving throw, or take 1d10 lightning damage and be shocked and if it was shocked, it is also stunned until the end of its next turn.

Shocklock
Expert lightning

Vitality Cost: 10
Casting Time: 1 Action
Range: 10 Meters
Duration: Instant

Your fingers quiver as you move your hand up. A blue shimmer rises from the ground into a glittering cloud. A strong current flows through all that stand inside it, freezing their muscles in place if they cannot resist the lightning.

Every creature in a 5-meter cube in range must succeed a Constitution saving throw or take 1d10 lightning damage and be shocked. If a creature is shocked by this spell, it is also stunned until the end of its next turn.

Upcast: Spend an additional 10 vitality to increase the damage 1d10 and the size of the cube by 2 meters.

Storm Sphere
Expert lightning

Vitality Cost: 6 per Turn
Casting Time: 1 Action
Range: 20 meters (1-meter sphere)
Duration: Concentration

Slam your hands together. As you pull them apart a ball of lightning forms between them. Cast this sphere of death forth and watch it shock your enemies.

A 1-meter diameter sphere of pulsating lightning appears in an unoccupied space in range and lasts for the duration. Any creature that ends its turn within 5 meters of the sphere takes 5d10 lightning damage.

As a bonus action, you can move the sphere up to 20 meters. If you ram the sphere into a creature, that creature must succeed a Dexterity saving throw or take damage as though it had ended its turn within the sphere's area of effect, and the sphere stops moving this turn. The sphere hovers, and you may move it in any direction.

Upcast: Spend an additional 4 vitality to increase the damage dealt by an additional 1d10 lightning damage.

Vector Pulse
Expert lightning

Vitality Cost: 8
Casting Time: 1 Action
Range: Line of Sight (5-meter radius)
Duration: Instant

You press your fingers together and pull them apart. Lightning crackles across them before you thrust two fingers forward. A small bolt of blue energy streaks through the air faster than the eye can see and blooms into a brilliant sphere of blue light and electric energy.

Choose a point in range. In a flash of blue light, a 5-meter radius sphere appears. Any creature in the sphere must make a Dexterity saving throw. On a failure, it takes 4d10 lightning damage and is shocked. On a success, it takes half as much damage and is not shocked. Succeed or fail, it is ionized until the end of your next turn unless it took no damage. Electronic devices and glyphs in the area of effect are destroyed.

Upcast: Spend an additional 8 vitality to deal an additional 1d10 lightning damage and increase the radius of the sphere by 5 meters.

Master

Access to master lightning spells grants you the abilities described under Channel Lightning V and allows you to learn the following spells.

Channel Lightning V
As a master of lightning magic, you gain access to the full potential of the power within and at it simplest this allows you to unleash your entire being as a crackling nova that annihilate all within. You lift your hands towards the sky, and lightning crackles and dances across your body, disintegrating your flesh. With a final, resounding clap of thunder, your body erupts into a blinding blue nova that sweeps across the land. The world screeches as steel, bone, and stone dissolve into the blue. When the light fades, all that remains is a gentle fall of fine dust.

Final Disintegration. As an action, you may cast this spell. You die instantly and your body disintegrates. Any ability that would allow you to return to life fails.

Every creature in a 500-meter radius is instantly disintegrated.

In a 1-kilometer radius all buildings are collapsed and all creatures in the area have their current hit points reduced by 3d10 + 50. A creature is disintegrated if this leaves it with 0 hit points.

In a 100-kilometer radius all electronic devices are destroyed.

Disintegrate
Master lightning

Vitality Cost: 12
Casting Time: 1 Action
Range: 50 meters
Duration: Instant

A thin, bright-blue ray that crackles with energy blossoms from your extended ring and index fingers. Matter it touches is suffused by tiny crackling lightning bolts, as sparks and grey dust fly away from it. It falls apart with a screeching noise that is reminiscent of a scream, leaving nothing but dust and smoke.

Target a creature or object. A creature targeted by this spell must succeed a Dexterity saving throw or have its current hit points reduced by 3d10 + 30. The target is disintegrated if this leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying is turned to fine grey dust.

Upcast: Spend an additional 4 vitality to increase the hit point reduction by 1d10.

Disintegration Ward
Master lightning

Vitality Cost: 10 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

A field of crackling electric energy sparks over your skin. Anything that attempts to harm you is disintegrated as it touches the shield.

For the duration, whenever you are hit by an attack, decrease the damage you take by 2d6 + 10. A projectile or melee weapon is disintegrated if this would reduce its damage to 0.

Also, if you are hit by an unarmed or natural weapon attack, the attacking creature has its current hit points reduced by an amount equal to the damage reduction. A creature is disintegrated if this leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying is turned to fine grey dust.

Upcast: Spend an additional 4 vitality per turn to increase the damage reduction by 1d6.

Eye of the Storm
Master lightning

Vitality Cost: 10 per Turn
Casting Time: 1 Action
Range: Self (see description)
Duration: Concentration

Your entire body tenses. Your hair rises, standing on end and crackling with static. A blue aura of lightning surrounds your body as the sheer might of the electric energy you summon lifts you off the ground. Waves of blue energy and bolts of lightning explode away from you, shrieking and thundering in a raging storm.

For the duration of the spell, you gain the following benefits:

Charged Body. You gain immunity to lightning damage and have resistance to thunder damage. You float 3 meters above the ground, ignore difficult terrain, and have a speed of 20 meters. You shed bright light in a 3-meter radius and dim light for an additional 3 meters. Any creature of your choice that moves within 5 meters of you for the first time on its turn or ends its turn there must succeed a Dexterity saving throw or take 2d10 lightning damage and be shocked.

Magnetic Field. Electronic devices in a 100-meter radius are destroyed. Metal objects in a 20 meter radius sphere centered on you begin to heat up. Any creature in physical contact with a metal object takes 1d8 fire damage at the start of its turn for every metal object it is in contact with. If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of its turn and takes an additional 1d8 fire damage at the end of its turn. Loose grenades or pieces of ammunition instantly explode.

Eye of the Storm. You can use your action to send three arcs of lightning at up to three targets. Make ranged spell attacks against up to three targets within 20 meters of you. On a hit, they deal 2d10 lightning damage and form a tether of crackling electric energy to you. On each of your turns for the rest of the duration, you can use your action to deal 2d10 lightning damage to every tethered target. If a tether breaks, you may make a new attack against another target within range as part of your action if you still have other active tethers. The tethers disconnect if you use your action to do anything else. A tether also breaks if a target gets behind full cover, moves more than 20 meters away, or falls to 0 hit points.

Mass Disintegration
Master lightning

Vitality Cost: 16
Casting Time: 1 Action
Range: 50 Meters
Duration: Instant

A thin blue ray, surrounded by blue circles, and crackling with energy shoots from your extended ring and index finger. Wherever you command, it expands into a translucent blue sphere. As the energy field moves over earth, steel, or flesh, the material is suffused by tiny crackling lightning bolts, while sparks and grey dust fly away from it. It falls apart with a screeching noise that is reminiscent of a scream, leaving nothing but a bit of grey dust and smoke.

Target a point in range. A 5-meter sphere expands from that point. Every creature in the sphere must make a Dexterity saving throw. A creature has its current hit points reduced by 2d10 + 25 on a failed save, or by half as much on a successful save. A creature is disintegrated if this leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying is turned into fine grey dust.

Upcast: Spend an additional 6 vitality to increase the hit point reduction by 1d10.

Wall of Disintegration
Master lightning

Vitality Cost: 20
Casting Time: 1 Action
Range: 20 meters (see description)
Duration: 1 minute

You drag your flat palms across each other and form a wall of shimmering blue where you aim. Whatever touches it evaporates with a screeching wail, leaving only grey dust and smoke.

A wall of translucent blue energy 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 3 meters, or you can shape a flat 5-meter-by-5-meter surface. Regardless of its form, the wall is 1 millimeter thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature must succeed a Dexterity saving throw, or be affected by the wall as though it ended its turn inside it.

A creature or object that passes through the wall or ends its turn in its space has its current hit points reduced by 2d10 + 40. The target is disintegrated if this leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying is turned into fine grey dust.

If a projectile would have to pass through the wall, it is disintegrated. Magical projectiles are dispelled, but area-of-effects, such as explosions, pass through the barrier.

Upcast: Spend an additional 4 vitality to decrease a target's hit points by another 1d10.

The Lore of Fire

The Lore of Fire revolves around the manipulation of the most primal and fundamental of the six elemental energies - heat. Though drawing this element from the void requires little effort, as flames pour forth almost willingly from the beyond, it is the act of mastering it that presents the greatest challenge. Like a wild inferno, flames are volatile, temperamental and capricious, sometimes flickering with an unbridled intensity, while other times barely maintaining a meager existence. The unpredictable and erratic nature of fire requires a deep understanding of its whims and moods, as well as an unyielding ability to adapt and evolve with its ever-changing temperament. Only those who remain attentive to its every fluctuation and consistently modify their technique in harmony with its fickle nature can hope to harness its full potential. Through this steadfast attention, practitioners of the Lore of Fire are able to produce spells of unparalleled power and efficiency, eclipsing the abilities of those who lack the necessary adaptability and focus.

The Lore of Fire relies on your Wisdom score

The Difficulty Class of saving throws against fire spells you cast is determined as follows: 8 + your Proficiency Bonus + your Wisdom modifier.

If a fire spell requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Wisdom modifier.

The Lore of Fire excels at dealing damage to multiple foes and penetrating armor. Spells such as Burn or Blistering Aura deal damage and can potentially set foes ablaze. Attacks like Fire Bolt and Bright Lance ignore a target's armor, making it deadly for those who rely on it to protect them. However, fire lacks defensive spells, meaning that foes that can deal a lot of damage from range may be able to burst you down.

Fire Spell List

The following is a list of all fire spells.

Novice (1st Level)
Blistering Aura
Burn
Ember Volley
Eruption
Ignition
Incendiary Cloud
Propulsion
Scorch Jet

Apprentice (2nd Level)
Boost
Immolating Gyre
Launch
Piercing Javelin
Solar Scythe
Sunfire Blade

Adept (3rd Level)
Barrage
Burrow
Bright Lance
Fireball
Fire Mortar
Hellish Lash

Expert (4th Level)
Burst
Guided Mote
Shrieking Comet
Sun Sphere
Sunstreak
Wall of Flame

Master (5th Level)
Ember Crescendo
Flame Storm
Immolation
Rain of Fire
Velvet Inferno

Fire Spells

Fire spells are organized by level and alphabetically.

Novice

Access to novice fire spells grants you the abilities described under Channel Fire I and allows you to learn the following spells.

Channel Fire I

The first step to learning the lore of fire is gaining the ability to turn your inner power, your vitality, into heat and even heat air to the point where small amounts of unstable plasma are created.

Fire. At a negligible cost to your vitality you may use your action to produce a searing flame in your hand that allows you handle hot objects. The flame sheds bright light in a 3-meter radius and dim light for an additional 3 meters. You may dismiss the flame at any time (no action required).

You can also attack with the flame, although doing so ends the effect. When you use this spell, or as an action on a later turn, make an armor piercing melee or ranged spell attack against a creature no more than 10 meters away. On a hit, the target takes 1d8 fire damage and is scorched.

This spell's damage increases by 1d8 when you reach 5th level (2d8) and 10th level (3d8).

Heater. You and creatures traveling with you may ignore the effects of cold and freezing cold weather.

Mold Metal. You may craft items at half their value as though you had Crafting Tools.

Blistering Aura

Novice fire

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: Self (1-meter radius)
Duration: Concentration

Move your hand across your chest, closing one finger after the other, then angle your hand upwards and casually open it. Your hair billows as burning, orange air streams away from your body, burning anyone that gets too close.

At the end of each of your turns for the duration, each creature no more than 1 meter away must succeed a Dexterity saving throw or take 2d8 fire damage and be scorched.

Upcast: Spend an additional 3 vitality per turn to deal an extra 1d8 fire damage and increase the radius by 1 meter.

Burn

Novice fire

Vitality Cost: 3
Casting Time: 1 Action
Range: Self (5-meter cone)
Duration: Instant

Thrust your hand forward and unleashes a torrent of fire. The air shimmers orange and anything in front of you is bathed in heat so intense, it blisters the skin and sets opponents ablaze.

Every creature in a 5-meter cone must make a Dexterity saving throw. A creature takes 3d8 fire damage and is scorched on a failed save or half as much damage and is not scorched on a successful one.

Upcast: Spend an additional 3 vitality to increase the damage by 1d8 and the size of the cone by 1 meter.

Ember Volley

Novice fire

Vitality Cost: 3
Casting Time: 1 Action
Range: 10 Meters
Duration: Instant

You raise your closed fist as it is wreathed in flames. With each opening of your hand a roiling flame is thrown at your target and detonates in a small burst of scorching flame.

You create three bolts of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each bolt. On a hit, the target takes 1d8 fire damage and is scorched.

Upcast: Spend an additional 2 vitality to fire an extra bolt.

Eruption

Novice fire

Vitality Cost: 4
Casting Time: 1 Bonus Action
Range: Self (3-meter radius)
Duration: Instant

Your muscles tense and fire erupts from your body in wild, uncontrolled waves.

Every creature no more than 3 meters away must succeed a Dexterity saving throw or take 2d8 fire damage and be scorched.

Upcast: Spend an additional 4 vitality to increase the damage dealt by 1d8 fire damage and the radius by 1 meter.

Flames

Ignition
Novice fire

Vitality Cost: 4
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: Instant

Cross both hands in front of your chest and pull them apart. Orange energy explodes away, leaving your clothes untouched, but burning anything nearby.

Every creature no more than 10 meters away is scorched. Easily flammable objects are ignited.

Upcast: Spend an additional 3 vitality to increase the radius by 5 meters.

Incendiary Cloud
Novice fire

Vitality Cost: 3
Casting Time: 1 Action
Range: 20 meters
Duration: Instant

Gather flames, then thrust your hand forward. White light shines from your hand as burning air streams from it. It forms into a roiling cloud of fire that moves across the battlefield.

A cloud of burning air that occupies a 2-meter cube appears in a space adjacent to yours. At the end of each of your turns, it moves forward 5 meters in a direction you choose when you cast the spell, until it reaches its maximum range. The cloud is opaque. It can only move in one direction and cannot change direction once unleashed. Any creature that the cloud passes through must make a Dexterity saving throw, taking 2d8 fire damage and being scorched on a failed save, or half as much damage and not being scorched on a successful one. The spell ends when the cloud hits a wall or has reached its maximum range.

Upcast: Spend an additional 2 vitality to deal an extra 1d8 fire damage and increase the cloud's maximum range by 5 meters.

Propulsion
Novice fire

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

You jump and from your feet fire tear-shaped flames. They sizzle and screech as they propel you into the air, while flames coming from your hands stabilize your flight. Leaving behind an orange trail, you soar through the sky like a missile.

You gain a flying speed of 20 meters. If you already have a flying speed, increase it by 10 meters instead. For the duration you may take the dash or disengage action as a bonus action.

When you take the disengage action during the duration, you may spray a creature within 1 meter of you with fire. The target must succeed a Dexterity saving throw or take 2d8 fire damage.

While concentrating on this spell, you are revealed.

Upcast: Spend an additional 3 vitality per turn to increase your flying speed by an additional 10 meters.

Scorch Jet
Novice fire

Vitality Cost: 4
Casting Time: 1 Action
Range: Self (10-meter line)
Duration: Instant

From your open palm, with fingers spread, explodes a focused gout of flame. It rushes forward in a narrow line and engulfs all in its path.

Each creature in a line that is 10 meters long and 1 meter wide must make a Dexterity saving throw. A creature takes 3d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

Upcast: Spend an additional 4 vitality to deal an extra 1d8 fire damage and increase the line's length by 5 meters.

Apprentice

Access to apprentice fire spells grants you the abilities described under Channel Fire II and allows you to learn the following spells.

Channel Fire II
As an apprentice you gain the ability to create a more concentrated form of flame by ionizing the air around you into stable sunfire. More importantly you gain the ability to stabilize heat so that it can be hurled as a projectile.

Fire Bolt. When you produce a flame using your *Fire* (Channel Fire I) ability, the range of your ranged spell attack increases to 40 meters.

Sunfire Cut. Produce a tiny fleck of sunfire on the tip of your finger. This pinprick-sized bit of plasma allows you to quickly cut through metal and stone. For 1 vitality you may use your action to make a 1-meter long cut through up to 1-centimeter thick metal or stone, or weld metal pieces together by moving your finger along the material.

Boost
Apprentice fire

Vitality Cost: 5
Casting Time: 1 Bonus Action
Range: 10 meters
Duration: Instant

You lean forward. A blaze bursts from your feet and propels you forward at breakneck speed.

You move up to 10 meters in a straight line in any direction without provoking opportunity attacks.

Upcast: Spend an additional 6 vitality to move an extra 10 meters.

Immolating Gyre
Apprentice fire

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: Self (5-meter radius)
Duration: Concentration

You open your palms as you spin. Fire streams from your hands and legs. The sheer intensity of the inferno lifts you up, where you spin in mid-air. A raging vortex of fire surrounds you, hiding you from view and immolating everything around you.

You create an opaque 5-meter radius sphere centered on you, that moves with you.

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 Dexterity saving throw. The creature takes 3d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

You hover 1 meter above the ground, ignore difficult terrain and are incapacitated while concentrating on this spell.

Upcast: Spend an additional 3 vitality per turn to increase the size of the radius by 1 meter and deal an extra 1d8 fire damage.

Launch
Apprentice fire

Vitality Cost: 4
Casting Time: 1 Action
Range: 20 meters
Duration: Instant

You lean forward and push your flat palms backwards. A blaze propels you forward at breakneck speeds, leaving a trail of scorching destruction in your wake.

You choose a point within range and leap toward it in a straight line. The point can be somewhere on the ground, in the air, or somewhere on a ledge. If your path is blocked by an obstacle you could not move through (including a hostile creature), you stop in front of that obstacle. You do not provoke attacks of opportunity when moving this way.

Each creature other than you within 1 meter of this line must succeed a Dexterity saving throw or take 2d8 fire damage and be scorched.

Upcast: Spend an additional 3 vitality to deal an extra 1d8 fire damage and increase the range by 10 meters.

Piercing Javelin
Apprentice fire

Vitality Cost: 6
Casting Time: 1 Action
Range: Self (40-meter line)
Duration: Instant

Close your fist and slowly open it until the tip of your thumb barely touches your index finger. In your hand, a long rod of burning white, surrounded by swirling orange forms. Hurl this spear of sunfire at your foe and see them pierced by this thin line of pure heat.

You fire a projectile that travels in a 40-meter long line. Every creature in its path must succeed a Dexterity saving throw or take 4d8 armor-piercing fire damage.

The projectile pierces through obstacles and ignores cover (Creatures gain no bonus to their saving throw against this spell from being in cover).

Upcast: Spend an additional 4 vitality to deal an extra 1d8 fire damage and increase the range by 50 meters.

Solar Scythe
Apprentice fire

Vitality Cost: 5
Casting Time: 1 Action
Range: Self (5-meter cube)
Duration: Instant

Flames ignite on the tips of your fingers. You swing your arm back, pause, then slash the air in front of you with a narrow arc of sunfire.

Every creature in a 5-meter cube must succeed a Dexterity saving throw or take 4d8 armor-piercing fire damage.

Upcast: Spend an additional 3 vitality to increase the damage dealt by 1d8 and the size of the cube by 1 meter.

Sunfire Blade
Apprentice fire

Vitality Cost: 2 per Turn
Casting Time: 1 Bonus Action
Range: Self
Duration: Concentration

Swing your hand away from yourself and open your palm. Flames twist over your forearm and come together to form a tear-shaped core of sunfire, surrounded by swirling orange.

You create a blade of sunfire. For the duration you may use your action to make an armor-piercing melee spell attack that deals 2d8 fire damage on a hit. A sunfire blade can be dual-wielded. Summoning a second blade does not end concentration on the first, however if your concentration is broken both spells end.

Upcast: Spend an additional 1 vitality per turn to increase the damage dealt on a hit by 1d8 and your reach by 1 meter, up to a maximum of 2 meters.

Adept

Access to adept fire spells grants you the ability described under Channel Fire III and allows you to learn the following spells.

Channel Fire III
As you become adept at channeling fire, you gain the ability to create larger amounts of stable sunfire. At its simplest this allows you to pack heat in a way that will cause an explosion upon impact.

Fire Burst. When you produce a flame using your *Fire* (Channel Fire I) ability, instead of making an attack when you use that ability, or as an action on a later turn, you can hurl the flame at a point within 40 meters of you. Every creature in a 1-meter radius sphere centered on that point must

succeed a Dexterity saving throw or take 1d8 fire damage and be scorched.

Barrage
Adept Fire

Vitality Cost: 8
Casting Time: 1 Action
Range: 50 (1-meter radius)
Duration: Instant

From your hand explodes a swarm of guided missiles that fly through the air. They streak towards their targets, shrieking as they go and finally strike with devastating explosions.

You target five points in range. Any creature in a 1-meter radius sphere centered on a targeted point must make a Dexterity saving throw. A creature takes 2d8 fire damage and is scorched on a failed save and takes half as much damage and is not scorched on a successful one. If a creature is in the radius of more than one target point, it takes an additional 1d8 fire damage for every sphere affecting it after the first.

Upcast: Spend an additional 3 vitality to target an additional point.

Burrow
Adept fire

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: Self
Duration: Concentration

You dive into the ground. At the tip of your fingers a tip of sunfire melts and blasts the earth apart, allowing you to glide through rock as though it were water. With additional effort you may create a path behind you, allowing others to follow.

You gain a burrowing speed of 10 meters. You may expend an additional 5 vitality per turn to leave a tunnel large enough for a medium creature to crawl through in your wake.

Bright Lance
Adept fire

Vitality Cost: 6 per Turn
Casting Time: 1 Action
Range: 20 meters
Duration: Concentration

Swing your hand away from yourself and open your palm. Your hand shines with orange-white as flames twist and come together to form a tear-shaped core of sunfire. Finally, a shrieking beam of sunfire is unleashed, slashing through everything in its path.

When you cast this spell, make up to two armor-piercing ranged spell attacks against targets in range. Attacks with this spell have advantage if you targeted the target with this spell since the start of your last turn. For the duration, you can use your action to make up to four such attacks. On a hit, a target takes 2d8 fire damage and is scorched.

Upcast: Spend an additional 4 vitality per turn to fire an extra beam.

Fireball
Adept fire

Vitality Cost: 8
Casting Time: 1 Action
Range: 50 Meters (5-meter radius)
Duration: Instant

Twist both your hands to create a small ball of white-hot sunfire, surrounded by orange flame. As you pull your hands apart it flies off with a whistle, leaving an orange trail. Upon impact, it explodes with a deafening crack and the force of an artillery shell. Those caught in the blast are engulfed in air so hot it burns like fire and sears the flesh off their bones.

Each creature in a 5-meter radius sphere centered on a point in range must make a Dexterity saving throw. A creature takes 8d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

Upcast: Spend an additional 3 vitality to deal an extra 1d8 fire damage and increase the radius by 1 meter.

Fire Mortar
Adept fire

Vitality Cost: 7
Casting Time: 1 Action
Range: 300 Meters (5-meter radius)
Duration: Instant

You gather a shimmering sphere of flame and hurl it into the air with a blast. It flies in an arc and falls with a fiery explosion.

Target a point in range and lob a projectile at least 20 meters into the air. At the start of your next turn, each creature in a 5-meter radius sphere centered on that point must make a Dexterity saving throw. A creature takes 8d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

Upcast: Spend an additional 3 vitality to deal an extra 1d8 fire damage and increase the radius by 1 meter.

Hellish Lash
Adept fire

Vitality Cost: 7
Casting Time: 1 Action
Range: 3-Meter Radius/ 10 Meters
Duration: Instant

From a loose fist you pull a long line of searing sunfire and swing it round at all surrounding you. You grow its flame, then lash out at a foe, releasing the gathered inferno as a deadly blast.

Each creature of your choice no more than 3 meters away must succeed a Dexterity saving throw or take 3d8 fire damage and be scorched. Then make an armor-piercing ranged spell attack against a target no more than 10 meters away. On a hit, the target takes 5d8 fire damage and is scorched.

Upcast: Spend an additional 4 vitality to increase the initial and on hit damage by 1d8.

Expert

Access to expert fire spells grants you the abilities described under Channel Fire IV and allows you to learn the following spells.

Channel Fire IV

As an expert fire mage, you gain the ability to amplify and sustain your spells at a distance. At its simplest this lets you flare existing fires and additional training makes missiles that can be guided to their target possible.

Combustion. At a negligible cost to your vitality, you may use your action to target an open flame no more than 10 meters away or another open heat source, including lightbulbs or combustion engine. It flares up, destroying its source if it's an object. At the end of your turn, the flame is extinguished.

You may instead target a creature that is being affected by the scorched condition. The creature is dealt 3d8 fire damage.

When you target a combustion-driven vehicle or one that contains a powerful battery (such as all electric cars) with this ability, deal 24 armor-piercing fire damage to the vehicle.

Burst

Expert fire

Vitality Cost: 8
Casting Time: 1 Action
Range: 30 Meters
Duration: Instant

Extend your right hand, move it over your angled left hand and chop the gathered sunfire at your foe. A small ring of fire explodes out of your hand and a bolt of searing yellow streaks from your fingertips. It burrows into your victim and detonates from within.

Target a creature in range. The target must succeed a Dexterity saving throw or take 5d8+15 armor piercing fire damage. If this reduces the target to 0 hit points, it is killed instantly.

If the target is a huge or smaller vehicle, on a failed save the shot pierces inside and explodes, dealing 5d8 fire damage to the occupants in addition to the damage the vehicle takes.

Upcast: Spend an additional 2 vitality to deal an extra 1d8 fire damage on a hit and on the secondary explosion if the target is a vehicle.

Guided Mote

Expert fire

Vitality Cost: 10
Casting Time: 1 Action
Range: Self
Duration: Concentration

From your hand springs a mote of sunfire that roils and shrieks from the power it contains. With your will you guide it, through foes and solid stone alike. At a snap of your fingers the mote explodes.

You create a glowing mote of sunfire that hovers in your space. This mote sheds bright light in a 3-meter radius and dim light for another 3 meters. As a bonus action you may move the sphere up to 20 meters. The sphere contains five charges. You may expend a charge to burrow through up to 30 centimeters of metal or stone. When you move the mote into the space of a creature, you may expend any number of charges to deal 1d8 fire damage to the creature for every charge expended. You may choose to detonate the sphere at any time (no action required). Every creature in a 3-meter radius sphere centered on the mote must make a Dexterity saving throw. A creature takes a number of d8 fire damage equal to the remaining charges and is scorched on a failed save, or half as much damage and is not scorched on a successful one. The spell ends when you detonate the sphere or it has no charges left.

Upcast: Spend an additional 3 vitality to provide the mote with an extra charge.

Shrieking Comet

Expert fire

Vitality Cost: 16
Casting Time: 1 Action
Range: 20 Kilometers (10-meter radius)
Duration: Instant

Thrust your open palm into the air. Streams of fire shoot out of it and come together into a roiling mass of sunfire. You spin your arm and throw the mass of pulsing heat into the air. Yellow and orange stream away from a long, tear-shaped missile of white. Guided by your will, it flies with supersonic speed, emitting a high-pitched, ear-splitting screech as it goes. As soon as you tell it to, it detonates into four rings of fire that slash through the air and are followed by a blossoming ball of nebulous flame that consumes everything in its path. Stone melts and flesh is seared off bone in this deadly inferno.

Target a point in range and fire a projectile that flies in a low arc. Every creature in a 10-meter radius sphere centered on that point must make a Dexterity saving throw. A creature takes 10d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

Upcast: Spend an additional 10 vitality to increase the range by 10 kilometers, deal an extra 1d8 damage and increase the radius by 1 meter.

Sun Sphere

Expert fire

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: Self (1-meter sphere)
Duration: Concentration

Clap your hands together. Hot air swirls around you as a small white core forms. As you pull your hands apart a sphere of fire forms as orange light radiates from the core. Push the sphere away, but keep tendrils connected to yourself so that you may control it from afar.

You create a 1-meter diameter sphere centered on a point in range. The sphere sheds bright light in a 20-meter radius and dim light for an additional 20 meters. As a bonus action, you may move the sphere of fire up to 20 meters.

Any creature that comes within 3 meters of the sphere during its turn or starts its turn there must make a Dexterity saving throw. A creature takes 3d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

A creature that enters the sphere's space during its turn or starts its turn there takes 24 fire damage on a failed save instead, or half as much on successful one.

The spell ends if you end your turn without line of sight to the sphere.

Upcast: Spend an additional 2 vitality per turn to deal an extra 1d8 fire damage to creatures near the sphere and an extra 8 fire damage to a creature inside the sphere's space.

Sunstreak

Expert fire

Vitality Cost: 10 per Turn
Casting Time: 1 Action
Range: Self (See Description)
Duration: Concentration

As you push your arms apart, you are wreathed in flames. With a burst of orange you are catapulted high into the air. Like a comet you screech across the sky with incredible speed. As you streak towards the earth, you may choose to either land harmlessly, or cushion your fall by blasting the ground and incinerating anything caught below.

Every creature no more than 1-meter away must succeed a Dexterity saving throw or take 3d8 fire damage. If you are grappled, restrained, or your speed is reduced by an effect that can be escaped with a saving throw, that effect ends. You then gain a flying speed of 100 meters and your movement does not provoke attacks of opportunity for the duration.

During this spell, you may choose to fly to the ground and blast the area with fire as you slow your descent (no action required). If you do, every creature in a 5-meter radius makes a Dexterity saving throw. A creature takes 5d8 fire damage and is scorched on a failed save, or half as much and is not scorched on a successful one. The spell then ends.

The spell also ends if you take any action other than the dash action.

Upcast: Spend an extra 10 vitality per turn to increase your speed by 50 meters.

Wall of Flame

Expert fire

Vitality Cost: 15
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Minute

You drop into a relaxed stance, sweeping both arms out wide before twisting your palms around each other. Embers spiral up from your fingertips and where you aim a swirling core of fire bursts forth. The flames erupt along the floor into a roaring wall, tongues licking skyward before settling into a low, crackling line of fire.

You create a wall of fire on a solid surface within range. You can make the wall up to 20 meters long, 5 meters high, and 1-meter thick, or a ringed wall up to 10 meters in diameter, 5 meters high, and 1-meter thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its space must succeed a Dexterity saving throw, or take 5d8 fire damage and be scorched.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 3 meters 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 to nearby creatures.

Upcast: Spend an additional 5 vitality to deal an extra 1d8 damage and extend the duration of the wall by 1 turn (one minute is 10 Turns).

Master

Access to master fire spells grants you the ability described under Channel Fire V and allows you to learn the following spells.

Channel Fire V

Finally, as a master of fire magic, you unlock the full potential within yourself and unleash the fire within. Ball your fists and tense. Veins of red flame spread down your arms and over your entire body. They ignite into sunfire and begin to consume you. Your flesh becomes ash, as yellow light shines from within you, until you become a miniature sun. You are one with your element. An avatar of purest flame, shining with a bright white-yellow light. In a brilliant flash of blinding white, you explode. A white wave of compressed, superheated air flies over the ground and is followed by a roiling dome of yellow sunfire. Everything within it is vaporized and soil turns into black glass. The inferno consumes everything, until it turns into a cloud of red that rises up to form a tall, mushroom-shaped cloud.

Final Apocalypse. As an action, you may cast this spell. You die instantly and your body disintegrates. Any ability that would allow you to return to life fails.

Every creature in a 200-meter radius is instantly disintegrated.

In a 1-kilometer radius all buildings are leveled and all creatures in the area must make a Dexterity saving throw. A creature takes 10d8+100 fire damage on a failed save and half as much on a success.

Any creature more than 1 kilometer from the center of the explosion, but no more than 2 kilometers away must make a Dexterity saving throw. A creature takes 6d8+20 fire damage on a failed save, or half as much on a successful one.

Any creature more than 2 kilometer from the center of the explosion, but no more than 4 kilometers away must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, or half as much on a successful one.

Ember Crescendo

Master fire

Vitality Cost: 15
Casting Time: 1 Action
Range: 10 meters
Duration: See Description

Your eyes glimmer with orange light as you extend a wicked hand towards your victim. Through the void you curse them, forcing their body to convert itself into fire. The victim's eyes glow with an inner flame and light shines from within its body. Finally, if they can't resist this fiery influence, a brilliant eruption of yellow flame burns away their flesh and leaves nothing but blackened bones.

Target creature you can see in range makes a Constitution saving throw at the end of each of its turns until the spell ends. It takes 4d8 fire damage on a failed save and half as much damage on a successful one. When the target is reduced to 0 hit points or fails three saves, it erupts in a pillar of fire

that deals 4d8 fire damage to every creature in a 2-meter radius, including itself. If it succeeds three saves, the spell ends. A creature can use its action to resist the spell and gain advantage on its next saving throw.

If this spell reduces the primary target to 0 hit points or deals damage to it while it is at 0 hit points, the primary target is disintegrated.

Upcast: Spend an additional 4 vitality to deal an extra 1d8 fire damage whenever the initial target makes its save.

Flame Storm

Master fire

Vitality Cost: 10 per Turn
Casting Time: 1 Action
Range: 100 Meters (5-meter cylinder)
Duration: Concentration

Spin your arms around and summon a raging inferno from beyond the veil. A tornado of flames appears, sucking friend and foe alike into a fiery doom.

Choose a point in range and summon a 5-meter diameter cylinder of swirling fire that is 20 meters tall.

A creature that starts its turn no more than 10 meters away from the cylinder or enters that area on its turn must make a Dexterity saving throw. A creature takes 3d8 fire damage and a medium or smaller creature is pulled into an unoccupied space inside the vortex on a failed save, or half as much damage and is not pulled on a successful save.

Creatures in the vortex are restrained. At the start of each of its turns a creature inside the vortex takes 4d8 fire damage and, if it is medium or smaller, is lifted 5 meters into the air.

A creature restrained inside the vortex can use its action to make a Dexterity saving throw, ending the restrained condition on itself on a success until the start of its next turn, at which point it becomes restrained again, unless it has moved out of the cylinder.

You can use your bonus action to move the vortex and any creature restrained by it up to 10 meters along the ground. The spell ends if you lose concentration or the vortex is more than 100 meters away from you.

Upcast: Spend an additional 5 vitality per turn to deal an extra 1d8 fire damage to creatures in the vortex.

Immolation

Master fire

Vitality Cost: 8
Casting Time: 1 Action
Range: 30 Meters
Duration: Concentration, up to 1 minute

In a short dance you gather tendrils of sunfire and launch them forth. They wrap around their victim and begin to burn them away.

Flames wreathe one creature you can see within range. The target must make a Dexterity saving throw. It takes 6d8 armor piercing fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 10-meter radius and dim light for an additional 10 meters and is revealed. At the end of each of its turns, the target repeats the saving throw. It takes 4d8 armor piercing fire damage on a failed save, and the spell ends on a successful one. If damage from this spell kills a target, the target is disintegrated.

Upcast: Spend an additional 3 vitality to increase the initial fire damage by 1d8.

Rain of Fire

Master fire

Vitality Cost: 16
Casting Time: 1 Action
Range: 1 kilometer (25-meter radius)
Duration: Instant

You twirl. Creating a storm of flame around yourself you then extend your arms outwards, open palms facing up. The swirling flame turns into sunfire as it is lifted up. When your palms slam together, you unleash a single cloud of sunfire into the air. It moves with a high-pitched screeching sound as it first rises up into the air and then falls back down. Above its intended target the cloud bursts like a bubble, releasing a swarm of small bomblets that shower an area with explosions.

Target a 25-meter radius cylinder that is 4 meters tall in range and fire a projectile into the air that flies in an arc. At the start of your next turn, the area is bombarded with fiery explosions. Any creature in the cylinder must make a Dexterity saving throw. A creature takes 8d8 fire damage and is scorched on a failed save, or half as much damage and is not scorched on a successful one.

Upcast: Spend an additional 5 vitality to deal an extra 1d8 fire damage and increase the radius of the cylinder by 5 meters.

Velvet Inferno

Master fire

Vitality Cost: 12
Casting Time: 1 Action
Range: 30 meters (5-meter sphere)
Duration: Concentration, up to 1 turn

A stream of red energy with flecks of yellow explodes from your hand. Like liquid it flows into a red sphere of opaque energy. Temperatures rise within the sphere, as the air sparks and hums with small flecks of sun fire. After a short delay sunfire erupts inside the sphere, filling it with light that shines through the opaque barrier and vaporizes anything caught within the spell.

Target a point in range. A sphere with up to a 5-meter radius appears centered on that point. Its outer edge is opaque and 1 millimeter thick. A creature that touches or moves through the sphere takes 2d8 fire damage.

If you maintain concentration until the start of your next turn, any creature inside the sphere takes 5d8 + 40 fire damage. If this reduces a target that is completely inside the sphere to 0 hit points, it is disintegrated. The spell then ends.

Upcast: Spend an additional 3 vitality to deal an extra 1d8 fire damage when the sphere erupts and increase the size of the sphere by 1 meter.

The Lore of Life

The Lore of Life focuses on creating and controlling chemical energy and manipulating the mystical essence that determines how a creature is constructed. While the word essence is usually used as a synonym for DNA and RNA, it also encompasses the mystical anchors that tether a soul to its mortal shell. By manipulating this energy a life mage can influence, or even modify, biological processes and control life. As the black fog and undead are a reflection of life and react to life force, life mages have the ability to manipulate or even summon these phenomena.

Those who have strong wills will find it easier to force their will onto the veil and the efficiency and potency of their life spells will be increased.

The Lore of Life relies on your Charisma score

The Difficulty Class of saving throws against life spells you cast is determined as follows: 8 + your Proficiency Bonus + your Charisma modifier.

If a life spell requires an attack roll, then the modifier for that roll equals: Your Proficiency Bonus + Your Charisma modifier.

The Lore of Life can lift allies to new levels of physical and mental performance and debilitate foes. Spells such as Healing and Surge can bring a wounded ally back into the fight in seconds, while spells like Sleep and Paralysis Spray can decrease an enemy's combat capabilities, or take them out of the fight entirely. Instead of fighting foes directly, life mages also have the option of creating undead minions to do their bidding instead. While the lore of life is invaluable when recovering from combat and provides powerful buffs, it lacks meaningful range attacks or burst damage.

Life Spell List

The following is a list of all life spells.

Novice (1st Level)
Conjure Specter
Drain
Everlight
First Aid
Gentle Repose
Healing
Relief
Revitalize
Sleep
Soul Burn
Wither

Apprentice (2nd Level)
Aid
Animate Dead
Devour
Healing Bolt
Paralyse
Revivify
Soulfire Cloud
Speak with Dead
Surge

Adept (3rd Level)
Consuming Blast
Danse Macabre
Decaying Curse
Haste
Mass Healing
Slow

Expert (4th Level)
Absolute Ward
Anointment
Death Ward
Harming Curse
Invulnerability
Puppeteer
Turn Living

Master (5th Level)
Circle of Death
Clone
Create Undead
Everdawn
Invoke
Killing Curse
Resurrection

Life Spells

Life spells are organized by level and alphabetically.

Novice

Access to novice life spells grants you the abilities described under Channel Life I and allows you to learn the following spells.

Channel Life I

The first step to learning the lore of life is gaining the ability to use your inner power, your vitality, to generate and manipulate chemical energy. At its simplest this allows you to accelerate simple organic processes or generate a hyper-catalyst known as soulfire. More advanced techniques can make use of this to heal the living, inhibit certain reactions, or manipulate the undead.

Soulfire. At a negligible cost to your vitality you may use your action to produce sizzling whisps of golden energy in your hand. The energy has the ability to force anything it touches to rapidly chemically react. You may dismiss the energy at any time (no action required).

You can also attack with the energy, although doing so ends the effect. When you use this ability, or as an action on a later turn, target a point no more than 5 meters away and flick the energy at it. A 1-meter radius sphere appears centered on that point. A creature that enters the sphere for the first time on its turn or starts its turn there must succeed a Dexterity saving throw or take 1d6 acid damage. This spell deals double damage to constructs, fiends, undead and vehicles. The cloud disperses at the start of your next turn (after 6 seconds).

This spell's damage increases by 1d6 when you reach 5th level (2d6) and 10th level (3d6).

Invigorate. As an action you touch a willing creature and expend an amount of vitality of your choice. The target regains an amount of vitality equal to the amount you expended.

Mold Living. You may produce up to 10 rations or scrap whenever you finish a long rest, as long as you would've been able to forage. The scrap may be used to craft during the long rest it is produced. This ability can also be used to slowly construct living houses by shaping the growth of trees (there is no mechanical difference between this and normal housing).

The number of rations or scrap this spell produces increases by 5 when you reach 5th level (15) and 10th level (20).

Spare the Dying. At a negligible cost to your vitality you may use your bonus action to touch a living creature that is downed. The creature becomes stable. You may use your full turn to stabilize yourself while downed. This spell has no effect on undead or constructs.

Conjure Specter

Novice life

Vitality Cost: 3 per Minute
Casting Time: 1 Action
Range: Touch
Duration: Concentration

From the body of a willing or unconscious victim you tear a spectral echo of their soul. This unstable mass of black mist is a mindless force bound to your will and upon your command it drains the life-force of your foes.

Touch a willing, downed, or unconscious creature and deal 1d6 necrotic damage to the target. Reduce the target's vitality by an amount equal to the necrotic damage taken. If the target takes no damage, the spell fails.

You then summon a Conjured Specter (see the stat block below) in a space adjacent to the target. The specter disappears when it drops to 0 hit points or when the spell ends.

The summoned creature is under your complete control. In combat, it shares your initiative and takes its turn with you. It obeys your mental commands (no action required).

Upcast: Spend an additional 5 vitality per minute to target, deal damage to, and summon an extra specter from the same or another creature you can touch. You may use your action to upcast this spell on subsequent turns to summon additional specters without breaking concentration.

Drain

Novice life

Vitality Cost: 4
Casting Time: 1 Action
Range: Touch
Duration: Instant

Your hand glows, as golden veins snake over it. As you touch living flesh, they expand into it. Within your foes body the malevolent energy rips their life force free. The veins turn black as the rent vitality and life force is transferred to you.

Make a melee spell attack. On a hit, the target takes 2d6 necrotic damage and loses an amount of vitality equal to the necrotic damage taken. You then regain a number of hit points and vitality equal to the necrotic damage dealt.

Upcast: Spend an additional 3 vitality to deal an extra 1d6 damage.

Conjured Specter

Medium undead, unaligned

Armor Class 12
Hit Points 9 (2d8)
Vitality -
Speed 0m., fly 10m. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	5 (-3)	1 (-5)

Damage Vulnerabilities psychic
Damage Immunities necrotic, poison; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses Blindsight 5 m., passive Perception 7
Challenge 1/8 (25XP) *Proficiency Bonus* +2

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

Actions

Drain Life. *Melee Weapon Attack:* +4 to hit, reach 1 m., *Hit:* 3 (1d6) necrotic damage. Reduce the target's vitality by an amount equal to the necrotic damage taken.

Everlight

Novice life

Vitality Cost: See Description
Casting Time: 1 Action
Range: Self (3-meter radius)
Duration: Concentration

You raise your hand. Golden tendrils coalesce and after a short delay, they explode outwards with a shining light and streaks of gold. The light binds the black mist and allows safe passage through its darkness. Undead caught by the glow are given a semblance of life and debilitated.

Bright, golden light shines from your hand in a 3-meter radius sphere, spreading around corners. Black fog in the area of effect is suppressed and creatures are resistant to necrotic damage.

Fiends and undead in the area have disadvantage on attack rolls and lose their resistance or immunity to bludgeoning, piercing and slashing damage. The area is considered difficult terrain for them. Many fiends and undead with special traits lose access to these traits.

This spell costs 1 vitality per 10 minutes to maintain while you are standing still or outside the fog. If you move through black fog, it instead costs 1 vitality for every 100 meters you move through. The increment decreases to every minute and 10 meters moved in heavy fog and every turn and every meter moved in impenetrable fog.

Upcast: Spend an additional 1 vitality every increment to increase the radius of the sphere by 1 meter.

First Aid

Novice life

Vitality Cost: 5
Casting Time: 1 Bonus Action
Range: 20 meters
Duration: Instant

With a flick of the wrist, you send a tether of healing energy to an ally. It wraps around their wounds like a hundred golden threads and provides a short burst of healing.

A willing creature that you can see in range expends a hit die and recovers a number of hit points equal to the amount rolled. You may expend your own hit dice to heal a creature this way. The healed creature is then cleansed of the chilled, frozen, and scorched conditions.

This spell has no effect on constructs or undead.

Upcast: Spend an additional 7 vitality to expend an extra hit die.

Healing

Novice life

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: Instant

Place your hand over a wound and infuse it with magical energy. Golden veins cover your hand and seep into damaged flesh. A soothing warmth slowly replaces the pain, as the natural healing process is sped up a hundredfold. The wound disappears, leaving nothing but fresh, pink skin.

A willing creature you touch expends up to two hit dice and recovers a number of hit points equal to the amount rolled + your Spellcasting Ability modifier. You may expend your own hit dice to heal another creature this way. The healed creature is then cleansed of the chilled, frozen, and scorched conditions.

You may also use your full turn to cast this spell on yourself while downed.

This spell has no effect on constructs or undead. It can't regenerate missing limbs or organs that wouldn't heal naturally.

Upcast: Spend an additional 3 vitality to expend an extra hit die.

Relief

Novice life

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: 1 Day

Place a hand over your heart. Close it into a fist, then reach out to touch an ally with your open palm. A pulse of golden light, followed by a numb feeling moves through their body. Pain, hunger, and thirst become nothing more than dull, distant sensations.

A willing creature you touch can no longer feel pain for the duration. It has advantage on Constitution saving throws to maintain concentration and ignores the effects of exhaustion. If a creature under this effect has 5 levels of exhaustion, it dies instantly.

If an affected creature is downed, it does not fall prone and its ability to act is not impeded. It must still make death-saving throws and dies if it fails three. It may use its action to give itself advantage on the next death saving throw it makes.

This spell has no effect on constructs or undead.

Revitalize

Novice life

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: Instant

You touch an ally and a hot golden glow flows through their body. It sends their body into overdrive and gives them a burst of new energy.

A willing creature you touch expends up to two hit dice and recovers vitality equal to the rolled amount plus your Spellcasting Ability modifier. You may also expend your own hit dice to restore vitality to another creature.

This spell has no effect on constructs or undead.

Upcast: Spend an additional 3 vitality to spend an extra hit die in the way described above.

Sleep
Novice life

Vitality Cost: 3
Casting Time: 1 Action
Range: 10 Meters (1-meter radius)
Duration: 1 Hour

Open your hand towards your foe. From your open palm flow transparent bands of golden energy. Like snakes they coil around your opponent's heads and seep into their flesh. It soothes the senses and mind, causing blood vessels to widen and blood pressure to drop. Those who can't resist keel over unconscious.

Each creature of your choice in a 1-meter-radius sphere centered on a point in range must succeed a Constitution saving throw or be incapacitated until the end of its next turn, at which point it must repeat the save. If a target fails the second save, the target is unconscious for the duration. A surprised creature automatically fails its saves against this spell and falls unconscious after failing its first save.

The spell ends on a target if it takes damage or someone within 1 meter of it uses an action to shake it awake.

This spell is silent. It has no effect on creatures that do not need to sleep or are immune to the exhaustion condition (including creatures affected by the *Relief* spell).

Soul Burn
Novice life

Vitality Cost: 3
Casting Time: 1 Action
Range: Self (5-meter cone)
Duration: 1 Minute

You gather golden mist between your open palms, pull your hands apart, and casually fling the crackling, corrosive energy at anyone in front of you. Orange lines move over everything touched by the golden cloud and the air is filled with the smell of ozone. Armor disintegrates and flesh blisters and burns.

You fill a 5-meter cone with a cloud of golden energy for the duration. A creature that enters the cone for the first time on a turn or starts its turn there must make a Dexterity saving throw. A creature takes 2d6 acid damage on a failed save, or half as much damage on a successful one. This spell deals double damage to constructs, fiends, undead and vehicles.

The cloud is dispersed by a breeze in 5 turns, by a gale in 2 turns, and at the start of your next turn in a storm.

Upcast: Spend an additional 2 vitality to increase the damage dealt by 1d6 acid damage and the size of the cone by 1 meter.

Wither
Novice life

Vitality Cost: 4
Casting Time: 1 Action
Range: 10 Meters
Duration: Instant

At the tip of two fingers you gather black mist with golden streaks within it and send the malevolent energy at your foe. The mist seeps into their flesh and causes golden veins surrounded by black to expand through it. The wicked energy they carry withers the tissue and destroys the body.

A creature you touch makes a Constitution saving throw, taking 3d6 necrotic damage on a failed save or half as much damage on a successful one. Reduce the target's vitality by an amount equal to the necrotic damage taken.

Upcast: Spend an additional 3 vitality to deal an extra 1d6 necrotic damage.

Apprentice

Access to apprentice life spells grants you the abilities described under Channel Life II and allows you to learn the following spells.

Channel Life II
You gain more control over life energy and become capable of manipulating the energy you create so that it seek out essence signatures that you are familiar with. At its simplest this allows you to counteract, if not entirely nullify many negative conditions and force specific regions of the body to start growing even if they normally wouldn't. More complex techniques can make use of this to heal creatures at range or to apply your magic to bodies where natural processes have ceased.

Lesser Cure. Over the course of a 1 hour ritual, you touch a willing creature and expend 10 vitality to cure one lingering injury affecting it or a disease that specifically states it may be cured by this ability. This spell can also regenerate severed body parts (fingers, legs, tails, and so on). This spell has no effect on constructs or undead.

Lesser Restoration. As an action, you expend 5 vitality and touch a willing creature to end one temporary condition afflicting it. The condition can be cursed, blinded, deafened, paralyzed, or poisoned. Any effect that would end if a creature were immune to one of these conditions can be ended as well.

Aid
Apprentice life

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: 1 Day

Your touch causes thin golden tendrils to flow into the flesh you touch. It enlivens the body and fortifies it against damage, disease, and poison.

A willing creature you touch's hit point maximum and current hit points increase by 5 for the duration. While a creature has these hit points, it has advantage on saving throws against diseases and poison and is resistant to poison damage.

This spell has no effect on constructs or undead.

Upcast: Spend an additional 4 vitality to grant an extra 5 maximum and current hit points.

Animate Dead

Apprentice life

Vitality Cost: 10
Casting Time: 1 Action
Range: 3 meters
Duration: See Description

Golden tendrils flow from your hand, into a corpse. They attempt to fill it with life, however, they fail to reach through the veil and touch the true soul. Instead, an echo of the deceased is created and acts as a poor imitation of a soul that channels the void without reason or restraint. Black fog fills the corpse, seeping from it and creating shards of empty metal with which they control the rotting or skeletal remains. It rises as your servant, as the magic you use to animate it imposes your will upon the corpse.

Target the corpse of a medium or small humanoid within range that is not missing its head or torso. Your spell imbues the target with a foul mimicry of life, raising it as a *Zombie* if it is a recent corpse, or a *Skeleton* if its flesh has decomposed (see the stat blocks below). The zombie may wear armor, but is too clumsy to wield weapons. The skeleton may wear light or medium armor and can wield weapons, but has no weapon proficiencies. The weapons in its stat block are examples. Unless equipped with weapons, it can only use its *Bone Slam* attack.

The summoned creature is under your complete control. In combat, it shares your initiative and takes its turn with you. It obeys your mental commands (no action required), which you may issue as long as it is no more than 20 meters away. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control until the end of your next night's rest (24 hours), after which it stops obeying any command you've given it and becomes hostile to all non-undead creatures. To maintain control of the creature for another 24 hours, you must pay 5 vitality at the end of your night's rest while the creature is no more than 20 meters away.

Skeleton

Medium undead, unaligned

Armor Class 12
Hit Points 13 (3d8)
Vitality -
Speed 10 m.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	2 (-4)	5 (-3)	1 (-5)

Initiative +2
Damage Vulnerabilities bludgeoning, psychic
Damage Immunities poison, necrotic
Condition Immunities exhaustion, poisoned, unconscious
Senses Truesight 5 m., passive Perception 7
Challenge 1/4 (50XP) *Proficiency Bonus* +2

Actions

Bone Slam. *Melee Weapon Attack:* +4 to hit, reach 1 m., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 1 m., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 30/120., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Devour

Apprentice life

Vitality Cost: 5
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

Extend your arm towards a foe and move your fingers as though you're pulling in invisible string. Tendrils of yellow-black fog destroy their body and draw material from it, before siphoning it to you.

Target a creature you can see in range. The target must make a Constitution saving throw. It takes 2d6 necrotic damage on a failed save, or half as much damage on a successful one and loses an amount of vitality equal to the necrotic damage taken. You, or a creature of your choice in range, then gains a number of hit points and vitality equal to the necrotic damage dealt. This spell has no effect on constructs or undead.

Upcast: Spend an additional 4 vitality to deal an extra 1d6 damage.

Paralyse

Apprentice life

Vitality Cost: 6
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Minute

You spin your hand, gathering strands of gold and launch them at a foe. The magic seeps into the skin causing the victims' muscles to cease up, freezing them in place.

Target creature you can see in range must succeed a Strength saving throw or be paralyzed for the duration. This spell has no effect on constructs or undead. At the end of each of its turns, the target can make another Strength saving throw, ending the spell on a success.

Zombie

Medium undead, unaligned

Armor Class 8
Hit Points 22 (3d8+9)
Vitality -
Speed 8 m.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	2 (-4)	5 (-3)	1 (-5)

Initiative -2
Damage Vulnerabilities psychic, slashing
Damage Immunities poison
Condition Immunities exhaustion, poisoned, unconscious
Senses Truesight 5 m., passive Perception 7
Challenge 1/4 (50XP) *Proficiency Bonus* +2

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 1 m., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Revivify

Apprentice life

Vitality Cost: 10
Casting Time: 1 Action
Range: Touch
Duration: Instant

You place your hand on a fallen comrade and pour your life force into their body. As long as there is still a spark of life left to guide the soul back, you reach beyond the veil into the Void beyond. Follow their trail quickly before this spark extinguishes and you may drag them back to the material realm. The corpse rises once more, tired, hungry, and cold. Their entire body feels sore and stiff, their eyes tear and they can barely see, but they are alive.

You touch a creature that has died recently, gain a level of exhaustion and make a resurrection check by rolling a d20 and adding your Spellcasting modifier to the roll. The DC of this check equals 10 plus the number of minutes the creature has been dead. It increases by 2 for every time the target has already been successfully returned from the dead.

If you have a strong bond with the deceased, you have advantage on the resurrection check. Loving siblings, supportive parents and intimate lovers are considered to have a strong bond to the deceased. Being friends or acquaintances is only considered a strong bond if the relationship involves emotional intimacy.

On a failure, the spell has no effect. On a success, the creature returns to life with 1 hit point and 4 levels of exhaustion.

This spell can't return to life a creature that has died of old age or a disease, a creature that died from exhaustion, nor a construct or an undead. It also can't restore missing body parts.

Soulfire Cloud

Apprentice life

Vitality Cost: 5
Casting Time: 1 Action
Range: 30 Meters (4-meter radius)
Duration: 1 Minute

Gather a cloud of crackling golden energy and toss it at your target. It flies in an arc, billows and swirls as it covers an area in deadly, corrosive soulfire.

Target a point in range. A 4-meter radius sphere appears centered on that point and lasts for the duration. The sphere spreads around corners and any creature that enters the resulting cloud on its turn or starts its turn there must make a Dexterity saving throw. A creature takes 3d6 acid damage on a failed save, or half as much damage on a successful one. This spell deals double damage to constructs, fiends, undead and vehicles

The cloud is dispersed by a breeze in 5 turns, by a gale in 2 turns, and at the start of your next turn in a storm.

Upcast: Spend an additional 4 vitality to deal an extra 1d6 acid damage and increase the radius of the cloud by 1 meter.

Speak with Dead

Apprentice life

Vitality Cost: 10
Casting Time: 1 Action
Range: Touch
Duration: Concentration, up to 10 minutes

Golden energy burns in your hand, while wisps of darkness swirl around it. As though by invisible strings, a corpse is animated. Golden light burns within its eyes and mouth as an echo of its soul is made to speak. A few short questions are all you may ask, before the magic animating the dead mind burns it out.

Touch a corpse and grant it a semblance of life, allowing it to answer your questions. The corpse must still have a head and mouth and can't be undead. The spell fails if the corpse was already the target of this spell.

Until the spell ends, you can ask the corpse questions. After you receive an answer to a question, make a check using your Spellcasting Ability modifier + your Proficiency Bonus. On a failed check, the spell ends. On a successful check, you may ask an additional question. The DC of this check starts at 0 after the first question and increases by 5 for each successful check since the start of the spell.

The corpse is animated by an echo of its soul and knows only what the deceased knew in life. Its answers are usually brief, repetitive, and robotic. The corpse is under no compulsion to offer a truthful answer and will not divulge any information it would not have given freely while alive.

Surge

Apprentice life

Vitality Cost: 5
Casting Time: 1 Reaction/ 1 Bonus Action
Range: 20 Meters
Duration: Instant

With a pointed finger, you unleash a tether of radiant gold light that streaks towards your mortally wounded ally. The magical energy courses through their body, coagulating their blood to instantly close their wounds and providing a short burst of strength and speed.

Target a creature you can see in range. If you cast this spell as a reaction to a creature taking damage, the triggering damage can't reduce the target creature below 1 hit point. The target may immediately use its reaction to either:

- Move up to its speed without provoking opportunity attacks
- Take the dodge action
- Make a single weapon attack.

This spell has no effect on constructs.

Adept

Access to adept life spells grants you the ability described under Channel Life III and allows you to learn the following spells.

Channel Life III

As an adept of life magic, you gain the ability to influence a creature on a cellular level and can interfere with the function of specific parts of the body with greater precision and more invasively.

Lesser Curse. Using your action, spend 2 vitality and touch a living creature. A willing target is cursed until it finishes a night's rest. An unwilling target must succeed a Constitution saving target or be cursed until it finishes a night's rest. It may repeat the save at the end of each of its turns, ending the effect on a success. The curse has one of the following effects of your choice:

- ***Cardiac Arrest.*** At the start of each of its turns, the creature takes 2d6 necrotic damage and has its current vitality reduced by an amount equal to the necrotic damage taken
- ***Contraception.*** A male creature cannot sire children and a female creature cannot become pregnant.
- ***Disrupt Sense.*** The target is blinded or has another sense of your choice disabled.
- ***Organ Failure.*** Choose one ability score. The target has disadvantage on ability checks and saving throws made with that ability score.

Spend an additional 4 vitality to increase the duration by a day. At the GM's option, you may choose an alternative curse effect, as long as disrupting a system of the body would have that effect and it is less powerful than the aforementioned effects. The GM has the final say on such a curse's effect. The nervous system of a creature cannot be affected directly.

This spell has no effect on constructs, elementals, or undead.

Consuming Blast

Adept life

Vitality Cost: 12
Casting Time: 1 Action
Range: 20 (3-meter radius)
Duration: Instant

A golden glow covers your open palms and coalesces into tethers of roiling black and gold. As you extend your arms, the tethers surge forth. The explosion at the impact site tears the life from your foes and siphons it into you.

Every creature in a 3-meter radius sphere centered on a point in range makes a Constitution saving throw. A creature takes 3d6 necrotic damage on a failed save and half as much damage on a successful one and loses an amount of vitality equal to the necrotic damage taken. You, or a creature of your choice in range, then gains a number of hit points and vitality equal to half the total amount of necrotic damage dealt.

Upcast: Spend an additional 12 vitality to deal an extra 1d6 necrotic damage and increase the radius by 1 meter.

Danse Macabre

Adept life

Vitality Cost: 15
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Hour

Threads of dark power leap from your extended fingers to pierce corpses around you. The dead are instilled with a fleeting mockery of life that allows them to rise in your defense.

Target up to five small or medium corpses you can see in range. Each corpse immediately stands up as a *Zombie*. It gains a bonus to its attack and damage rolls equal to your Spellcasting Ability modifier.

The summoned creatures are under your complete control. In combat, they share your initiative and take their turns with you. They obey your mental commands (no action required), which you may issue to a summoned creature as long as it is no more than 20 meters away. If you issue no commands, the creatures only defend themselves against hostile creatures. Once given an order, a summoned creature continues to follow it until its task is complete.

The creatures are under your control for the duration, after which they become inanimate once more. You may dismiss any or all of the undead in range (no action required).

Upcast: Spend an additional 4 vitality to animate an extra corpse.

Decaying Curse

Adept life

Vitality Cost: 5
Casting Time: 1 Action
Range: 30 Meters
Duration: 1 Hour

Spread your fingers and wink your hand towards a victim. Golden veins flow over your hand and a tether made of golden fog strikes flesh. Dark-blue veins and a seemingly harmless shiver run through their body as they are cursed. As an ally tries to heal the victim's wounds, the bleeding gashes close, and instead black veins appear all over their body as their bewitched immune system uses the energy from the healing spell to destroy their body.

Curse a creature you can see in range for the duration. A creature cursed this way can't regain hit points and regeneration effects are suppressed. Whenever a healing effect, including regeneration, would trigger, an affected creature may make a Constitution saving throw, ending the effect on a success. Success or fail, the triggering healing effect restores no hit points and any hit dice expended on it are wasted.

Upcast: Spend an additional 4 vitality to extend the duration of the effect by 1 hour.

Haste

Adept life

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

From your outstretched hand extends a tether of benevolent energy towards an ally, enhancing the speed of their movements to the point where they become little more than a blur.

Target a creature you can see in range. The target's speed is doubled, it gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and gains an additional action on each of its turns for the duration.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it, unless the spell is recast before they take their turn.

This spell has no effect on constructs.

Mass Healing
Adept life

Vitality Cost: 10
Casting Time: 1 Action
Range: 40 meters (10-meter cube)
Duration: Instant

You open your palm and from it a golden glow moves. As you close your hand, it condenses on your allies to heal their wounds.

Each creature of your choice in a 10-meter cube in range may expend up to four hit dice and recovers a number of hit points equal to the amount rolled + your Spellcasting Ability modifier. All healed creatures are then cleansed of the chilled, frozen and scorched conditions.

This spell has no effect on constructs or undead.

Upcast: Spend an additional 4 vitality to increase the maximum number of hit dice creatures may expend by one.

Slow
Adept life

Vitality Cost: 8
Casting Time: 1 Action
Range: 40 Meters (10-meter cube)
Duration: 1 Minute

You thrust both your hands forward, unleashing a barely visible cloud of golden energy. As it reaches your foes, you close your hands into fists. The energy of your spell coalesces around them, seeps into their skins and slows their muscles, while leaving allies unaffected.

Each creature of your choice in a 10-meter cube in range must succeed a Strength saving throw or be cursed with slowness. A cursed creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell or use a maneuver with a casting time of 1 action, roll a d20. On an 11 or higher, the spell or maneuver doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell or maneuver. If it can't, the vitality spent is wasted.

A creature affected by this spell makes a Strength saving throw at the end of each of its turns, ending the spell for it on a success.

This spell has no effect on constructs. If the creature is under the effect of the haste spell, the two effects neutralize each other.

Expert

Access to expert life spells grants you the ability described under Channel Life IV and allows you to learn the following spells.

Channel Life IV
As an expert you command essence—the intricate machinery of RNA, transcriptase-proteins, and DNA that governs how a body functions. You may cure any disease and reshape the very being of those you touch. Your mastery extends to distinguishing the body from foreign influence with precision, and your control over chemical energy lets you disrupt the chemical structure of objects, neutralize poisons, and unravel the bonds that stabilize magical effects., or make those same bonds unbreakable.

Greater Cure. Over the course of a 1 hour ritual, you expend 10 vitality to cure one disease affecting the target.

Greater Curse. Using your action, spend 10 vitality and touch a willing, incapacitated or restrained creature to curse it. The curse has one of the following effects of your choice:

Enfeeble. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Iceborn. Only 1 in 8 children the target female creature conceives are male. The rest are female. A male target may pass this curse on, however it has no immediate effect.

Legacy. The creature is sterile.

Mark. You place a permanent mark on the creature's skin, similar to a tattoo. This mark cannot be removed and will grow back, even if the skin it is on is cut out.

Nervefire. You alter your victim's nervous system to cause it constant, debilitating pain. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Senseless. You permanently alter a sensory organ to disrupt its function. The creature is either blinded, deafened, loses their sense of smell, taste, touch, or any other sensory system.

Unless the curse is removed using *Lesser Restoration* (Channel Life II) within 7 days, the effect becomes permanent. If an affected creature has children with a creature sharing one of these traits, its offspring inherit the trait. If it has children with a partner lacking the trait, roll a d4. On a 3 or lower the trait is inherited anyway.

At the GM's option, you may choose alternative curse effects, but it should be no more powerful than those described above and must be based around disabling or altering a natural function of the target's body. The GM has final say on a new curse's effect. No curse can make a creature incapable of casting spells. Most curses are based on negative traits of living beings.

Greater Restoration. Using your action, you expend 10 vitality and touch a willing creature to end one of the following effects on the target:

- The charmed or petrified condition or any effect that would end if a creature were immune to one of these conditions
- The target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- Any reduction to the target's hit point maximum

Absolute Ward
Expert life

Vitality Cost: 10
Casting Time: 1 Reaction
Range: 30 Meters
Duration: Instant

Snap your fist shut and send a surge of magical energy through an ally. Golden light flashes over their skin and for the tiniest moment they are impossible to harm, as all chemical bonds in their body become impossible to break.

As a reaction to a creature you can see in range taking damage or being affected by an effect it would be immune to were it immune to a type of damage, you may cast this spell. The damage or effect is negated as though the creature were immune to all damage.

Anointment
Expert life

Vitality Cost: 10
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: 1 Day

Place your hands in front of your chest, look down, and close your eyes. Your influence flows through the veil. If you heal it, benevolent golden mist falls from your body. It swirls through the black fog, consuming it and healing the tear in the veil from which it forms. Finally, a golden barrier marks the extent of the black fog and acts as a refuge from its deadly touch. Should you tear it, black mist filled with golden streaks falls from your body. It snakes along the ground and corrupts the very air. As the golden streaks fade, only the horrid black fog remains.

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

Consecrate. A 10-meter radius sphere which suppresses the black fog or other corruption grows around you.

Desecrate. A 10-meter radius sphere of black fog grows around you. Plants and miniscule creatures are killed instantly by this fog. Some magical effects that rely on life suffusing the area are dispelled, such as the influence of a spirit tree, or the effect that allows a mythic creature to resurrect itself. While casting this spell you may designate any number of creatures within the area of effect that are unaffected by the fog.

If this spell is cast seven days in a row on the same bit of ground, its duration becomes until dispelled.

Upcast: Spend an additional 10 vitality to increase the size of the sphere by 5 meters.

Death Ward
Expert life

Vitality Cost: 5
Casting Time: 1 Minute
Range: Touch
Duration: 1 Day

You place your hand on another. Subtle golden veins and a soothing warmth snake through their body and settle within the heart. Once the spell completes it leaves no outward trace as it lies dormant. Only when the warded body is badly damaged or destroyed, the dormant energy locks every molecule of their body together for a split second to negate the effect in a bubble-like burst of gold.

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage or having its current hit points reduced, 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 or permanently deprive it of consciousness instantaneously without dealing damage or reducing its hit points, that effect is instead negated against the target, and the spell ends.

This spell has no effect on constructs.

Upcast: Spend an additional 10 vitality to increase the duration by one day.

Harming Curse
Expert life

Vitality Cost: 5
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

Tendrils of gold mixed with streaks of black fly from your open palm. They coil around your victim and seep into its skin. The virulent magic spreads like a disease, corrupting the tissue it touches and debilitating the body.

Target a creature you can see within range and force it to make a Constitution saving throw. The creature takes 8d6 necrotic damage on a failed save, or half as much damage on a successful save and loses an amount of vitality equal to the necrotic damage taken. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced by an amount equal to the necrotic damage it took until it finishes a night's rest. Any effect that would remove a disease returns an affected creature's hit point maximum to normal.

A creature that is immune to being cursed is immune to this spell.

Upcast: Spend an additional 2 vitality to deal an extra 1d6 necrotic damage.

Invulnerability
Expert life

Vitality Cost: 10 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

From your outstretched hand flies a golden tether, through which streams a torrent of magic. The ally it touches is bathed in golden light, as the spell preserves the chemical bonds within them. Damage leaves them unfazed. Blades simply glide through their body, the wounds resealing faster than the eye can see. Flesh that is blasted apart simply flies back together, reassembling only a moment later.

Target a creature in range. It is immune to all damage for the duration.

Puppeteer
Expert life

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

You thrust your hands forward, directed at a foe. Streaks of gold pierce their body from the surrounding air. As you raise your hand into a fist, your magic assumes control over their body and makes them your puppet.

Target a large or smaller creature in range. The target must succeed a Strength saving throw or be placed under your control. While under your control the target is incapacitated and has its speed reduced to 0. When an attack targets the creature, you may choose to give the attacking creature advantage on its attack roll (no action required). If the creature is attacking itself, you may choose a hit to be a critical hit on a hit. When the target would attempt a Strength or

Dexterity saving throw, you may have it fail that saving throw, no action required. You can use your action (including the action used to cast the spell) to take total and precise control of the target. Until the end of your next turn, the creature can act and move normally, but 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. You cannot force the creature to cast spells, use magic items, or use special abilities and class features.

The target remains fully aware, and knows that it is under your control. It may repeat the saving throw at the end of each of its turns, ending the spell on a success.

Turn Living

Expert life

Vitality Cost: 8
Casting Time: 1 Action
Range: 20 Meters
Duration: Instant

Pitch black mist suffused with golden streaks explodes out of your hand as a tether. It seeps into the flesh of your foe in an attempt to rend its soul from its body and replace it with an echo fully bound to your will. Those too weak to resist fall to the ground, writhing and wreathing as their living body becomes your mindless servant.

Target a creature in range and force it to make a Constitution saving throw. On a failure, it takes 5d6 necrotic damage, or half as much on a success and loses an amount of vitality equal to the necrotic damage dealt.

If a humanoid reduced to 0 hit points by this spell does not regain at least 1 hit point before the start of your next turn, the creature dies and rises as a zombie that is permanently under your control.

The summoned creature is under your complete control. In combat, it shares your initiative and takes its turn with you. It obeys your mental commands (no action required), which you may issue as long as it is no more than 20 meters away. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Upcast: Spend an additional 4 vitality to deal an extra 1d6 necrotic damage.

Master

Access to master life spells grants you the abilities described under Channel Life V and allows you to learn the following spells.

Channel Life V

As a master of life magic, you have gained total control over life, death, and the potential within yourself. You may unleash your all to turn the tide one last time. You gather your will and golden veins snake over your body. A wave of golden soulfire bursts from your form, as blinding everlight shines brighter than the sun. The soul fire sears the flesh off the bones of those caught by it, before the everlight illuminates the chosen few. Golden tendrils swirl around your beaten and fallen comrades. The foes that survived the initial wave of deadly fog must stare in horror as the wounds of your allies close, their vitality is restored and the dead rise to continue the fight.

Final Turning Point. As an action, you may cast this spell. You die instantly and your body disintegrates. Any ability that would allow you to return to life fails.

Every creature in a 200-meter radius sphere centered on you must make a Constitution saving throw. A creature takes 2d6 + 20 acid damage on a failed save, or half as much damage on a successful one. The everlight is bright light and continues to shine for 1 minute, but deals no additional damage.

Black fog touched by the everlight is suppressed. Fiends and undead in the area have disadvantage on attack rolls and lose their resistance or immunity to bludgeoning, piercing, or slashing damage. The area is considered difficult terrain for them. Many devils, fiends and undead with special abilities lose access to these abilities.

Every living creature of your choice in a 200-meter radius sphere has its hit points and vitality fully restored. Its body is reset to the state it was in when the creature first reached adulthood, cleansing it of all negative status effects, including exhaustion and diseases. Any creature of your choice that has died within the radius and not been dead longer than 3 days is restored to life with full hit points and vitality, all of its limbs restored and its body remade in the state it was in when it first reached adulthood.

Circle of Death

Master life

Vitality Cost: 15
Casting Time: 1 Action
Range: 50 Meters
Duration: Instant

You swing your arms in a short dance, gathering tendrils of black and gold. The magic streaks to a foe and in a flash of gold a blast of black washes over all around them. Those caught by the darkness wither and die.

Each creature in a 20-meter radius sphere centered on a creature of your choice in range makes a Constitution saving throw, taking 8d6 necrotic damage on a failed save or half as much damage on a successful one and loses an amount of vitality equal to the necrotic damage taken.

Upcast: Spend an additional 5 vitality to increase the damage by 1d6 and the size of the radius by 1 meter.

Clone

Master life

Vitality Cost: See Description
Casting Time: 1 Hour
Range: Self
Duration: Instant

From a small piece of flesh you grow a safeguard against death. Locked away in a sealed container, your magic keeps this body alive in a vegetative state for years, waiting. Upon your death, when your soul is released, it will be drawn to the waiting anchors inside this new body. If you are lucky, you will awaken in this new vessel, alive and more or less well.

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms from a piece of the target's body at least 1 cubic-centimeter in size, placed inside an airtight sealed vessel filled with blood and bones that can accommodate the creature. Such a vessel costs 1000 resources (scrap or rations) and 1 week to produce for a medium creature. It costs half as much (500) for a small or tiny creature. Quadruple the time and cost it takes to produce the vessel for every size the creature is above medium (4000 and 4 weeks for large, 12000 and 16 weeks for huge and 48000

and 64 weeks for gargantuan). The clone grows to full size and maturity after 1 month. You can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

The vitality cost of this spell equals the maximum number of hit points of the creature that is to be cloned. If an effect reduces the maximum number of hit point of the target when this spell is cast, the maximum hit point reduction is irreversible for the clone.

At any time after the clone matures, if the original creature dies, it makes a resurrection check by rolling a d20 and adding its Charisma modifier to the roll. The DC of this check equals 10. It increases by 2 for every time the target has already been successfully returned from the dead.

On a failed check, the creature's soul fails to find the clone and may be resurrected by other means. The clone remains available for future deaths.

On a successful check, the soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life. The creature awakens inside the vessel with 4 levels of exhaustion and 0 hunger.

If a creature has more than one clone available, it still only makes one resurrection check. On a successful check, it awakens in a random clone.

Create Undead

Master life

Vitality Cost: See Description
Casting Time: 1 Minute
Range: Touch
Duration: Instant

By your magic, a creature is twisted into an undead horror and rises under your control. Powerful undead that occur naturally may be summoned, but perhaps the most iconic is the ghoul. An artificial, enhanced version of the zombie imbued with paralyzing magical attacks and a semblance of intelligence. They also make an excellent base for invocation experimentation.

Target the corpse of a medium or small humanoid within range that is not missing its head or torso. Your spell raises it as an undead creature of your choice, choosing from the options bellow, or from any additional options provided by your GM. The cost of this spell depends on the undead you wish to create. You may choose to create:

- a Ghoul by expending 10 vitality.
- a Wight by expending 30 vitality.
- a Wraith by expending 50 vitality.

The summoned creature is under your complete control. In combat, it shares your initiative and takes its turn with you. It obeys your mental commands (no action required), which you may issue as long as it is no more than 20 meters away. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. If a creature created by this spell creates another undead creature while under your control, you gain control of it until you finish a night's rest.

The creature is under your control until the end of your next night's rest (24 hours), after which it stops obeying any command you've given it and becomes hostile to all non-undead creatures. To maintain control of the creature for another 24 hours, you must pay half the vitality spent to create the creature (10 per Ghoul, 30 per Wight, and 50 per Wraith) at the end of your night's rest while the creature is no more than 20 meters away.

Everdawn

Master life

Vitality Cost: 15
Casting Time: 1 Action
Range: Self (1-kilometer radius)
Duration: 1 Hour

You raise your arm as it is bathed in blinding golden light. As you hold it above your head, your closed fist snaps open. Orange-golden light explodes away. The black fog dissolves and the undead recoil as though it had physical mass. The very land you stand upon is blessed and the air itself glows with the holy shine of everlight.

A 1-kilometer radius around you is illuminated by bright golden everlight. Black fog that is not impenetrable in the area of effect is suppressed and creatures are resistant to necrotic damage.

Fiends and undead in the area have disadvantage on attack rolls and lose their resistance or immunity to bludgeoning, piercing, and slashing damage. The area is considered difficult terrain for them. Many devils, fiends, and undead with special abilities lose access to these abilities.

Upcast: Spend an additional 20 vitality to increase the radius by 1 kilometer.

Ghoul

Medium undead, unaligned

Armor Class 11
Hit Points 37 (5d8+15)
Vitality -
Speed 10 m.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	2 (-4)	5 (-3)	1 (-5)

Initiative +1
Damage Vulnerabilities psychic
Damage Immunities poison
Condition Immunities poisoned, unconscious
Senses Truesight 10 m., passive Perception 10
Languages understands the languages it knew in life but can't speak, telepathy 30m.
Challenge 1 (200XP) *Proficiency Bonus* +2

Undead Fortitude. If damage reduces the ghoul to 0 hit points, unless the damage is psychic, from a critical hit or would kill the ghoul instantly, the ghoul drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 1 m., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 1 m., one target. *Hit:* 7 (2d4 + 2) slashing damage. The target must succeed a DC 10 Strength saving throw or be magically paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invoke

Master life

Vitality Cost: See Description
Casting Time: 1 Hour
Range: Touch
Duration: 1 Day

You invoke the essence of one and inject it into another. Through intense, long-term effort you can make the changes permanent as your magic forces the foreign essence to become part of their own. It is magic similar to that used by the arch fey to create their wildlings.

As an action you touch a willing, incapacitated, or restrained creature that isn't immune to necrotic damage to modify its essence by invoking the essence of other creatures and cursing it to assume the desired form for the duration (a creature immune to being cursed cannot be modified by this spell). Choose from the invocations listed below.

To apply an invocation, you must have acquired the necessary essence template by scanning a living creature with a relevant trait, described in the invocation's description. Scanning a creature requires a thorough analysis over the course of a long rest. In order to qualify for scanning, the trait must stem from a genetic feature (specie's feature) of that creature and cannot be sourced from a spell or feature acquired through training (class features, with the exception

Wight

Medium undead, unaligned

Armor Class 10
Hit Points 65 (10d8 + 20)
Vitality -
Speed 8 m.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Initiative +0
Damage Vulnerabilities psychic
Damage Resistances cold, fire, force, lightning, thunder, and radiant (Physical Form only); bludgeoning, piercing, and slashing from nonmagical attacks (Spectral Form only)
Damage Immunities necrotic, poison
Condition Immunities exhaustion, petrified, poisoned, prone, scorched, unconscious
Senses Truesight 20 m., passive Perception 10
Languages understands the languages it knew in life but can't speak, telepathy 30m.
Challenge 3 (700XP) *Proficiency Bonus* +3

Empty Iron Body. The wight has a physical form that renders it resistant to cold, fire, force, lightning, thunder and radiant damage. When the wight is reduced to 0 hit points it transforms into its spectral form. When it does, its hit points are restored to their maximum, it loses its aforementioned resistances and instead becomes resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. Psychic damage reduces the wight's maximum hit points by an amount equal to the damage taken until it finishes a long rest.

Actions

Multiattack. The wight makes two shard hand attacks, one with each arm. The wight can't use a shard hand it is grappling with to attack.

Shard Hand. *Melee Attack:* +5 to hit, reach 1 m., one target. *Hit:* 7 (1d6+3) piercing damage and the target is grappled if it is medium or smaller and mounted if it is large or bigger (escape DC 13).

Turn Living. The wight targets a creature it has grappled or mounted or one that is paralyzed, restrained, unconscious or dead. The target takes 17 (5d6) necrotic damage and has its vitality reduced by an amount equal to the necrotic damage taken. A target that has 0 hit points when it is targeted is killed instantly instead. A living creature killed by this damage, or a corpse, rises at the start of the wight's next turn as a zombie, unless the creature is restored to life, its body is destroyed, or another effect would turn it into a more powerful undead (higher CR).

Bonus Actions

Void Step. The wight teleports up to 10 meters to an unoccupied space. This ability cannot be used to move into or through a space touched by everlight. If the wight targets an invalid space, it takes 16 (3d10) force damage and appears in the nearest unoccupied space.

Wraith

Medium undead, unaligned

Armor Class 13
Hit Points 63 (14d8)
Vitality -
Speed om., fly 20m. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	10 (+0)	14 (+2)	8 (-1)

Initiative +3
Damage Vulnerabilities psychic
Damage Resistances cold, fire, force, lightning, thunder, radiant; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, chilled and frozen, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, revealed, scorched, shocked, unconscious
Senses Truesight 30 m., passive Perception 12
Languages understands the languages it knew in life but can't speak, telepathy 30m.
Challenge 5 (1.800XP) *Proficiency Bonus* +3

Aura of Black Fog. At the start of the wraith's turn, it deals 5 necrotic damage to any creature no more than 10 meters away. Reduce a creature's vitality by an amount equal to the necrotic damage taken. Everlight supresses this trait and creatures in everlight take no damage from it.

Binding Presence. Undead no more than 100 meters away from the wraith ignore their Mist Bound trait. When a living creature is killed while no more than 100 meters away from the wraith, a specter appears in its space at the start of the next turn, unless the creature is restored to life, its body is destroyed, or another effect would turn it into a more powerful undead (higher CR).

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

Actions

Drain Life. *Melee Weapon Attack:* +6 to hit, reach 1m., one creature. *Hit:* 17 (4d6+3) necrotic damage. Reduce the target's vitality by an amount equal to the necrotic damage taken.

Void Jump. The wraith teleports up to 100 meters to an unoccupied space. This ability cannot be used to move into or through a space touched by everlight. If the wraith targets an invalid space, it takes 16 (3d10) force damage and appears in the nearest unoccupied space.

of the sorcerer, and feats). You may also scan a creature that has this invocation applied to it to acquire the invocation. Alternatively, another life caster that knows this spell may spend a long rest teaching you one invocation it knows.

There are positive invocations, which increase the complexity of the spell (increasing its vitality cost), and invocations that might be considered negative. These negative invocations add some biological feature that increase the stability of other modifications and thus decrease the spell's vitality cost. While you may apply more than 2 negative invocations, the spell's vitality cost can only be decreased by 2 negative invocations at a time.

This spell's vitality cost equals 20 + the cost of all applied invocations combined. The spell's cost cannot be less than 20.

Unless explicitly stated, an invocation can be applied only once. Those that can be applied more than once might have an additional scan requirement in order to be applied more than once.

If you apply the same invocation to a creature every day for a week (7 days), when you apply it for the seventh time in a row, you may make the effects permanent. Unless stated otherwise, making an invocation permanent renders a creature sterile.

Choose from the invocations listed below. Positive invocations are listed first, followed by negative ones:

Amphibious. Your lungs can breathe both air and water. Three slits on either side below your ribcage allow you to empty your lungs of liquid. This invocation costs 30 vitality. You must scan a creature with the Amphibious trait to acquire it.

Chameleon Skin. Your skin can change color to match your surroundings. When you take the Hide action, you may become camouflaged (see the condition). This invocation costs 40 vitality. You must scan a creature with the Shapechanger trait to acquire it

Climber. A light build, muscled limbs, and small claws that tip your fingers and toes make you an apt climber. You have a climbing speed equal to your walking speed. You may take this blessing a second time to gain the ability to adhere to almost any material and climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. This invocation costs 20 vitality. You must scan a creature with a natural climbing speed to acquire it. To apply it more than once you must scan a creature with the Spider Climb trait.

Cold Adaptation. Fur covers your entire body and protects you from the cold. You gain resistance to cold damage and can survive in cold and freezing cold weather as though it were pleasant. This invocation costs 20 vitality. You must scan a creature that has a natural acclimation to Freezing Cold conditions to acquire it.

Darkvision. You can see in dim light within 20 meters (60 feet) of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. This invocation costs 30 vitality. You must scan a creature that has natural darkvision to acquire it.

Dexterous Tail. Powerful muscles run along your tail, making it particularly large, dexterous, and strong. You may use your tail to interact with objects. As a bonus action, you may use your tail to make an attack using a light melee weapon. You may also use your tail to wield a shield. This invocation costs 40 vitality. You must scan a creature that has a natural tail to acquire it.

Echolocation. Your ears can pick up ultrasound waves that you emit with every breath. You have blindsight out to a range of 10 meters (30 feet). This sense is blinded while you are deafened. This invocation costs 40 vitality. You must scan a creature that has natural blindsight that is blinded while it is deafened to acquire it.

Fast. Your feet are long and you walk on your toes instead of your whole foot, making it easier to run quickly. Your speed increases by 5 meters (15 feet). This invocation costs 40 vitality. You must scan a creature with a natural movement speed of at least 15 meters to acquire it.

Fin. Your fingers are webbed. You have a swimming speed equal to your walking speed. This invocation costs 20 vitality. You must scan a creature that has a natural swimming speed to acquire it.

Golden. Your body does not age past physical maturity. You are immune to natural disease and ignore the effects of exhaustion, except death at level 6. This invocation cannot be applied in combination with the deteriorating health invocation. This invocation costs 80 vitality. You must scan an arch fey to acquire it.

Heat Adaptation. Your skin is thick and dark. You gain resistance to fire damage and treat scorching heat as though it were pleasant. This invocation costs 40 vitality. You must scan a creature that is naturally acclimated to Scorching Heat to acquire it.

Infravision. You can see in dim light, darkness and absolute darkness within 30 meters (90 feet) of you as if it were bright light and camouflage, smoke and fog do not impede your vision. You can't discern color in darkness, smoke, or fog, only shades of red and are unable to see the color red outside of your infravision. You cannot learn to read any language you didn't know before your transformation, except Elvan, and can't use non-elvan skill books. This invocation costs 40 vitality. You must scan a creature that has natural infravision to acquire it.

Innate Spellcasting. Somewhere on your body, usually embedded in the forehead, is a gem-like organ that can channel magical energy. Choose a novice spell from the Aria spell list or from either the Lore of Force, Light, Frost, Lightning, Fire, or Life. You learn this spell and may cast it by expending vitality equal to its vitality cost at will. This invocation costs 30 vitality. You must scan a creature that has the ability to cast the spell using an Innate Spellcasting trait in order to be able to invoke it on a target.

Keen Senses. You have large ears, and/or eyes. You are proficient in the Perception skill and your proficiency bonus is doubled for any ability check you make using the Perception skill (expertise). This invocation costs 10 vitality. You must scan a creature with the Keen Senses trait to acquire it.

Natural Armor. Scales, thick fur, or feathers cover parts of your body and make you harder to hurt. While you are not wearing any armor, you gain a +2 bonus to your armor class. This invocation costs 20 vitality. You must scan a creature with natural armor to acquire it.

Wings. Feathered or fairy-like wings extend from your back and the magical organ at their base can lift you from the ground. You have a flying speed equal to your walking speed and can hover. To use this speed, you can't be wearing heavy armor. This invocation costs 60 vitality. You must scan a creature with a natural flying speed and the ability to hover to acquire it.

Bioluminescence. Small luminescent dots cover your entire body and are particularly numerous on your face and neck. You are not obscured by dim light or darkness. This effect can be negated if you totally cover your body. This invocation decreases the cost by 20 vitality. You must scan a creature with the Bioluminescence trait to acquire it.

Claws. Large, sharp claws extend from your fingertips, making it difficult to hold things. Your unarmed attacks deal 1d4 slashing damage. You have disadvantage on weapon attacks. The effects of this blessing can be negated by cutting your fingernails every time you complete a long rest. This invocation decreases the cost by 10 vitality. You must scan a creature with a natural weapon attack to acquire it.

Deteriorating Health. You only have half the life expectancy of your base species and disadvantage on saving throws against disease. This invocation decreases the cost by 30 vitality. It requires no scan. It cannot be chosen in combination with the golden invocation.

Fast Metabolism. Your body metabolizes calories faster, meaning you have more energy, but also require more food. Your daily ration consumption increases by 1. This invocation decreases the cost by 10 vitality. It requires no scan. You may apply this invocation more than once.

Energy Vulnerability. You are vulnerable to a specific kind of energy. Choose one of the following damage types; acid, cold, fire, force, lightning, or necrotic damage. You are vulnerable to the chosen damage type. You may apply this invocation more than once. When you do, choose a different damage type every time. This blessing decreases the cost by 20 vitality. You must scan a creature with a natural vulnerability to the damage type you wish to apply in order to acquire it.

Frail Body. Your body is particularly weak to being damaged. Decrease your maximum hit points by an amount equal to 2 + your Level. This invocation decreases the cost by 20 vitality. It requires no scan.

Silver Vulnerability. You are vulnerable to bludgeoning, piercing, and slashing damage from magical or silvered attacks. This invocation decreases the cost by 40 vitality. You must scan a creature with a natural vulnerability to silver weapons, or one who's resistances or immunities are bypassed by such weapons, to acquire it.

Sleepy. You require 10 hours of sleep each day instead of 8. This invocation decreases the cost by 10 vitality. It requires no scan.

Sunlight Sensitivity. Your eyes are extremely sensitive to bright light. You have disadvantage on Wisdom (Perception) checks that rely on sight when you, or whatever you are trying to perceive is in direct sunlight. This invocation decreases the cost by 10 vitality. You must scan a creature with the Sunlight Sensitivity trait to acquire it.

At the GM's option, you may choose alternative invocation effects depending on the creatures you scan, but it should be no more powerful than those described above and must be derived from a creature similar to the one you are attempting to apply it to. For example you cannot apply the traits of a wasp to a human or vice-versa. The GM has final say on a new invocation's effect.

Killing Curse

Master life

Vitality Cost: 10
Casting Time: 1 Action
Range: 40 Meters
Duration: Instant

A yellow mist flows from your body and erupts from your fingertip as a brilliant streak of gold. With a deep whoosh it flies and impacts in a blinding flash. Every organ fails and every cell in the victim dies. In an instant, the light is gone and with it your target's life, leaving only a pristine corpse.

Make a ranged spell attack. On a hit, if the target has 100 hit points or fewer, it dies instantly.

Otherwise, the spell has no effect. This spell also has no effect on creatures that are immune to necrotic damage or to being cursed.

Resurrection

Master life

Vitality Cost: 50
Casting Time: 1 Minute
Range: Touch
Duration: Instant

You force energy into the anchors that tether a soul to the body and reach beyond the veil to pull it back to the material plane. However, those that are to be returned must be reminded of their mortal purpose. The ones that find themselves are once more bound to their mortal form. With a gasp, the soul returns and with it the spark of true life. Being brought back from true death is an experience without equal that taxes both the body and the mind beyond measure.

You touch a recently deceased creature, gain 4 levels of exhaustion and make a resurrection check. Up to 3 other creatures may contribute to the casting of this spell via a contribution skill check. The GM asks them each to make a skill check based on their form of contribution, with the DC of the check adjusting to how helpful/impactful the contribution would be at reminding the creature who it is and why it should return. Contributors with a strong bond with the deceased have advantage on their contribution roll. Loving siblings, supportive parents and intimate lovers are considered to have a strong bond to the deceased. Being friends or acquaintances is only considered a strong bond if the relationship involves emotional intimacy.

Once all contributions are made, you complete the spell and make a resurrection check by rolling a d20 and adding your Spellcasting modifier to the roll. The DC of this check equals 10. It increases by 2 for every time the target has already been successfully returned from the dead and by 1 for every day that has passed since its death. For each successful contribution skill check, the DC decreases by 2, whereas each failed contribution skill check increases the DC by 1.

On a failure, the spell fails and any future attempts to resurrect the creature with this spell automatically fail. On a success, the creature returns to life with 1 hit point and 4 levels of exhaustion. This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell closes all mortal wounds and restores any limbs the target may be missing. This spell doesn't remove diseases that cannot be cured by *Greater Cure* (Channel Life IV), permanent curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life.

This spell has no effect on constructs or undead.

Chapter 14: Wild Magic

Wild magic can change the world. A caster that uses it disseminates energy into the world and manipulates it in subtle ways. The most important thing in this regard is, that wild magic cannot create. It can only change what is already there. The way it works is poorly understood, its true source a mystery. Many consider it a sort of sister school to the lore of life, as it interacts with living beings, and the chemical energy summoned by the lore of life can counter or dispel many wild magic effects. Others believe it's a weakened mortal version of divine magic, as it has the ability to interact with the minds of living beings. However, unlike the magic of the gods, it creates no compulsions. The only conclusion is that wild magic is a different thing altogether that eludes mortal understanding of magic.

To use wild magic, a caster must attune their body to the world around them. Some compare this process to tuning one's body like a lens to focus energy onto what one wants to achieve. This is why wild magic synergizes so well with shapeshifting. The mental practice used to attune one's body to wild magic changes the mortal form and is the same thing one must use to shapeshift or influence forceful transformations.

Wild magic relies on your Wisdom score

The Difficulty Class of saving throws against wild spells you cast is determined as follows: 8 + your Proficiency Bonus + your Wisdom modifier.

If a wild spell requires an attack roll, then the modifier for that roll equals: your Proficiency Bonus + Your Wisdom modifier.

Wild magic is extremely versatile, though it lacks direct firepower. Instead, it relies on summoning beasts or enhancing other attacks. Its greatest strength is its ability to divinate information from the environment. It excels at gathering intelligence, allowing its users to prepare and circumvent their spell's lack of blunt destructive power with creative tactics and superior maneuvering.

Active and Passive

All wild spells have an active and a passive component. A wild spell's passive is an ability that the caster gains access to for as long as they have that spell prepared. It requires only minimal effort to maintain but still taxes the body slightly, represented by a reduction of the caster's maximum vitality equal to the level of the spell.

The active component always requires conscious and intense effort from the caster to activate. The spell's vitality cost, casting time, range, and duration only apply to the spell's active ability.

True Names

A creature's true name holds significance for it. Those who know it find it far easier to connect to that creature and many wild magic spells are empowered if you know the target's true name. At its most basic a true name is the one given to a creature at its birth, or whichever name the creature uses to refer to its real self. It is a string of expressions that will identify that creature without fail. It is not enough for a caster to read the name off a passport, or know the words. Extracting the true meaning behind the noises that make up a true name requires magic. You must either hear the creature speak its own full name, hear it spoken by another creature that knows that creature intimately, or be told the name by another creature that has already obtained the creature's true name. For most modern people their true name is their full name, including any middle names and their surname. Their first name is usually not enough.

Environment Based Damage

Some wild spells draw power from the environment they are cast in to produce elemental energy.

Whenever a spell calls for environmental damage, refer to the *Environmental Damage Type* table to determine the type of damage dealt.

The type of environment is determined by the landscape surrounding the caster. The terrain underwater is just as varied as above the waves and different areas underwater provide different damage types, just like on land. The GM has final say on the damage type your spell deals.

Environment Damage Type

Environment	Damage
Coast	Lightning
Forest and Swamp	Acid
Plains and Hills	Force
Mountains	Cold
Underground	Fire
Urban	Necrotic
Wasteland	Radiant

Summoning Animals

Many spells allow you to call on the wild for aid. These spells will cause animals from the surrounding wilderness to converge on your location and assist you. These spells work by convincing the world itself that those who you unleash your wrath upon are a danger to it. The summoned animals are compelled by your benign intentions to take your side. However, this requires that your intentions towards the summoned creatures are truly benign. The following intentions or actions will cause spells summoning beasts, fey, and monstrosities to fail, or end early:

- Purposefully damaging or killing summoned creatures
- Consistently disregarding the safety of summoned creatures
- Ordering summoned creatures to commit suicide

Your GM may determine that other actions disrupt the natural world's trust in you. Particularly egregious violations may even prevent you from ever successfully casting a spell that summons beasts, fey, or monstrosities again.

Wild Spell List

The following is a list of all wild spells.

Novice (1st Level)
Absorb Elements
Animal Friendship
Cure Wounds
Detect Unnatural
Find Familiar
Hunter's Mark
Initiative
Jinx
Stride
Summon Insects
Wild Smite
Zephyr Strike

Apprentice (2nd Level)
Barkskin
Dustcloud
Earthbind
Knock
Pass Without Trace
Protection from Poison
Protection from Unnatural
Silence
Summon Critters
Truesight

Adept (3rd Level)
Allure
Bond
Freedom of Movement
Resistance
Summon Animals
True Form
Wild Blast

Expert (4th Level)
Clarity
Conjure Elemental
Intellect Fortress
Polymorph
Redirect Energy
Wild Vulnerability

Master (5th Level)
Bend Air
Bend Earth
Bend Water
Hunger
Petrify
Reincarnate

Wild Spells

Wild spells are organized by level and alphabetically.

Novice

Access to novice wild spells grants you the abilities described under Channel Wild I and allows you to learn the following spells.

Channel Wild I

The first step in wielding the power of the wild, is to attune oneself to the natural world. Nature's hidden rhythms merge with your mind and heart, granting subtle insight and uncanny communion with nature and its children.

Guidance. As a silent and subtle action you may expend a negligible amount of vitality and touch a willing creature. Once in the next minute, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Sylvan. You can speak sylvan, the language of the wild. You understand all sentient creatures and can communicate meaning with them, even if you don't share a language or the creature cannot speak. How complicated these ideas can be depends on the intelligence of those who participate in the conversation. This form of communication works through a combination of speech, gestures, and magic. To communicate in this way, both participants must perceive each other with their own senses (sylvan cannot be recorded or transmitted electronically). As long as the participants can see each other, sylvan allows for silent communication.

True Name. When a creature tells you its real full name, you may extract its true name. It is not enough that the creature speaks what it considers a pseudonym, or even just its first name. You know whether you were able to extract its true name or not. You also learn the true name of any location you visit and may share it with others. A location's true name is akin to a set of coordinates that identify the location without fail. A location's true name can only refer to a fixed position. Knowing a true name has no effect on its own, but increases the potency of many wild spells.

Absorb Elements

Novice wild

Vitality Cost: 3
Casting Time: 1 Reaction
Range: Self
Duration: 1 Round

Energy dissipates more easily in your body, making you more resistant to hot weather. With a burst of effort you becomes conductive to elemental energy, lessening its lethal effect.

Active: You may cast this spell as a reaction to taking acid, cold, fire, force, lightning, radiant or thunder damage.

You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

Passive: While you have this spell prepared, you treat scorching heat as though it were pleasant.

Animal Friendship
Novice wild

Vitality Cost: 1 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

You have a natural heir about you that speaks to the beasts of the land. With effort you can focus this power on a creature and by instinct it is compelled to assist you.

Active: As an action, choose an animal (beast, fey, or monstrosity) that you can see within range. It must see and/or hear you. If the target's Intelligence is 6 or higher, the spell fails. Otherwise, the animal must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you speak the animal's true name as part of casting the spell, it automatically fails its saving throw.

An animal charmed this way regards you and your allies as trusted friends to be heeded and protected. It will take your requests in the most favorable way it can. If you or one of your companions harm the charmed creature, the spell ends.

This spell is subtle and silent.

Passive: While you have this spell prepared, you have advantage on Wisdom (Animal Handling) checks.

Cure Wounds
Apprentice wild

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: Instant
With little effort you can have your own flesh mend at an incredible rate at the cost of some efficiency. With some effort you may also bestow this gift on another.

Active: Touch a willing or incapacitated living creature that has less than its maximum hit points. The target instantly expends 1 hit die and regains a number of hit points equal to the rolled amount. If you know the target's true name, you may add your Spellcasting ability modifier to the roll.

This spell has no effect on constructs or undead. It can't regenerate missing limbs or organs that wouldn't heal naturally.

Passive: While you have this spell prepared, you may use an action to expend a hit die and regain a number of hit points equal to the rolled amount (you do not add any modifier to the roll).

Detect Unnatural
Novice wild

Vitality Cost: 3 per Minute
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: Concentration

Your body acts as a tuning fork to magical energy, allowing you to detect when it influences you. With some effort you can expand this sense to the surrounding area and reveal amalgamations of arcane power.

Active: For the duration, you sense the location of unnatural energy sources in your vicinity and know what type of energy is being emitted (if you are familiar with that sort of energy), including magical effects, enchantments, running electrical devices, and the like. You also know if there is a celestial, elemental, fiend, or undead within 10 meters of you, as well as the creature's approximate location (the creature is not revealed to you). This spell can penetrate most barriers, but is blocked by 1 meter of wood or dirt, 30 centimeters of stone, 1 centimeter of common metal, or a thin sheet of lead.

Passive: While you have this spell prepared, when another spellcaster or magical creature uses a spell or magical ability that would affect you or your location, such as the Hunter's Mark spell, the Scry spell's active, and the Contact (Channel Divinity V) ability, you know that magic is being used on you, what direction the caster is in and how far away they are. This spell also alerts you of attempts to actively scan your location, such as mundane radar, sonar, motion sensors, the Commune With Nature (Channel Wild III) ability or similar spells and abilities. This passive does not detect passive sensors such as a camera (unless it has ir illuminators) or a Glyph of Senses that is not equipped with a motion sensor.

Find Familiar
Novice wild

Vitality Cost: 5
Casting Time: 1 Hour
Range: Self
Duration: Instant

You call for companionship and the wild responds. An ally comes to your side, ready to assist you in upholding the balance and with them you enter into an arcane bond that makes your spirits as one.

Active: You magically call forth a CR 0 beast, fey, or monstrosity native to the local area. You may call out for a specific kind of creature, such as a fox or hawk, or a random one. Your familiar arrives from the nearby wilderness.

Your familiar is an independent creature that shares your disposition and obeys your commands to the best of its abilities. It acts as an animal companion (see Chapter 7). In combat it shares your initiative and acts on your turn.

The GM may decide your call yields no reply if there are no animals nearby, or you previously abused your ability to summon. A familiar may decide to abandon you if it's grossly neglected or betrayed.

Instead of calling a creature, you may instead form a bond with an animal companion that is present during the casting of this spell if you know the target's true name. There is no limit to such a creature's CR.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead call a new familiar to your side and loose the connection to your old one. Most creatures will consider this a gross insult and betrayal.

Passive: While you have this spell prepared, and your familiar is no more than 5 kilometers (3 miles) away, you can communicate with it telepathically. Additionally, as a bonus action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Hunter's Mark
Novice wild

Vitality Cost: 2
Casting Time: 1 Bonus Action
Range: Line of Sight
Duration: Concentration

As you focus on a foe, you mark them as your prey. A sixth sense seems to guide your attacks. Your blade bites particularly deep, your arrows seem to strike especially hard and your spells hurt more than usual.

Active: You may use your bonus action to mystically mark a creature you can see for the duration. This spell is subtle and silent.

Passive: While you have this spell prepared, if a creature is marked by the active of this spell or you know its true name, you deal an extra 1d6 damage to the target whenever you hit it with a damaging attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it.

Initiative
Novice wild

Vitality Cost: 4
Casting Time: 1 Action
Range: Touch
Duration: 8 Hours

You sense when quick action is needed. With some effort you can enhance this supernatural sense, or gift it to someone else.

Active: You touch a willing creature. For the duration, the target may add 1d4 to its initiative rolls. If you know the target's true name it may add an additional 1d4 (for a total of 2d4) to its initiative rolls.

Passive: While you have this spell prepared, you add your Proficiency Bonus to your initiative rolls.

Swarm of Insects
Medium swarm of tiny creatures, unaligned

Armor Class 11
Hit Points 18 (4d8)
Vitality -
Speed 8m., fly 8m

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Vulnerabilities any damage from an area-of-effect
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses Blindsight 3 m., passive Perception 10
Challenge 1/4 (50XP) *Proficiency Bonus* +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions
Bites. *Melee Weapon Attack:* +3 to hit, reach 0m., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points (9) or fewer.

Jinx
Novice wild

Vitality Cost: 4
Casting Time: 1 Reaction
Range: 20 Meters
Duration: Instant

With a snap of your finger, unexplained misfortune may cause a foe to slip, granting you an opening.

Active: As a reaction to a creature you can see in range succeeding on an attack roll, an ability check, or a saving throw, you may cast this spell. The triggering creature must reroll the d20 and use the lower roll. If you know the creature's true name, it gains a -5 penalty to the new roll.

Passive: While you have this spell prepared, whenever you use this spell's active against a creature, the next attack you make against it before the end of your next turn has advantage. If you know the creature's true name, you gain a +5 bonus to this attack roll.

Stride
Novice wild

Vitality Cost: 1 per Turn
Casting Time: 1 Bonus Action
Range: Touch
Duration: Concentration

With a wave, you call upon unseen wind strengthens a stride and move without burden.

Active: As a bonus action, you touch a creature. The target's speed increases by 10 meters, its jump distance and height are tripled and it ignores difficult terrain for the duration. This spell is subtle and silent.

Passive: While you have this spell prepared, your speed increases by 2 meters.

Summon Insects
Novice wild

Vitality Cost: 5
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Hour

You are a friend to the creepy crawlers and with a call you can summon them from the surrounding wilderness to your cause.

Active: You summon a Swarm of Insects (see the stat block below) in a space that you can see within range. The swarm consists of a variety of dangerous tiny invertebrates native to the area. The swarm disappears when it drops to 0 hit points, when the spell ends, or after you dismiss it as a bonus action.

The swarm is an ally to you and your companions. In combat, it shares your initiative and takes its turn with you. It obeys your verbal commands (no action required).

The GM may decide your call yields no reply if there are no insects nearby, or you previously abused your ability to summon.

Passive: While you have this spell prepared, tiny beasts, fey, and monstrosities with an intelligence score of 2 or less will not attack you unless provoked.

Wild Smite
Novice wild

Vitality Cost: 3
Casting Time: 1 Bonus Action
Range: Self
Duration: Instant

Your body pulls elemental energy from the surrounding world, the place you are in determining the element that is drawn. This power is siphoned into your fingers and released as you strike. With some effort you can cause the energy to flare over a weapon.

Active: When you hit a creature with a melee attack you may use your bonus action and expend 3 vitality to deal extra 2d6 damage. The type of this damage depends on the environment you are in (see the *Environment Damage Type* table).

Passive: While you have this spell prepared, when you hit with an unarmed attack, you may use your bonus action to deal an extra 1d6 damage. The type of this damage depends on the environment you are in (see the *Environment Damage Type* table).

Zephyr Strike
Novice wild

Vitality Cost: 3
Casting Time: 1 Bonus Action
Range: Self
Duration: Instant

Your movements have unearthly grace and when you channel this ability, the very wind seems to guide your blade, bow, or body.

Active: Until the end of your turn, your speed increases by 10 meters and your movement doesn't provoke opportunity attacks. Once before the end of your current turn, you can give yourself advantage on one attack roll. If that attack deals damage, it deals an additional 1d8 damage on a hit.

Passive: While you have this spell prepared, opportunity attacks made against you have disadvantage.

Apprentice

Access to apprentice wild spells grants you the abilities described under Channel Wild II and allows you to learn the following spells.

Channel Wild II
As your connection to the world expands, you gain a deeper understanding of the earth you walk upon. Through the strands of invisible magic that span the world you may navigate without fail. With additional training you may have a more active impact on the world and your own body.

Find the Path. For a negligible amount of vitality you to may find the shortest, most direct physical route to a specific fixed location who's true name (see *True Name* of *Channel Wild I*) you know on the same world.

As long as you maintain concentration and remain on the same world as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct (but not necessarily the safest) route to the destination.

Barkskin
Apprentice wild

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: 1 Hour

Your skin becomes non-newtonian, causing it to harden when struck. With some effort you may amplify this effect to turn your skin as iron when struck by fast blows, but limiting your ability to move quickly.

Active: You touch a willing creature. Until the spell ends, the target's Armor Class equals its Base Armor Class + 6, unless its Armor Class is already higher.

Passive: While you have this spell prepared, your AC increases by 1.

Dustcloud
Apprentice wild

Vitality Cost: 4
Casting Time: 1 Action
Range: 10 Meters
Duration: Instant

Your body exudes smoke-like wafts of grey magic. When attacked this mist can be waved at a foe, potentially throwing off their aim. With some effort you may also unleash a blast of it and hide within the grey mass.

Active: A cloud of dust and mist heavily obscures a 5-meter radius sphere. The sphere spreads lingers for 1 minute. It is dispersed by a breeze in 5 turns, by a gale at the start of your next turn, and has no effect during a storm.

Passive: While you have this spell prepared, you may use your action to instantly clear an area-of-effect no more than 10 meters away that can be dispersed by a breeze.

Earthbind
Apprentice wild

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 100 Meters
Duration: Concentration
You exude an aura that makes the air seem thick to those who spark your ire. With a good deal of effort you may cause the air around a wing to become heavy, almost viscous to move. Those not strong enough to fly through the resistance are forced to glide to the ground.

Active: Choose a creature you can see within range. The target must succeed on a Strength saving throw or have its speed halved and its flying speed (if any) is reduced to 0 meters for the duration. An airborne creature affected by this spell safely descends at 20 meters per round until it reaches the ground or the spell ends.

Passive: While you have this spell prepared, the space in a 3-meter radius around you is difficult terrain for any creature of your choice that you can see.

Knock
Apprentice wild

Vitality Cost: 4
Casting Time: 1 Action
Range: 10 Meters
Duration: Instant

You feel the intricacies of mechanics, the circuits of electronics and enchantments, even if you don't fully understand them. As you raise your hand you sense the tumblers, the weight of the bolt, the tension in the spring. Your fingers snap and the sensitive mechanisms change and open to your will.

Active: Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut by an Arcane Lock (see the enchantment *Glyph of Arcane Lock*), that enchantment is suppressed for 10 minutes, during which time the target can be opened and closed.

This spell cannot move a door, lid, or closure held shut by its own weight or secured with locking mechanisms too strong to open with this spell. The spell is therefore generally ineffective against vault doors, blast doors, silo lids, and other massive security features.

Passive: While you have this spell prepared, you have advantage on Dexterity (Sleight of Hand) checks.

Pass Without Trace
Apprentice wild

Vitality Cost: 3 per Hour
Casting Time: 1 Action
Range: Self (10-meter radius)
Duration: Concentration

As you move across the landscape your feet leave no distinguishable tracks and your scent simply dissolves before it can settle. Through a small effort, you can mask yourself and your allies with a cloak of shadows and silence, empowering and extending the effect to them.

Active: You mask yourself and your companions from detection. For the duration, each creature you choose within 10 meters of you (including you) has a +5 bonus to Dexterity (Stealth) checks and can't be tracked, even by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Passive: While you have this spell prepared, you leave behind no tracks or other traces of your passage.

Protection from Poison
Apprentice wild

Vitality Cost: 3
Casting Time: 1 Action
Range: Touch
Duration: 1 Minute

Your body is nearly impervious to poison and with some effort you can neutralize toxic substances or venomous magic.

Active: You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and is resistant to poison damage.

Passive: While you have this spell prepared, you have advantage on saving throws against being poisoned, and are resistant to poison damage.

Protection from Unnatural
Apprentice wild

Vitality Cost: 3 per Hour
Casting Time: 1 Action
Range: Touch
Duration: Concentration

Your body is shielded against unnatural creatures. Your skin seems to repel their touch and with effort you may purge others of their presence.

Active: You touch a creature and protect it against celestials, elementals, fey, fiends, and undead for the duration. While the target is protected, 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 advantage on any new saving throw against the relevant effect and may immediately attempt such a saving throw if the effect can be escaped by succeeding a saving throw.

Passive: While you have this spell prepared you are immune to being charmed, frightened, or possessed by celestials, elementals, fey, fiends, and undead creatures.

Silence
Apprentice wild

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

Your step is silenced and with some effort, you may expand this space of absolute quiet to a nearby place.

Active: For the duration, no sound can be created within or pass through a 10-meter radius sphere centered on you. Any creature or object entirely inside the sphere is deafened, immune to thunder damage, and cannot be affected by an aria spell. Casting a spell that requires a verbal component, such as an aria, is impossible there.

Passive: While you have this spell prepared, your movements make no noise. You are also invisible to a creature that is blind while it is deaf.

Summon Critters

Apprentice wild

Vitality Cost: 8
Casting Time: 1 Action
Range: 20 Meters
Duration: 1 Hour

The magic suffusing your body attracts birds or other small animals to your location and causes them to prefer the areas you are in. With effort, you may summon them from the surrounding wilderness to your cause and compel them to instinctively attack your foes.

Active: You summon a swarm of tiny animals, which are beasts, fey, or monstrosities with an Intelligence of 5 or less, in a space that you can see within range. Choose either Swarm of Birds or Swarm of Vermin (see the stat blocks below.) The swarm disappears when it drops to 0 hit points, when the spell ends, or after you dismiss it as a bonus action.

The swarm is an ally to you and your companions. In combat, it shares your initiative and takes its turn with you. It obeys your verbal commands (no action required).

The GM may allow you to summon a different type of swarm depending on the environment you are in. For example a Swarm of Bats may answer your call in a cave deep underground. The GM may also decide your call yields no reply if there are no animals nearby, or you previously abused your ability to summon.

Passive: While you have this spell prepared, you may use an animal to deliver a message. Choose a tiny beast, fey, or monstrosity with 5 or less Intelligence you can see in range, such as a raven, a bat, or a squirrel. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman with a gun dressed in a green patterned uniform" or "a black haired orc with a golden ear ring." The animal will allow you to attach a tiny item to its legs. The target creature then travels toward the specified location, covering about 80 kilometers (50 miles) per 24 hours for a flying messenger, or 40 kilometers (25 miles) for other animals.

When the messenger arrives, it will approach the creature that you described and offer the message attached to its leg. If the beast cannot find a creature matching your description, or the location you described proves impossible to reach, the beast makes its way back to where you used this ability.

If the target of this ability is a creature that can mimic humanoid language, you may have it deliver a reasonably long verbal message instead.

Truesight

Apprentice wild

Vitality Cost: 2 per Turn
Casting Time: 1 Bonus Action
Range: 20 Meters
Duration: Concentration

Your vision pierces through absolute darkness and with some effort you can reveal the truth of this world, laying bare the invisible and revealing the true nature of those transformed.

Active: You gain truesight out to a range of 20 meters. This allows you to see in normal and magical absolute darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Void.

Passive: While you have this spell prepared, you can see normally in absolute darkness, both magical and nonmagical, to a distance of 20 meters.

Swarm of Vermin

Large swarm of tiny creatures, unaligned

Armor Class 12
Hit Points 49 (9d10)
Vitality -
Speed 8m., fly 20m.

STR	DEX	CON	INT	WIS	CHA
Str: 8 (-1)	14 (+2)	10 (+0)	4 (-3)	13 (+1)	7 (-2)

Vulnerabilities any damage from an area-of-effect
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 11
Challenge 1/2 (100XP) *Proficiency Bonus* +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 m., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points (20) or fewer.

Swarm of Birds

Large swarm of tiny creatures, unaligned

Armor Class 12
Hit Points 40 (9d10-9)
Vitality -
Speed 8m., fly 20m.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	4 (-3)	13 (+1)	7 (-2)

Vulnerabilities any damage from an area-of-effect
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 11
Challenge 1/2 (100XP) *Proficiency Bonus* +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 m., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points (20) or fewer.

Adept

Access to adept wild spells grants you the abilities described under Channel Wild III and allows you to learn the following spells.

Channel Wild III

Your ability to read the land around you expands and allows you to divine information from a far greater area. The wind, soil and life itself whisper their secrets to you and with additional training you can call bursts of energy from the world.

Commune with Nature. As an action you may expend 4 vitality and briefly become one with nature to gain knowledge of the surrounding territory. Outdoors, the spell gives you knowledge of the land within 5 kilometers of you (on a 5-kilometer hex-map, this ability reveals your current hex and all adjacent hexes regardless of you location in the hex). In caves and other natural underground settings, the radius is limited to 100 meters. The spell doesn't function where nature has been replaced by construction, as is the case with cities and settlements.

You instantly gain knowledge of one fact of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- mythic creatures
- influence from other planes of existence (particularly the Black Fog)
- Changes to the natural landscape such as buildings

For example, you could determine the location of a mythic elemental in the area, the location of major sources of safe drinking water, or the location of any nearby divine sanctuaries.

Alure

Adept wild

Vitality Cost: 3 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

Your body becomes distractingly beautiful and your smile can enthrall.

Active: Target a creature in range. The target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for the duration or until it takes damage. While charmed this way the target is incapacitated as it fixates on you. If you speak the target's true name as you cast this spell, it has disadvantage on its saving throw.

Passive: While you have this spell prepared, friendly and charmed creatures that can see you have disadvantage on saving throws against spells you cast and attack rolls you make against them have advantage.

Bond

Adept wild

Vitality Cost: 10
Casting Time: 1 Minute
Range: Touch
Duration: Instant

Attuning your soul to that of another so that you may share feelings, sight and sound is an easy thing for you. With some effort you can help other souls forge the same, beautiful connection between each other. Permanently.

Active: You touch two willing creatures and bond them to each other. Each member of the bond senses the other's emotional state. Sudden changes in one's emotions influence the other partner's mood as well. Both partner's may communicate with each other using telepathy. When one lies, the other knows.

Additionally, as an action, any bond member can see through their partner's eyes and hear what they hear until the start of their next turn, gaining the benefits of any special senses that their partner has. During this time, they are deaf and blind with regard to their own senses. If a partner does not wish to be spied upon, they can attempt a Charisma contest, preventing the intrusion on a success.

Passive: While you have this spell prepared, you may use your action to touch a willing creature. You may see through its eyes and hear what it hears until you lose concentration or the creature terminates the connection (no action required). While connected, you are deaf and blind with regard to your own senses.

Freedom of Movement

Adept wild

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: Touch
Duration: Concentration

Magic frees your movement. When you focus on it, wild magic swirls around you or an ally, freeing them from all bonds.

Active: As an action you touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can't reduce the target's speed. If you know the target's true name, spells and magical effects also can't cause the target to be paralyzed or restrained. The target can also spend 1 meter of movement to automatically escape from non-magical restraints, such as handcuffs or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Passive: While you have this spell prepared, you ignore difficult terrain.

Resistance

Adept wild

Vitality Cost: 5 per Turn
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

Your own body seems to be harder to hurt. Through great effort you focus and harden the body of a creature against harm. As they are damaged, every cut is less severe and every burn smaller than it should be.

Active: As an action you grant a creature you can see resistance to all damage for the duration. You must know the target's true name to target it with this ability.

Passive: While you have this spell prepared, your maximum hit points increase by an amount equal to your level.

Summon Animals
Adept wild

Vitality Cost: 15
Casting Time: 1 Minute
Range: Self
Duration: 1 Hour

The magic suffusing your body causes animals in the surrounding region to be drawn to your location. With effort, you may summon some of these creatures from the surrounding wilderness to your cause and compel them to instinctively attack your foes.

Active: You summon a group of animals, which is any beast, fey, or monstrosity with an Intelligence of 5 or less, from the surrounding wilderness. Choose one of the following options for what appears:

- One local animal of your choice of challenge rating 2 or lower
- Two local animals of your choice of challenge rating 1 or lower
- Four local animals of your choice of challenge rating 1/2 or lower

The animals are allied with you and your companions. In combat, they share your initiative and take their turns in an order of your choice with you. They obey your verbal commands (no action required). The GM will provide you with the creatures' statistics.

The GM may decide your call yields no reply if there are no animals nearby, or you previously abused your ability to summon.

Passive: While you have this spell prepared, beasts, fey, and monstrosities with an intelligence score of 5 or less will not attack you unless provoked.

True Form
Adept wild

Vitality Cost: 5
Casting Time: 1 5Action
Range: Touch
Duration: Instant

Your touch carries the weight of the natural world's memory. What has been imposed upon a creature dissolves like fog burned away by morning light, and what remains is only what was always there.

Active: You touch a creature and choose any combination of the following effects to apply:

- All temporary curses currently afflicting the target end.
- The target's attunement to one cursed magic item of your choice ends.
- If the target is under the effect of a transformation — including polymorph effects, lycanthropic shifting, wild shape, petrification, and form-altering curses — it reverts to its true form. An unwilling creature may make a Constitution saving throw to resist this effect. If you know the target's true name, it has disadvantage on this saving throw.

This spell has no effect on curses that can no longer be removed.

Passive: While you have this spell prepared, you are immune to being cursed. Any temporary or removable curse afflicting you ends when you prepare this spell.

Wild Blast
Adept wild

Vitality Cost: 7
Casting Time: 1 Action
Range: 30 Meters
Duration: Instant

Your body pulls elemental energy from the surrounding world and you coalesce it into a small bolt to hurl at your foes. With great effort you can instead pull together a whining ball that explodes with a devastating blast upon impact.

Active: Target a point in range. Each creature in a 5-meter-radius sphere centered on that point must make a Dexterity saving throw. A target takes 5d6 damage on a failed save, or half as much damage on a successful one. The type of this damage depends on the environment you are in (see the *Environment Damage Type* table).

Passive: While you have this spell prepared, you may use an action to expend a negligible amount of vitality and make a ranged spell attack against a creature no more than 30 meters away. On a hit the target takes 1d6 damage. The type of this damage depends on the environment you are in (see the *Environment Damage Type* table).

Expert

Access to expert wild spells grants you the abilities described under Channel Wild IV and allows you to learn the following spells.

Channel Wild IV
As an expert you learn to alter the very being of a creature and imbue it with magical abilities or alter its form.

Locate. Target a creature or object. You sense the direction to the target's location, as long as it is within 5 kilometers of you (on a 5-kilometer hex map, if it is in your or an adjacent hex). If the target is moving, you know the direction of its movement.

The spell can locate a specific creature or object 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 or object up close —within 10 meters — at least once.

To target a specific creature, you must know its true name. If the creature you described or named is in a different form, such as a druid in their wild shape, this spell doesn't locate the creature. To target an object, you must have touched it at least once.

This spell can't locate a target if running water at least 3 meters wide blocks a direct path between you and the target.

Clarity
Expert wild

Vitality Cost: 5
Casting Time: 1 Bonus Action
Range: 20 Meters
Duration: Instant

Your mind does not need to rest and with effort you may expand this clarity over your entire body, or that of another.

Active: Target a creature in range and end any temporary blinded, deafened, frightened, paralyzed, poisoned, or stunned condition affecting it that can be ended by succeeding a saving

throw. If you know the target's true name, you may also end a temporary aforementioned condition if it cannot be ended by succeeding a saving throw.

You may also cast this spell at the start of your turn (no action required) to end any of the aforementioned conditions affecting you.

Passive: You don't need to sleep. Instead, you can spend 4 hours a day doing menial tasks to gain the benefits of a night's rest.

Conjure Elemental

Expert wild

Vitality Cost: 16
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration, up to 1 hour

Your attunement to the world allows you to convince elemental beings that you are a protector of the wild and should you prove your strength by besting them, make them follow your commands. With great effort you may also summon forth an artificial elemental bound to your will until you lose control.

Active: Target a point in range and conjure an elemental from the fabric of the world. The type of elemental conjured depends on the damage type associated with the environment the target point is in. See the *Environment Elemental* table below to see which stat block is associated with which environment.

Environment Elemental

Environment	Elemental Stat Block
Coast	Storm Elemental
Forest and Swamp	Life Elemental
Plains and Hills	Force Elemental
Mountains	Frost Elemental
Underground	Fire Elemental
Urban	None
Wasteland	Radiant Elemental

The elemental disappears when it drops to 0 hit points. It is an ally to you and your companions. In combat, it shares your initiative and takes its turn with you. It obeys your verbal commands (no action required). You may dismiss an elemental under your control as an action, causing it to disappear instantly.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control and it becomes hostile to all creatures. It will usually attempt to attack the nearest creature or flee from combat and may attack you and your allies. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. A summoned elemental leaves no remains when it disappears.

The GM has the elemental's statistics.

Passive: While you have this spell prepared, after reducing an elemental to 0 hit points you may rekindle its spirit under your control. Touch the elemental's remains and gain a level of exhaustion. It has its hit points restored to their maximum and becomes a companion that will obey your verbal commands (no action required). You may turn an elemental subjugated this way into a familiar using the Find Familiar spell. In case of a mythic elemental you must find the place it uses to restore itself, defeat it until it would no longer be able to resurrect and then use this ability to bring it back to life from the place it would restore itself from. An elemental that's been looted of wild essence cannot be reanimated.

Intellect Fortress

Expert wild

Vitality Cost: 4 per Hour
Casting Time: 1 Action
Range: 10 Meters
Duration: Concentration

Your consciousness becomes more aware of other-worldly influence. With some effort you can harden your mind, or that of another, against any such influence.

Active: For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws. If you know the target's true name it is also immune to being charmed and frightened for the duration.

Passive: While you have this spell prepared, when you are targeted by a divine spell or another mind altering effect, you know an attempt to influence you is being made and may use your reaction to gain advantage on any associated saving throw.

Polymorph

Expert wild

Vitality Cost: 8
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration, up to 1 minute

Twisting your fingers as though wielding unseen string, you reweave a creature's being into something different. While their mind remains unchanged, their body becomes an animal of your choice. Your own understanding of this power also allows you to resist such effects that would change you.

Active: As an action, curse a creature you can see in range and transform it into a new form. An unwilling creature can only be targeted if it is downed or unconscious.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any animal (beast, fey, or monstrosity) whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating) and no more than one size larger (a medium creature can only be transformed into tiny, small, medium, or large creatures). The target's game statistics are replaced by the statistics of the chosen animal. It retains its Intelligence, Wisdom, and Charisma scores, alignment, personality, and lifespan.

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 as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear is worn by the new form or falls to the ground.

If you concentrate for the entire 1 minute duration, you can either choose to end the spell, or to make its duration Until Dispelled. If the spell's duration is Until Dispelled, reducing

the animal form to 0 hit points or killing it no longer reverts the creature to its true form and dying in its animal form kills the creature. If it is reverted to its original form, it does so with 1 hit point remaining after the initial 1 minute period.

Unless the curse is removed using Lesser Restoration (Channel Life II) or an effect that dispels transformations within 7 days, the effect becomes permanent and the animal form becomes the creature's new true form. After this only the original caster can revert it to its original form by casting this spell again. It can also be resurrected into a humanoid wildling body using the master wild spell Reincarnate. Other resurrection magic only revives it in its animal form.

Passive: While you have this spell prepared, you cannot be transformed into another form against your will. This includes any spell, ability, or magical effect that would change your shape including polymorph effects, petrification, lycanthropic infection, and form-altering curses (though you can still be infected by transforming diseases).

Redirect Energy

Expert wild

Vitality Cost: 6
Casting Time: 1 Reaction
Range: Self (10 meters)
Duration: Instant

Your body becomes hardened against elemental magic. With a good deal of effort you may even redirect a foes assault.

Active: You may cast this spell as a reaction to taking acid, cold, fire, force, or lightning damage. The damage you take from the triggering damage type is halved. You may then target a creature no more than 10 meters away. It must succeed a Dexterity saving throw or take damage of the triggering type equal to the damage you prevented yourself from taking.

Passive: While you have this spell prepared, when you take acid, cold, fire, force, or lightning damage, you may use your reaction to reduce the damage taken by 1d4.

Wild Vulnerability

Expert wild

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration

Your energy of your spells becomes laced with an influence that weakens the bonds of matter hardened against them. With effort you may focus this destabilizing energy onto foe, making them weak to wild energy attacks.

Active: Choose one creature you can see within range. It must succeed a Constitution saving throw or become vulnerable to the damage type associated with the environment you are currently in (see the *Environment Damage Type* table) for the duration. If you know the target's true name, it automatically fails its saving throw against this spell.

Passive: Your spells ignore resistance of creatures to the damage type associated with the environment you are in (see the *Environment Damage Type* table).

Master

Access to master wild spells grants you the abilities described under Channel Wild V and allows you to learn the following spells.

Channel Wild V

Finally, as a master of wild magic you gain the ability to see far away and spy on anyone you know. With additional techniques you may have the natural world move and change according to your wishes.

Scrying. As a 1-minute ritual you attempt to spy on a creature on the same planet 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. If you know the target's true name, it automatically fails its saving throw.

Knowledge of the Target

Knowledge	Save Modifier
Secondhand (you have heard of the target)	5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5

Connection to Target

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, blood, a lock of hair, or the like	-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 3 meters. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 3 meters of it for the duration. A creature that can see invisible objects (as with truesight) sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you may choose a location the true name of which you know or that you have seen before in person as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Bend Air

Master wild

Vitality Cost: 2 per Turn
Casting Time: 1 Action
Range: 50 Meters
Duration: Concentration

The air obeys your will. With little effort you may command it to lift you and with a little more you cause powerful winds to batter your foes.

Active: You take control of the air in a 50-meter cube centered on a point you can see in range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose

the intensity of the wind: calm, breeze, gale, or storm. If the wind is a gale or storm, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is a storm, any creature moving against the wind must spend 1 extra meter of movement for each meter moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 3 meters higher than normal.

Passive: While you have this spell prepared, you may expend 1 vitality (no action required) at the start of your turn to gain a flying speed equal to your walking speed until the start of your next turn.

Bend Earth

Master wild

Vitality Cost: 5
Casting Time: 1 Action
Range: 50 Meters
Duration: Concentration, up to 1 minute
The soil obeys you, shaping itself according to your will. It takes only a bit of work to move natural soil, however with effort you can create formations of jagged stone.

Active: A non-magical wall of solid stone springs into existence at a point you choose within range. The wall is 20 centimeters thick and is composed of ten 3-meter-by-3-meter panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 3-meter-by-6-meter panels that are only 10 centimeters 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).

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 6 meters 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.

If you maintain your concentration on this spell for its whole duration, the wall becomes a permanent formation and can't be dispelled. Otherwise, the wall collapses when the spell ends.

Passive: While you have this spell prepared, you may use an action and a negligible amount of vitality to choose a portion of dirt or stone that you can see within range and that fits within a 1-meter cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 1 meter away. This movement doesn't involve enough force to cause damage.
- You cause shapes to appear on the dirt or stone, spelling out words, creating images, or shaping patterns.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain.
- You use the dirt or stone to raise a 2 meter tall and 1 meter wide barricade that can act as cover.

Bend Water

Master wild

Vitality Cost: 4 per Turn
Casting Time: 1 Action
Range: 50 Meters
Duration: Concentration

Inanimate water obeys your will and at your command it swirls and moves to drown your foes and accommodate your friends.

Active: Until the spell ends, you control any freestanding water inside a 50-meter cube centered on a point you can see in range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Flood. You cause the water level of all standing water in the area to rise by as much as 5 meters. 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 5-meter 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 must succeed a Constitution saving throw or capsize.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on 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 in 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 of your choice, even if the water has to 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 chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 20 meters square and 10 meters deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 1 meter wide at the base, up to 40 meters wide at the top, and up to 20 meters tall. Any creature that comes within 10 meters of the vortex during its turn or that starts its turn there is pulled 5 meters toward it.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving

throw. On a failed save, the creature takes 2d8 bludgeoning damage and is restrained until the start of its next turn. On a successful save, the creature takes half damage, and is not restrained.

Passive: While you have this spell prepared, you and any creature of your choice no more than 3 meters away may move across water as though it were solid ground and has a swimming speed equal to its walking speed.

Hunger

Master wild

Vitality Cost: 7
Casting Time: 1 Action
Range: Self (3-Meter Radius)
Duration: Instant

Your body is a siphon of energy, draining the surrounding land and everything in it of energy. Should you empower this, you devour the strength of those around you and drain it into you.

Active: Every living creature in a 3-meter radius sphere centered on you makes a Constitution saving throw. A creature takes 4d6 necrotic damage on a failed save and half as much on a successful one. You then regain 2d6 hit points.

Passive: While you have this spell prepared, as long as you perform a night's rest in a natural environment not devoid of life you do not need to expend rations or increase your hunger to gain the benefits of that rest.

Petrify

Master wild

Vitality Cost: 8
Casting Time: 1 Action
Range: 20 Meters
Duration: Concentration, up to 1 minute

Any creature that locks eyes with you will feel its body petrify. With great effort you can focus your ire onto a single creature, causing its flesh to first harden and, should they lack the constitution to resist, rapidly transform into a light, porous white stone.

Active: You attempt to turn one creature that you can see within range into stone. The creature must make a Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed. Effects that dispel or detect magic have no effect once the petrification is complete.

Instead of targeting a creature, you can also use this spell to petrify a 1-meter cube of organic material (including plastic).

Passive: While you have this spell prepared, if a creature starts its turn within range and the two of you can see each other, you may expend 5 vitality (no action required) to affect it with this spell's active.

A creature that isn't surprised can avert its eyes to avoid being targeted in this way at the start of its turn (however you may still use this spell's active to affect it). If it does so, it can't see you until the start of its next turn, when it can avert its eyes again. If it looks at you in the meantime, you may have it immediately make the save.

Reincarnate

Master wild

Vitality Cost: 40
Casting Time: 1 Minute
Range: Touch
Duration: Instant

You secure yourself from death through a magical bond that will form a fresh body for you should your life be cut short. With great effort you may also use this power to form a new body from the surrounding wilderness for a deceased and attempt to return their soul to the body.

Active: You touch a recently deceased creature or a piece of such a creature and make a resurrection check. Up to 3 other creatures may contribute to the casting of this spell via a contribution skill check. The GM asks them each to make a skill check based on their form of contribution, with the DC of the check adjusting to how helpful/impactful the contribution would be at reminding the creature who it is and why it should return. Contributors with a strong bond with the deceased have advantage on their contribution roll. Loving siblings, supportive parents and intimate lovers are considered to have a strong bond to the deceased. Being friends or acquaintances is only considered a strong bond if the relationship involves emotional intimacy.

Once all contributions are made, you complete the spell and make a resurrection check by rolling a d20 and adding your Spellcasting modifier to the roll. The DC of this check equals 10. It increases by 2 for every time the target has already been successfully returned from the dead and by 1 for every day that has passed since its death. For each successful contribution skill check, the DC decreases by 3, whereas each failed contribution skill check increases the DC by 1. You have advantage on the resurrection check if you know the target's true name.

On a failure, the spell fails and any future attempts to return the creature to life with this spell automatically fail. On a success, the creature returns to life with 1 hit point, 4 levels of exhaustion and a new body.

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it returns to life as a wildling and changes its species' traits accordingly. The blessings that are applied to it are determined randomly as described in the Natural Blessings trait.

The new body is not affected by diseases, permanent curses, or similar effects that affected the creature before its death.

This spell has no effect on constructs or undead.

Passive: You may spend a long rest implanting a piece of yourself into a living plant that is at least large in size to create a reincarnation totem. The totem activates 30 days after it is completed and is obviously magical to any onlooker. As long as the totem lives, if you are killed no more than 100 kilometers away from the totem, you are reincarnated as described in the active of this spell after 1d6 rounds, with the exception that your species does not change. Your Contributions to your reincarnation check through this ability are not possible. The totem then deactivates. It reactivates after 30 days.

You can only have one such totem active at a time. If you create a new totem, the old one becomes inert as soon as the new one is complete.

Chapter 15: Witchcraft

Potion Formulas

When a potion is brewed, magic is employed to enhance the natural characteristics of the ingredients used and to transfer specific properties of one substance to another.

At the start of every potion lies a formula. This formula details the ingredients used, how they must be prepared, and how the final infusion must be performed. The infusion in this case is a magical process that energizes and enhances the natural properties of plants and compounds. More importantly, it speeds up the rate at which these compounds are absorbed by, and interact with, the body. This infusion is usually the most difficult part of creating a potion and is a supreme effort that will leave a brewer drained, unless they use blood magic to draw the needed power from another creature. This is the reason why it usually takes a brewer days to complete a potion and brewing massive batches is impossible. A brewer may brew a huge pot of ingredients for a healing potion, but will only have the strength needed to finish a few swigs. This can be alleviated by a coven since several brewers working together can mass-produce simple potions.

Brewing is an art that is as flexible as it is time-consuming and complex. A formula can and must be adapted depending on the ingredients used. While most potions have ingredients that work best, or are simply so common that using them is easiest, in most cases any single ingredient can be replaced by a similar one, or in the New World an artificial chemical compound might take the place of a plant. This is the reason why an alchemist will be able to brew a healing potion in the mountains almost as easily as in the jungle, as long as they know the formula.

Brewing potions relies on your Intelligence score

The Difficulty Class of saving throws against potions you have brewed is determined as follows: 8 + your Proficiency Bonus + your Intelligence modifier.

By default brewing a potion creates the liquid, balm, or oil described in the description. However, in most cases, potions that are made to be drunk can also be incorporated into other foods and drinks, like pastries. If a potion does not specifically state that it can be mixed into food, it means that it has a unique taste that is impossible to mask or miss and a creature will not ingest it accidentally, even if it is incorporated into something like a praline.

Consuming a Potion

Drinking a potion requires an action. Unless another delivery method is specified in the description, a creature must drink the potion or have it injected directly into its bloodstream using a syringe or dart, for the potion to take effect. Potion descriptions are worded assuming that the potion was ingested orally or injected, but many potions offer alternative delivery methods in their description after their effects have been described.

Distilling a Potion

In some cases, you may want to create a potion with a more powerful immediate effect or one that lasts longer. In these cases, you may expend additional time and energy (represented by a higher brew point cost) to increase the potency of the potion. This process is called distilling but involves more than boiling the potion to reduce it to its essence.

Coating a Weapon

Many potions are poisons that can be used to coat a weapon or piece of ammunition. If this is the case, the potion's description will say so. Due to the heat generated when they are fired, firearm munitions can normally not be coated with potions.

When a weapon is coated, the potion is considered part of the attack. Any poison damage it applies on a hit is thus doubled on a critical hit. This is not the case if the potion only applies a condition that deals damage over time, but deals no damage in the initial hit.

Formula List

The following is a list of all potion formulas.

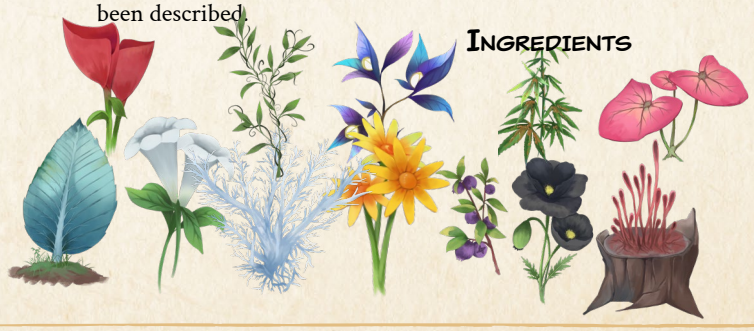
Novice (1st Level)
Avalanche Fire
Balm of Ash
Balm of the Living
Hallowing Oil
Healing Potion
Nescience Poison
Night Draught Poison
Pale Death Poison
Swiftshiver Potion
Vitality Potion

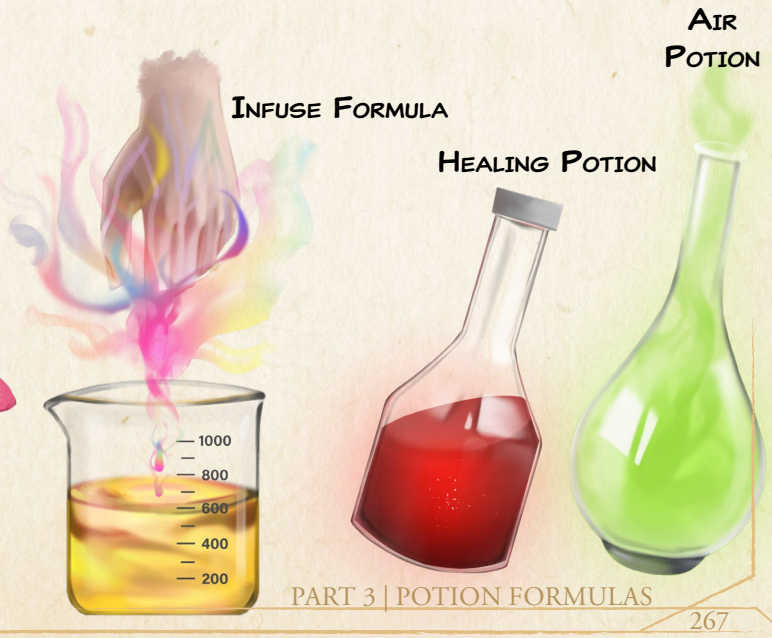
Apprentice (2nd Level)
Antitoxin Potiono
Bliss Poison
Decaying Poison
Frostfire Potion
Paralysis Poison
Repellant
Thoughtguard Potion

Adept (3rd Level)
Air of Bliss
Air of Healing
Air of Sickness
Focus Potion
Oil of Sharpness
Petrification Poison

Expert (4th Level)
Assassin's Tear Poison
Balm of Armor
Liquid Lust Poison
Panacea Potion
Silvershot Potion

Master (5th Level)
Air of Mercy
Antidote Potion
Magebane Poison
Vigor Potion
Water of Death Poison





Potion Formulas

Wild spells are organized by level and alphabetically.

Novice

Access to novice potion formulas grants you the ability described under Infuse Potions I and allows you to learn the following formulas.

Infuse Potion I

As a novice alchemist you have learned how to properly make tea and use the herbs and chemicals found in nature for crafting. By creating more volatile substances you may also make rudimentary firearm ammunition.

Firearm Ammunition. You may use this enchantment to create magical firearm ammunition. Refer to the firearm ammunition table to see how many infusions creating a box of 10 pieces of ammunition of that type costs. This creates a normal piece of ammunition that can be loaded into any compatible firearm.

Firearm Ammunition

Type	Infusion Cost for 10 Rounds
Small Caliber (1)	1
Pistol (d4)	2
Rifle (d6)	3
Shotgun (d8)	2
Sniper (d10)	4
Heavy (d12)	6

Herbal Remedy. Using plants and simple magic you may spend 1 hour to treat a creature at the beginning of a night's rest with a herbal remedy. If the creature is diseased or poisoned, it has advantage on the saving throw it makes at the end of its night's rest against the disease or poison afflicting it. If it recovers hit points by expending hit dice, it heals the maximum possible amount instead of rolling if it was treated with a herbal remedy.

Utility Formulas. You may produce small batches of stable alchemical reagents that can replace some industrial chemical components, such as strong acids, fuel, or explosives. When you make an Intelligence (Science) check to craft, you may expend 1 or more Infusions. Each Infusion grants a +2 bonus to the check and replaces up to 10 scrap the work requires. The most common product this can be used for is Fuel.

Avalanche Fire

Novice formula

Infusion Cost: 1 (1l bottle)
Duration: 5 Turns

Mix sunbush oil with hades hair extract and pine sap before making the infusion. The resulting volatile amber liquid catches fire the moment it touches air, adheres to any surface it comes into contact with, and cannot be extinguished by normal means. Doom to all unfortunate enough to be doused with it.

As an action, you may throw this bottle at a creature no more than 10 meters away, treating the potion as an improvised ranged weapon. On a hit, the target is cloaked in fire. It takes 1d8 fire damage and is scorched. At the start of each of its turns for the target takes 1d8 fire damage for a total of 5d8 fire damage at the end of the duration.

Alternatively, you may throw the bottle at a location up to 10 meters away, creating a 1-meter radius area of burning liquid for the duration. Any creature that moves into an affected area on its turn or starts its turn there must succeed a Dexterity saving throw or take 1d8 fire damage.

You may attach this bottle to an arrow, a crossbow bolt, or similar ammunition through crafting (no check required) or fire it from a sling.

Distill: Spend an additional 1 infusion to increase the duration by 1 turn and thus the total damage dealt by 1d8 fire damage.

Balm of Ash

Novice formula

Infusion Cost: 1 (100ml bottle)
Duration: 1 Day

Soak fine ash oak chips in alcohol for at least a day, then boil the mixture until there is only a thick, black, tar-like liquid left. Mix hades hair tee with crushed aspila and then add this to the black paste. After making the infusion the result is a pitch-black, thick liquid that can be smeared onto the skin. Once absorbed it inures the tissue against fire and acid.

After spending 1 minute applying this balm to your skin, you gain resistance against fire and acid damage for the duration.

Distill: Spend an additional 1 infusion to increase the duration by a day.

Balm of the Living

Novice formula

Infusion Cost: 1 (100ml bottle)
Duration: 1 Day

Scrape the fluid out of an aloe vera and mix it into a tee made from lilac, peppermint, and lavender. Filter it through crushed sapphire salie, add akfruit juice and make the infusion. The resulting pink balm shimmers purple. When smeared on the skin it binds your life-force to your body and inures against the ravages of the black fog and necrotic energy.

After spending 1 minute applying this balm to your skin, you gain resistance against necrotic damage for the duration.

Distill: Spend an additional 2 infusions to increase the duration by a day.

Hallowing Oil

Novice formula

Infusion Cost: 1 (100ml bottle)
Duration: 1 Minute

Mix salt into oil extracted from the leaves of pink periwinkle, then make the infusion. The formula is simple, but exceptionally energy intensive to infuse. It results is a thick, pink liquid with a white sheen. It grants weapons it is applied to the ability to cut through magical defences and the intangible.

You can use this oil to coat one melee weapon or up to three pieces of non-firearm ammunition. Applying the oil takes an action. A coated weapon or piece of ammunition deals magical damage.

The oil can be applied in advance, however, once the weapon is unsheathed the oil dries out after one minute.

Healing Potion

Novice formula

Infusion Cost: 2 (100ml bottle)
Duration: Instant

Boil the redcap in water and add insect meal to the red liquid. Mix in aspila tea and apple juice. Once distilled and infused, you end up with a dark red fluid with an almost black color through which golden filaments and particles float. The liquid has a smooth, sweet, slightly bitter taste. Upon swallowing, a warm, almost uncomfortable burning sensation expands from the pit of your stomach. Bleeding stops and your wounds close with supernatural speed.

Regain 1d4 + the brewer's infusion ability modifier hit points (minimum 1).

Distill: Spend an additional 2 infusions to increase the healing by 1d4.

Nescience Poison

Novice formula

Infusion Cost: 1 (100ml bottle)
Duration: Instant

Mix blimberry juice into cannabis, chamomile and lavender tea. Add alcohol, honey, and the liquid crushed from a yellow slipper mushroom, before making the infusion. The result is a dark-golden liquid with a hint of purple, a poison known for taking effect almost instantly. It slows the victim's heart rate and widens blood vessels. The result is a rapid drop in blood pressure that, if the amount of poison is sufficiently large, simply causes the victim to fall unconscious until the effects wear off. Can also be used as a narcotic.

At the start of each of your turns for the duration, you must succeed a Constitution saving throw or take 1d6 poison damage. If this damage leaves you with 0 hit points, you are stable but poisoned for 4 hours, even after regaining hit points, and are unconscious while poisoned in this way.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Distill: Spend an additional 2 infusions to deal an extra 1d6 poison damage.

Night Draught Poison

Novice formula

Infusion Cost: 1 (100ml bottle)
Duration: See Description

Mix the chamomile with lamb's crest and add into boiling water. After the water is almost completely boiled away add a bit of alcohol and honey before making the infusion. The result is a thick yellow liquid that causes a deep, dreamless sleep. Useful to prevent nightmares, or to tranquilize animals or opponents.

At the end of your next turn, roll 6d6. If the result exceeds your current hit points or you are willing, you fall unconscious and enter a dreamless sleep that lasts for as long as your species naturally sleeps (constituting a night's rest). You are also immune to psychic damage and cannot be targeted or detected by abilities that would affect or read your mind. The effect ends if you take damage, or someone uses an action to shake or slap you awake. If you are immune to the poisoned condition, you are immune to this effect.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Distill: Spend an additional 1 infusion to roll an extra 3d6.

Pale Death Poison

Novice formula

Infusion Cost: 2 (100ml bottle)
Duration: See Description

Mix cut toadstool with frost lichen, inkcap, and oleander. Crush the liquid from the mixture and infuse the resulting fluid. You now have a pale grey liquid with a subtle pink sheen. It is a slow-acting, festering poison. While it won't stop a foe from killing you, it will cause them to die as the poison destroys their body, slowly, from within.

After 1 minute you become poisoned for the duration. While poisoned this way you must succeed a Constitution saving throw every 24 hours or take 2d6 poison damage and have your maximum hit points reduced by the amount of damage taken for the duration. After failing 3 saving throws, you receive a lingering injury. If your hit point maximum reaches 0, you die. The duration ends after seven successful saving throws.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Swiftshiver Potion

Novice formula

Infusion Cost: 3 (100ml bottle)
Duration: 2 Turns

Mix saphire sali with peppermint leaves and waterwisp to make a tea. Mix diced garlic with whole frost lichen and hades hair, then crush the liquid into the previously created tea, before making the infusion. The result is a bright green-blue liquid with black slivers moving through it. It has a refreshing, cold taste and is known for the violent shiver it induces when ingested. The potion increases one's speed and focus substantially, but when it wears off an incapacitating wave of lethargy washes over the user.

You gain an additional action on each of your turns for the duration.

During the round after this this potion wears off, your movement speed is zero and you are incapacitated until the end of your turn.

Distill: Spend an additional 5 infusions to extend the duration by one turn.

Vitality Potion

Novice formula

Infusion Cost: 3 (100ml bottle)
Duration: Instant

Boil sapphire sali and peppermint in water until most of the water is gone and a light blue liquid remains. Filter out the plant matter, add honey and liquid crushed from tobacco, and finally a tiny drop of mistletoe juice. Make the infusion to create a blue potion with yellow tendrils moving through it. It has a very bitter-sweet and cool taste as it goes down. Immediately the drinker will feel refreshed and refocused.

Regain 1d4 + the brewer's infusion ability modifier vitality (minimum 1).

Distill: Spend an additional 3 infusions to increase the recovered vitality by 1d4.

Apprentice

Access to apprentice potion formulas grants you the abilities described under Infuse Potions II and allows you to learn the following formulas.

Infuse Potion II

As an apprentice you become better at extracting active ingredients and stabilizing your potions so that exposure to air causes them less harm. This allows you to make oils and concentrate potions to the point where they fit into darts, but also gives you another ability that will delight your consumers. With a small additional effort you can incorporate your potion into another treat, like a cookie, praline, a piece of cake or a similar treat without rising its functionality. Not only is such a potion usually tastier, the lack of a bottle also makes it much faster to consume.

Concentrate. You spend an additional 1 infusion when you brew a drinkable potion (a potion that usually can't be used to coat a weapon) to concentrate the active ingredients. This concentrate can be used to fill a throwable dart (you may have the dart deal only 1 piercing damage on a hit), or needle ammunition for use in a blow- or dart gun (see equipment). On a hit, the potion is injected and takes effect on the target as though it has been consumed. Ranged attacks on willing targets have advantage.

Tasty Treat. You spend an additional 1 infusion when you brew a drinkable potion to incorporate it into a small treat, like a small cookie, bun, praline, muffin, or similar small food type (you must have the ingredients for that food available).

A potion that is incorporated into a bite sized snack only requires a bonus action to consume, instead of an action.

Antitoxin Potion

Apprentice formula

Infusion Cost: 1 (100ml bottle)
Duration: 1 Hour

Make tee from jewelweed. Crush stinkweed together with blimberry and add the juice before making the infusion. The result is a dark-blue liquid with a green tint. The potion smells of rot and has a sour taste. When consumed it suppresses the effects of poisons in the body and makes them easier to resist.

You gain advantage on saving throws against poison and are resistant to poison damage for the duration.

Distill: Spend an additional 1 infusion to increase the duration by 1 hour.

Bliss Poison

Apprentice formula

Infusion Cost: 2 (100ml bottle)
Duration: 1 Minute

Crush the juice from a mixture of angel's trumpet and cannabis. Mix the resulting liquid with a few drops of hades hair tee and make the infusion. The result is a pasty white liquid with traces of green. Once introduced into the body, it widens the mind in a pleasant bliss.

You are blissed for the duration. While blissed, you are vulnerable to psychic damage, have disadvantage on Intelligence, Wisdom and Charisma saving throws, and are revealed by the *Contact* (Channel Divinity V) ability. If you are immune to the poisoned condition, you are immune to being blissed by this poison.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Decaying Poison

Apprentice formula

Infusion Cost: 4 (100ml bottle)
Duration: 1 Minute

Mix stinkpipe with toadstool and black poppy. Crush the mixture into a fine pulp. Squeeze the liquid from oleander and mix it into the pulp, then filter the juice. Repeat until you have enough for a small flask and make the infusion over a low flame. The result is a grey liquid with a pink sheen. When it enters the veins, it damages the body and temporarily inhibits the healing process.

You are decayed for the duration. A decayed creature is unable to increase its current hit points and while it is downed, effects that increase its current hit points stabilize it instead. If you are immune to the poisoned condition, you are immune to being decayed by this poison.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Distill: Spend an additional 5 infusions to increase the duration by 1 minute.

Frostfire Potion

Apprentice formula

Infusion Cost: 1 (100ml bottle)
Duration: 1 Day

Boil peppermint, waterwisp and redcone together until the water is almost completely gone. Add a small drop of mistletoe juice to the hot liquid. Finally crush saphire sali and filter the still-warm brew through the mush and add honey-liquer. After the infusion you are left with a bright-blue liquid with a dark-red tint that feels cold to the touch and on its way down. Once in your stomach the soothing cool turns into what feels like a raging inferno that spreads through your limbs. This inner flame inures you to the ravages of the cold.

You treat cold and freezing cold weather as though it were pleasant and are resistant to cold damage for the duration.

Distill: Spend an additional 2 infusions to increase the duration by 1 hour.

Paralysis Poison

Apprentice formula

Infusion Cost: 3
Duration: 1 Minute

Crush the liquid from nightshade, yellow slipper, and oleander. Mix the result into oil extracted from pink ivy, lamb's crest and hades hair, before making the infusion. The result is a purple-black liquid with a pink sheen. When it enters the body, it causes violent convulsions and painful paralysis.

You must succeed a Constitution saving throw or be poisoned for the duration. A creature poisoned this way is also paralyzed. You may repeat the saving throw at the end of each of your turns, ending the effect on a success.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Repellant

Apprentice formula

Infusion Cost: 2 (1l bottle)
Duration: 1 Day

A foul-smelling bright-blue oil that seems to have a black tone to it. Whatever this fluid is poured over will emit an odor so foul and unique most creatures will just avoid them. Even though the stench loses its potency after a day or so, don't expect to smell passable for a long time.

As an action, you can pour this potion on a willing creature in your reach. Against an unwilling target, you may throw this potion up to 10 meters, treating the bottle as an improvised ranged weapon.

Hostile beasts or monstrosities that start their turn within 30 meters of an affected creature or object must succeed a Charisma saving throw, or become frightened of it for 1 minute. A beast that succeeds its saving throw or takes damage from the affected creature is immune is to this effect for 24 hours. A creature with the Keen Smell trait has disadvantage on its saving throw, and a creature that can't smell automatically succeeds.

An affected creature automatically fails animal handling checks and most people will not want to interact with them.

You may attach this bottle to an arrow, a crossbow bolt, or similar ammunition through crafting (no check required) or fire it from a sling.

Distill: Spend an additional 4 infusions to increase the duration by 1 day.

Thoughtguard Potion

Apprentice formula

Infusion Cost: 3 (100ml bottle)
Duration: 1 Hour

Boil chamomile, lavender and peppermint into a tee. Add a small amount of waterwisp extract and finally the liquid gained by crushing pink ivy. After the infusion you have a purple liquid in which pink light swirls as particles and tendrils. Upon drinking this potion, your mind becomes equalized and calm. Emotions are little more than distant echoes and attempts to manipulate them are quelled.

You are resistant to psychic damage and have advantage on saving throws against being charmed or frightened for the duration.

Distill: Spend an additional 4 infusions to increase the duration by 1 hour.

Adept

Access to adept potion formulas grants you the ability described under Infuse Potions III and allows you to learn the following formulas.

Infuse Potion III

As an adept you learn how to gas out the active components of mixtures. In the peaceful setting where you prepare your herbal remedies you may use censers and vaporizers for this effect. The smoke and vapors strengthen your patients and allow you to spend much less time on each individual. In potions, the active ingredient that assists in turning it into a so-called Air is often stinkhorn, or a similar herb.

Aroma Remedy. When you use your Herbal Remedy (see Infuse Formula I), you may affect every creature in the immediate vicinity that can breathe in the fumes of your herbal remedy, instead of having to spend an hour on each.

Air of Bliss

Adept formula

Infusion Cost: 4 (1l bottle)
Duration: 1 Minute

Soak angel's trumpet and cannabis in a small amount of alcohol. Mix the resulting liquid with a few drops of stinkhorn and hades hair tee, then make the infusion. The result is a white, steaming liquid that turns into a stream of white gas when released. It seeps through the skin of all it touches and causes their minds to widen and dull in a pleasant bliss.

Open the bottle and throw it up to 20 meters. A white cloud streams out and fills a 5-meter radius sphere centered on the bottle.

Any creature that starts its turn in an affected area, or enters it during its turn, must succeed a Constitution saving throw or be blissed for one minute. A blissed creature is vulnerable to psychic damage, has disadvantage on Intelligence, Wisdom and Charisma saving throws, and is revealed by the *Contact* (Channel Divinity V) ability. Creatures are affected even if they hold their breath or don't need to breathe. A creature that is immune to the poisoned condition, is immune to being blissed by this poison.

The gas lingers for 1 minute. It is dispersed by a breeze in 5 turns, by a gale at the start of your next turn, and has no effect during a storm.

You may attach the bottle to an arrow, a crossbow bolt, or similar ammunition through crafting (no check required) or fire it from a sling. If you do, you may fire the bottle at any point within the weapon's long range.

Distill: Spend an additional 2 infusions to increase the radius by 1 meter.

Air of Healing

Adept formula

Infusion Cost: 3 (1l bottle)
Duration: 1 Minute

Similar in brewing and looks to a potion of health, with the exception that instead of insect meal stinkhorn is added and the infusion modified to make it gaseous. The red-gold liquid moves through the bottle, like ink in water. When it is released it unleashes a bright red cloud with golden sparks flitting through it.

Open the bottle and throw it up to 20 meters. A red cloud streams out and fills a 5-meter radius sphere centered on the bottle. The fog spreads around corners and its area is lightly obscured.

When a creature enters the gas for the first time on a turn or starts its turn there, that creature may take a deep breath (no action required) and expend a hit die. It heals for the rolled amount.

This potion has no effect on constructs or undead.

The gas lingers for 1 minute. It is dispersed by a breeze in 5 turns, by a gale at the start of your next turn, and has no effect during a storm. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

You may attach the bottle to an arrow, a crossbow bolt, or similar ammunition through crafting (no check required) or fire it from a sling. If you do, you may fire the bottle at any point within the weapon's long range.

Distill: Spend an additional 1 infusion to increase the radius by 1 meter.

Air of Sickness

Adept formula

Infusion Cost: 3 (1l bottle)
Duration: 1 Minute

Soak crushed pink ivy in a small quantity of alcohol over a low flame. Then add stinkweed juice, filter out the plant matter, add a few drops of a hades hair tee and black poppy, before making the infusion. The result is a volatile bright-green-pink mixture that evaporates the moment it leaves the bottle. The cloud it creates seeps through the skin and induces sickness in all who touch it. The affected vomit and stumble around in the fume.

Open the bottle and throw it up to 20 meters. A green cloud streams out and fills a 5-meter radius sphere centered on the bottle. Its area is lightly obscured.

Any creature that starts its turn in an affected area, or enters it during its turn, must succeed a Constitution saving throw or take 1d6 poison damage and be poisoned. While poisoned this way, a creature is incapacitated as it spends its turn vomiting. An affected creature that starts its turn outside the cloud may repeat the saving throw, ending the effect on a success. Creatures are affected even if they hold their breath or don't need to breathe.

The gas lingers for 1 minute. It is dispersed by a breeze in 5 turns, by a gale at the start of your next turn, and has no effect during a storm.

You may attach the bottle to an arrow, a crossbow bolt, or similar ammunition through crafting (no check required) or fire it from a sling. If you do, you may fire the bottle at any point within the weapon's long range.

Distill: Spend an additional 1 infusion to increase the radius by 1 meter.

Focus Potion

Adept formula

Infusion Cost: 6 (100ml bottle)
Duration: 1 Hour

Make a tea from chamomile, sapphire sali, and tobacco. Distill, then add a single drop of black poppy juice and a few drops of hades hair tee. Once the infusion is made, the result is an okay tasting brown-blue liquid with slivers of black moving through it. Upon being consumed, it clears the mind and induces a state of unparalleled focus.

You have advantage on Intelligence, Wisdom and Charisma checks and saving throws and your concentration can't be broken for the duration.

Distill: Spend an additional 8 infusions to increase the duration by 1 hour.

Oil of Sharpness

Adept formula

Infusion Cost: 4 (100ml bottle)
Duration: 1 Minute

Crush the toadstool and extract its liquid. Mix with a few drops of hades hair, waterwisp, and lavender extract before making the infusion. The resulting mixture is a thick milky-white oil that must be smeared on a blade. Upon entering a wound, it prevents the blood from clotting and increases its flow. The victim bleeds profusely, increasing the lethality of any weapon coated with it.

You can use this oil to coat one piercing or slashing weapon or up to three pieces of non-firearm ammunition. Applying the oil takes an action. A coated weapon or piece of ammunition deals an additional die of damage.

The oil can be applied in advance, however, once the weapon is unsheathed the oil dries out after one minute.

Petrification Poison

Adept formula

Infusion Cost: 4 (100ml bottle)
Duration: 1 Minute

You crush bug carapace into a fine powder and mix it with buckthorn oil. Add sapphire Sali tee and a few drops of hades hair extract before making the infusion. The result is a thick yellow-grey, oily poison that turns the skin of those it touches into a grey, porous rock.

You are poisoned for the duration. While poisoned this way you are restrained. At the end of each of your turns, reduce your current hit points by 2d6 and make a Constitution saving throw, ending the effect on a success. If this effect reduces you to 0 hit points, you are petrified.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Distill: Spend an additional 3 infusions to increase the hit point reduction by 1d6.

Expert

Access to expert potion formulas grants you the ability described under Infuse Potions IV and allows you to learn the following formulas.

Infuse Potion IV

You further refine your crafting ability, gaining enough experience to adapt your formulas to different ingredients and harmonize compounds that could normally not be combined into stable, effective potions. In addition to granting you access to more complex formulas, it allows you to combine formulas to create unique combinations.

Fuse Formulas. You may fuse the effects of a potion into another. If over the course of a single long rest you've brewed two potions, you may combine the effects into a single potion.

Potions that have to be applied to the skin cannot be combined with potions that have to be consumed or ones that create a cloud. Potions that create a cloud also cannot be combined with potions that need to be consumed or injected through application to a blade.

Assassin's Tear Poison

Expert formula

Infusion Cost: 5 (100ml bottle)
Duration: Instant

Mix blimberry juice with lamb's crest tea. Dissolve white arsenic into the mixture and make the infusion. A tasteless and smell-less grey liquid, this poison is the perfect weapon for an assassin. The poison is magically bound, made to trigger only once it has been inside the body for hours. It then triggers, causing a complete shutdown of the nervous system. The victim is usually dead before it even knows what's happening.

After coming into contact with this poison (ingesting it or being hit by a poisoned weapon) you suffer no effects until 8 hours have passed. If the poison has not been neutralized before then, you must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much damage on a successful one.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

This poison has no taste or smell and may be mixed into food without changing its flavor.

Distill: Spend an additional 1 infusion to deal an extra 1d6 poison damage.

Balm of Armor

Expert formula

Infusion Cost: 4 (100ml bottle)
Duration: 1 Hour

Combine corn starch with powdered ash oak and essence of frost lichen. Mix the result into hades hair tee. The result is a milky white liquid. Upon consumption, the drinker's body seems to harden. Like a non-Newtonian liquid it can still accommodate movements, however blades and bullets shatter on impact.

After spending 1 minute applying this balm to your skin, your AC increases by 2 for the duration.

Distill: Spend an additional 5 infusions to increase the duration by 1 hour.

Liquid Lust Poison

Expert formula

Infusion Cost: 5 (100ml bottle)
Duration: Instant

Crush the fluid out of cannabis, peppermint, and waterwisp pulp. The resulting liquid is mixed with a spirit, before you add a few drops of angel's trumpet essence and the liquid crushed from an inkcap. The final ingredient before the infusion is boiled down redcone and lamb's crest tee that must first be allowed to cool. The resulting pink-red poison induces euphoric lust within its victim.

The next time you see a creature within 10 minutes, you become charmed by that creature for 1 hour or until that creature takes a hostile action. If the creature is of a species and gender you are normally attracted to, you are overwhelmed by lust while you are charmed. If the blood of a creature is added before the potion is infused, the potion only takes effect when you see that creature.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Distill: Spend an additional 1 infusion to increase the duration by 1 hour.

Panacea Potion

Expert formula

Infusion Cost: 4 (100ml bottle)
Duration: 1 Minute

Crush pink ivy flowers and redcone into a paste. Add a few drops of hades hair and waterwisp tee. After making the infusion you end up with a glittering pink liquid with fog-like white wisps moving through it. Drinking it causes a warm sensation as the potion makes it easier for material needed for healing to move through the body.

You have advantage on constitution saving throws and if you would roll a die to regain hit points, regain the maximum possible amount instead for the duration.

Distill: Spend an additional 5 infusions to increase the duration by 1 minute.

Silvershot Potion

Expert formula

Infusion Cost: 6
Duration: Instant

Make sapphire sali, peppermint and pink ivy tea and boil it down. Cut garlic, crush the liquid from it and add it to the mix before making the infusion. The result is a silvery liquid with a subtle pink-blue sheen. When ingested it sends the body into overdrive.

You instantly receive the benefits of a night's rest. Until you take a night's rest, you gain a level of exhaustion every hour.

Master

Access to master potion formulas grants you the ability described under Infuse Potions V and allows you to learn the following formulas.

Infuse Potion V

As a master, you have reached the apex of alchemical proficiency. You have the ability to refine potions to the point where the body absorbs them perfectly and their effectiveness is maximized.

Perfected Absorption. When you create a potion where you would roll a die to deal damage or restore hit points, you may expend an additional infusion during the potion's creation. When the potion is used, use the maximum of one of the die instead of rolling it. You may maximize one or all of a potion's dice, spending 1 infusion for every die maximized this way.

Air of Mercy

Master formula

Infusion Cost: 8 (1l bottle)
Duration: 1 minute

Make extract from stinkhorn and pink periwinkle. Add a few drops of hades hair tee then mix the thick mixture into brine and sunbush oil. The liquid requires massive amounts of energy during infusion to prime, at which point it becomes a swirling yellow-green liquid. It bubbles and boils, only to immediately liquify in the confines of the tightly sealed container. Released, it forms a thick garlic-scented cloud that kills all it touches. Lungs, skin, any tissue. Silent, painless. Horror and mercy.

Open the bottle and throw it up to 20 meters. A green cloud streams out and fills a 5-meter radius sphere centered on the bottle. The fog spreads around corners and its area is lightly obscured.

When a creature enters the gas for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 8d6 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.

This damage ignores resistance and immunity to poison damage of living creatures. It has no effect on undead or constructs.

The gas lingers for 1 minute. It is dispersed by a breeze in 5 turns, by a gale at the start of your next turn, and has no effect during a storm. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

You may attach the bottle to an arrow, a crossbow bolt, or similar ammunition through crafting (no check required) or fire it from a sling. If you do, you may fire the bottle at any point within the weapon's long range.

Distill: Spend an additional 3 infusions to deal an extra 1d6 poison damage and increase the radius by 1 meter.

Antidote Potion

Master formula

Infusion Cost: 8 (100ml bottle)
Duration: 1 minute

Jewelweed tea is mixed with, blimberry juice, crushed stinkweed, hades hair, aspila, lamb's crest, and a few drops of black poppy juice. Simmer the pulp and then filter before infusing. A bright green liquid with golden and blue filaments that inures against poison is the result.

Any effect you would be immune to if you were immune the poisoned condition ends. You are immune to poison damage and the poisoned condition for the duration.

Magebane Poison

Master formula

Infusion Cost: 7 (100ml bottle)
Duration: 1 Hour

Mix pink periwinkle and red cone tea with the black liquid of a black poppy. Add hemlock, blimberry juice and pine sap. Boil before adding alcohol and the liquid crushed out of an inkcap. Once infused, the result is a sticky black poison with bright red flecks that makes it almost impossible to concentrate.

You take 1d6 poison damage and are poisoned for the duration. While poisoned in this way, double the vitality cost of spells, spell-like abilities and maneuvers and you cannot maintain concentration.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

Distill: Spend an additional 10 infusions to increase the duration by 1 hour.

Vigor Potion

Master formula

Infusion Cost: 8 (100ml bottle)
Duration: Instant

Mix sapphire sali concentrate into hades hair tee and dissolve honey into the mixture. Add waterwisp and pink ivy liquor, then make the infusion. A bright-violet potion that shines with pink light is the result. Drinking the sickly sweet concoction makes one feel fresh.

You lose a level of exhaustion.

Water of Death Poison

Master formula

Infusion Cost: 8 (100ml bottle)
Duration: 1 Minute

Dissolve white arsenic in brine and add a few drops of mistletoe. Mix with pink periwinkel and oleander, simmer over a low flame, then filter and make the infusion. Color, smell, and tasteless, the resulting liquid is one of the most dangerous poisons in existence. It can be smeared on anything, never dries out and those not killed by it are permanently maimed.

You take 6d6 poison damage and are poisoned. You take 1d6 poison damage at the end of each of your turns for the duration for a total of an additional 10d6 poison damage.

Your maximum hit points are permanently reduced by the poison damage dealt.

You can use this poison to coat one slashing or piercing weapon or a piece of non-firearm ammunition. Applying the poison takes an action. Once applied, the poison affects the next creature hit by the coated weapon.

This poison has no taste or smell and may be mixed into food without changing its flavor. It may also be smeared on an object and affects the next creature that touches the object.

Enchantments

At the start of every magic item is an enchantment. An enchantment is what the techniques, both arcane and mundane, used to modify a material into being able to store and focus magical energy are referred to. How exactly a witch places an enchantment within a material depends on their specialization, but no matter the details of the process, a material must be malleable to enchant it. This is usually achieved by heating, choosing soft materials that can be backed later, like clay, or by using living materials like amberwood. Either way, the witch begins the infusion by weaving the magical pathways that form the enchantment into the material. This process can take hours, perhaps even days.

Working with other witches, proper tools, and/or blood magic can make enchanting easier. When a witch sacrifices a creature for an enchantment, their energy is used in the witch's stead during the infusion, reducing the strain on the witch, but also giving the material a permanent red tint when the infusion is complete.

The most common types of enchantments are bombs, runes and glyphs.

Bombs are the simplest enchantments. They unleash an effect infused into them when the material they are in is traumatized, usually by being thrown. They are usually cheap and single use.

Runes are placed in an item and usually draw vitality from their wielder to power themselves. They almost always require attunement, a process during which the user connects with the item and opens themself so that the item may draw power from them.

Glyphs are enchantments that can be deployed inside a surface at a moment's notice. It is prepared by creating a glyph chisel, usually from clay. To use the chisel it is placed inside a wooden handle and held against the surface that the enchantment is to be placed within. A single hammer strike breaks the chisel and a pulse of crack-like light moves through the material and enchants it almost instantly.

Once an enchantment is complete, it takes the form of crack-like markings where the material is modified to contain magic. These 'cracks' discolor, but do not weaken the stone, metal, wood, or other matter they are placed within. They only modify its molecular structure to contain the arcane structures that contain the enchantment itself.

While the enchantment is inactive these markings are only visible up close as slight discolorations. When activated though, the energy contained within them flows out and makes the markings shine with light, the color of which depends on the elemental energy used (green for force, prismatic for light, white for cold, blue-white for lightning, orange-red for fire and yellow-gold for acid) and is also occasionally random or a mix of all of the above.

Since most enchantments have a small margin for error, skilled witches use this to add decorations or text to the enchanted weapon that glows when the enchantment is activated.

Enchanting items relies on your Intelligence score

The Difficulty Class of saving throws against enchantments you infuse is determined as follows: 8 + your Proficiency Bonus + your Intelligence modifier.

Every enchantment either tells you what item it creates, or, in the case of runes, what trait it provides an item with.

You may place more than one enchantment in any given object, however, an item can only be enchanted once. Any enchantments you wish to place within it must be infused together. Because of this, you can only spend a single long rest working on any given item, as the number of infusions you can expend also represents how much exhaustion your body can take when infusing enchanting.

Unless explicitly stated otherwise, enchanted ammunition or throwable items are always destroyed when used.

If an enchantment can be placed on a melee weapon, unless stated otherwise, it can also be infused into small beads, or plates that are woven into gloves or hand wraps and used to enhance the wearer's unarmed strikes.

Item Names

Many enchantments can be applied to a variety of different items, usually weapons. The name of that item then becomes the name of the enchantment, with the generic descriptor replaced with the original name of the item. For example, if the Hallow Rune enchantment is applied to a longsword, that longsword becomes a Hallow Longsword.

Attunement

Some enchantments require attunement, a sort of base charge. Think of it like filling a hydraulic pipe with water so that when you push more into the bottom, it comes out the top immediately. Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise.

Attuning to an item requires a creature to spend a short rest (1 hour) with the item in its possession. Most magic items are built so that attuning to them is intuitive. At the end of the short rest, the creature learns how to use the item and forms the arcane bond required for activating its magical properties.

Most magic items that require attunement have an attunement cost: they reduce your maximum vitality by a certain amount, representing the strain keeping the item working represents. For wands this cost is the pre-charging necessary to cast with them quickly. For other items it also represents the item slowly draining energy from your body to power its magical effects. If your vitality is not at its maximum when you attune to an item, also decrease your current vitality by an amount equal to the maximum vitality reduction.

An item can be attuned to only one creature at a time (unless the item states otherwise), but there is no limit to the number of items a creature can attune to. The only constraint is vitality. Since each attuned item reduces your Maximum Vitality, attuning to many items at once leaves you with little to spend on spells, maneuvers, and other abilities. A witch could attune to ten wands, but would have almost no vitality left to cast with them.

A creature's attunement to an item ends if the item is destroyed, the creature no longer satisfies the item's prerequisites for attunement, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement to an item at any time (no action required) unless the item is cursed (see Infuse Enchantment IV).

Wielding Enchanted Items

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the fingers. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon or wand must be held.

Enchantment List

The following is a list of all enchantments.

Novice (1st Level)
Elemental Bomb
Elemental Rune
Glyph of Breaching
Glyph of Disenchantment
Glyph of Harming
Grappling Hook
Hallow Rune
Prosthetic
Toxifying Rune
Vector Rune

Apprentice (2nd Level)
Binding Bands
Broom of Flight
Comfort Rune
Glyph of Arcane Lock
Glyph of Protection
Returning Rune

Adept (3rd Level)
Glyph of Senses
Glyph of Warding
Resistance Rune
Surveillance Glass
Vorpal Rune

Expert (4th Level)
Absorbing Rune
Anathema Rune
Corrupting Rune
Seeking Rune
Slave Band

Master (5th Level)
Animating Rune
Death Mask
Golem
Lifestealing Rune
Power Armor

Enchantments

Enchantments are organized by level and alphabetically.

Novice

Access to novice enchantments grants you the abilities described under Infuse Enchantment I and allows you to learn the following enchantments.

Infuse Enchantment I

The first step to learning the enchanter's craft is gaining the ability to modify the molecular structure of an object and place releasable magic within it. A favorite of young witches is the ability to prepare a glyph chisel that can quickly, and permanently, place a painted image inside another material. You also gain the ability to infuse a malleable material that can be hardened after being enchanted, usually clay, with volatile energy. Anything more substantial than a small poof of energy requires additional training, but there is something that only requires a small blast. In the New World, crafty witches quickly realize that when something can go boom, it can also go boom inside a barrel.

Firearm Ammunition. You may use this enchantment to create magical firearm ammunition. Refer to the firearm ammunition table to see how many infusions creating a box of 10 pieces of ammunition of that type costs. This creates a normal piece of ammunition that can be loaded into any compatible firearm.

Firearm Ammunition

Type	Infusion Cost for 10 Rounds
Small Caliber (1)	1
Pistol (d4)	2
Rifle (d6)	3
Shotgun (d8)	2
Sniper (d10)	4
Heavy (d12)	6

Glyph of Marking. You place within a glyph chisel of painting an image or pattern and expend 1 infusion for every 1-meter by 1-meter square the image is to cover. You must have the skills required to paint the image or pattern you wish to place within the chisel using mundane tools, such as a brush, pen, or spray cans. Once created, you may use an action to strike a surface with the chisel, causing the image to appear on it. The image is projected onto the surface and changes nothing but its color. Removing the image requires removing the topmost layer of the material it is placed within, as with sandpaper or a file. A glyph chisel is destroyed when used.

Utility Runes. You may produce small utility runes that provide a steady supply of elemental energy, including electricity or light, while requiring only negligible amounts of vitality to keep charged. When you make an Intelligence

Attunement description
The following is a short description of what attuning to a magic item such as wands feels like:

As you touch the item you feel a soft impedance, a dullness to its warmth. It wants your warmth, yet a friction holds you back, refusing the energy you press against it. So you take it slow. You explore the patterns inside, and as your will leans against them they begin to yield. Your energy diffuses in, like water pushed into a pipe until the pressure equalizes and the resistance simply falls away.

(Mechanics) check to craft, you may expend 1 or more Infusions. Each Infusion grants a +2 bonus to the check and replaces up to 10 scrap the work requires. The most common craft is a Hextech Dynamo, a small electricity generator.

Elemental Bomb

Novice enchantment

Construction Cost: 1
Requires: -

Thin runic lines belie the energy trapped in this small object. Should the material be damaged, an explosion of elemental energy bursts forth like a lethal firework.

Expend 1 infusion to create one of the following items:

Bomb. As an action, you may throw this bomb at a location no more than 20 meters away. Every creature in a 1-meter radius sphere makes a Dexterity saving throw. A creature takes damage and has a condition applied to it on a failed save. It takes half as much damage and has no condition applied on a successful one. The table below tells you which dice you roll, what damage type is dealt, and which condition can potentially be applied by the bomb. For example, the fire grenade deals 2d8 fire damage and scorches on a failed save, or half as much damage and no scorch on a successful save. You choose the type of bomb you craft during creation.

Instead of being thrown, a bomb may be attached to a piece of non-firearm ammunition, or crafted into special Grenade Ammunition (the bomb has the same effect but can be fired from a Grenade Launcher), extending its range to the normal range of the weapon it is fired from.

You may connect the bomb to a Surveillance Sigil (see Infuse Enchantment III) so that it may be remotely detonated through the sigil.

Bomb Type	Damage and Condition
Force	1d12 force, and a creature is knocked prone on a failed save
Light	2d4 radiant, and a creature is blinded until the end of its next turn on a failed save
Cold	2d6 cold, and a creature is chilled on a failed save
Lightning	1d10 lightning, and a creature is shocked on a failed save
Fire	2d8 fire, and a creature is scorched on a failed save
Life	2d6 acid, and double damage to constructs, fiends, undead and vehicles

Refine: Spend an additional 2 infusions to deal an extra die of damage and increase the radius by 1 meter.

Improvised Mines
You may use these bombs as improvised mines by setting up a tripwire or similar trigger (no additional scrap required). As an action, you may place this mine in a space no more than 1 meter away. When a creature enters the mine's space the bomb detonates and has its usual effects. The triggering creature suffers the maximum possible damage on a failed saving throw or half of the maximum possible damage on a successful saving throw.
A creature that knows the mine's location may move through its space without setting it off.

Elemental Rune

Novice enchantment

Construction Cost: 5
Requires: Melee Weapon

You enchant a weapon so that when the wielder wills it, it becomes sheathed in elemental energy.

As you create a melee weapon, you may infuse this enchantment into it. The item gains the following property:

Elemental. Once attuned, reduce your maximum vitality by 3. While attuned to this item you may spend a bonus action and 1 vitality per turn to deal an additional 1d6 acid, cold, fire, force, or lightning damage (your choice during creation). This effect lasts until you end it (no action required), or the weapon leaves your grip.

Refine: Spend an additional 6 infusions and increase the vitality consumed per turn by 2 to deal an extra 1d6 damage of the chosen type on a hit.

Glyph of Breaching

Novice enchantment

Construction Cost: 2
Requires: -

As your glyph chisel strikes a surface, it imbues within it a volatile enchantment. The glyph pulses with energy and after a delay detonates. Whatever it was placed within is destroyed.

Expend 2 infusions to create the following item:

Glyph Chisel of Breaching. As an action, strike this glyph chisel against a surface and destroy the chisel. After a delay (your choice when placing) but no earlier than at the start of your next turn, the glyph explodes, destroying the material it was placed within. If this glyph was placed on a wall no thicker than 1 centimeter of metal, 10 centimeters of wood or stone, or any non-reinforced wall, it blasts a 1-meter diameter hole into it. Every creature in a 1-meter radius must then succeed a Dexterity saving throw, or take 2d6 thunder damage.

You may also use this chisel to make an improvised melee weapon attack. On a hit the chisel is destroyed and applies the glyph to the creature as described above. The target takes 3d6 armor-piercing thunder damage when the glyph explodes in addition to the area-of-effect. On a miss, the chisel is not destroyed.

Refine: Spend an additional 3 infusions to increase the size of the hole by 1 meter, the amount of material it can blast through by 1 centimeter of metal or 10 centimeters of wood or stone, and the thunder damage dealt by the explosion by 2d6.

Glyph of Disenchantment

Novice enchantment

Construction Cost: 2
Requires: -

As your glyph chisel strikes a surface, multicolored lines move through it. Glittering dust sparks off the material as the enchantment contained within is purged. It leaves nothing but a grey shadow where the magic once resided.

Expend 2 infusions to create the following item:

Glyph Chisel of Disenchantment. As an action, strike this glyph chisel against an item that isn't being worn or carried or a surface containing an enchantment and destroy the chisel. The enchantment or electronics inside the material are destroyed without damaging the material that contains it.

You may also use this chisel to make an improvised melee weapon attack against a celestial, construct, elemental, fiend or undead. On a hit, the creature has its current and maximum hit points reduced by 4d10 and the chisel is destroyed. On a miss, the chisel is not destroyed.

Refine: Spend an additional 1 infusion to reduce a magical construct's current and maximum hit points by an extra 1d10.

Glyph of Harming

Novice enchantment

Construction Cost: 3
Requires: -

As the glyph chisel strikes, energy is infused into the ground. Upon activation, elemental energy seeps out of the ground. Those who attempt to run over the glyph will find an area of burning, sparking, freezing, or flesh-melting ground is not easy to cross.

Expend 3 infusions to create the following item:

Glyph Chisel of Harming. As an action, strike this glyph chisel against a surface and destroy the chisel. You create a glyph that covers no more than a 3-meter radius circle centered on the struck point. After a delay of your choice (you may have the glyph activate instantly), or when you use an action to touch and activate the glyph, it becomes difficult terrain. Any creature that steps on the glyph during its turn, or starts its turn there takes 2d6 acid, cold, fire, force, or lightning damage (your choice during creation). The effect lasts for 1 minute, or until the glyph is deactivated.

You may connect this glyph to a surveillance sigil (see Infuse Enchantment III) and activate or deactivate it through that sigil. Recharging the glyph after it has run out requires 4 vitality.

Refine: Spend an additional 3 infusions to deal an extra 1d6 damage and increase the glyphs maximum radius by 1 meter.

Grappling Hook

Novice enchantment

Construction Cost: 5
Requires: -

Enchanted material is shaped into three curved and bladed prongs that are pointed at both ends. Attached its center is a rope made from braided, enchanted wire. With a quick throw you attach the hook to a surface. When the wire is pulled taut, the enchantment inside it pulls the braids together like a muscle and launches you to the hook.

Expend 5 infusions to create the following item:

Grappling Hook. Once attuned, reduce your maximum vitality by 2. While attuned to this item you may use your bonus action to expend 2 vitality and throw the grappling hook at a point on a solid surface, or a creature, no more than 20 meters away.

If you target a point on a solid surface, you may immediately move to that point, triggering attacks of opportunity if this moves you out of a creature's reach.

If you target a creature, make an improvised ranged attack. On a hit, you may attempt to grapple or mount the target. If you successfully grapple the target, it is moved to a space adjacent to yours. If you successfully mount it, you are moved into a space adjacent to the creature, triggering opportunity attacks if this moves out of a creatures reach, and then mount the target creature.

You may attach the grappling hook to a piece of ammunition. This extends the hook's range to the normal range of the weapon it is fired from, but firing it requires an action. You can then use your bonus action to have the hook move you to that position. Attaching the hook to a piece of ammunition takes 1 minute. The hook can move you no more than 50 meters in a single turn.

Hallow Rune

Novice enchantment

Construction Cost: 4
Requires: Melee Weapon

As magic suffuses it, the material takes on a light-blue-yellow sheen. It cuts the incorporeal as though it had mass and slashes through the magical hide of monstrosities as cleanly as silver. A simple, but powerful enchantment.

As you create a melee weapon or 5 pieces of ammunition, you may infuse this enchantment into it. The item gains the following property:

Hallowed. This item's damage is magical, allowing it to better damage many supernatural creatures, such as celestials, elementals, fiends, intangible undead, and similar beings.

Prosthetic

Novice enchantment

Construction Cost: 4
Requires: Missing Limb

Crafted from living wood and bone or enchanted metal and clay, these replacement limbs are coated either in plant material, plates of armor, or ornate ceramic. The body-part may not be quite as sensitive or tactile, but they are made with similar strength to the original limb, as anything substantially stronger could not be supported by the user's muscles and bones.

You expend 4 infusions to create a magical prosthetic that mimics a body part the creature you create it for has lost. It cannot replace vital or sensory organs.

A limb prosthetic is attached to the stump similar to a piece of armor and mimics the function of the lost limb. Another prosthetic is placed in the cavity the tissue it is replacing would normally occupy. For a creature that is present during the process, you create the following item:

Animated Prosthetic. The prosthetic requires attunement and can only be attuned to by the creature it was made for. Decrease your maximum vitality by 3. You regain complete function of the body part the prosthetic replaces. Donning or doffing the prosthetic requires an action.

Toxifying Rune
Novice enchantment

Construction Cost: 3
Requires: Melee Weapon

The runes engraved into this weapon form a small receptacle. The material now binds liquid and releases it on command.

As you create a melee weapon or five pieces of ammunition, you may infuse this enchantment into it. The item then gains the following property:

Poison Delivery. You may apply multiple doses of the same or different poisons to this weapon. The poison never dries and when you hit a creature you may choose what poison it is affected by. The weapon cannot release more than one dose at once.

The maximum number of doses this weapon can contain is 2.

Refine: Spend an additional 2 infusions to increase the maximum number of stored doses by 1.

Vector Rune
Novice enchantment

Construction Cost: 1
Requires: Piece of Ammunition

This projectile flies with a colorful streak and strikes with unparalleled force.

You infuse this enchantment into a piece of ammunition or a piece of clay. The item gains the following property:

Vector. When fired, this ammunition doubles its weapon's short and long range for the attack and deals an additional die of damage on a hit.

For example, a longbow arrow enhanced this way deals 2d8+Dex on a hit instead of 1d8+Dex.

Apprentice

Access to apprentice enchantments grants you the ability described under Infuse Enchantment II and allows you to learn the following enchantments.

Infuse Enchantment II
As an apprentice enchanter, you may create "smart" enchantments that can react to preprogrammed stimuli other than trauma, like voice commands, someone moving through their sensor range, etc. Your magic items may now be equipped with sigils that make them impossible to use by a creature that doesn't know the password, secret grip, or have the required sigil key on its person.

Sigil. You may lock an enchantment you create so that it can only be used once the condition specified by the sigil is met. You may have the item only work if a creature speaks a specific password, performs a special set of movements with it, or manipulates the item in some predetermined way. Alternatively, you may create a sigil key, a small item weighing at least 100 grams. As long as a creature carries this small item on its person, it may use any magic items keyed to it. A key may be keyed to more than one item and any item may be keyed to multiple keys or contain multiple different sigils. You may spend 1 minute of time to replicate a sigil key you have in your possession, even if you are not its original creator.

Binding Bands
Apprentice enchantment

Construction Cost: 2
Requires: -

You weave magic into threads or bands of metal or fabric. When triggered, the bands wrap around their victim, binding soul and body with their magic. Not even a ghost or fiend can escape this arcane bind.

Expend 2 infusions to create the following item:

Binding Bands. You may use an action to throw this magical trap at a tiny, small, or medium creature no more than 20 meters away. The target is affected.

Alternatively, you may spend 1 minute placing the trap. The first time a tiny, small, or medium creature comes within 1 meter of the trap, it triggers and affects that creature. You may also add a sigil (see Infuse Enchantment II) that will allow a creature to bypass the trap unaffected.

Choose either *Damage* or *Disable* during creation.

Damage. The bands flare with magical energy. An affected creature must succeed a Strength saving throw, or take 2d8 acid, cold, fire, force, or lightning damage (your choice during creation) and be restrained. It may then use its action during its next turn to repeat the save, ending the effect on a success. Otherwise, it takes 3d8 damage of the chosen type at the end of that turn and the effect ends.

Disable. An affected creature must succeed a Strength saving throw, or be restrained. It may then use its action during its next turn to repeat the save, ending the effect on a success. At the end of that turn, the bands completely envelop it, paralyzing the creature until the bands are destroyed (your choice whether the bands restrict its ability to speak).

Regardless of the effect, the bands ignore the paralyzed and restrained condition immunities of celestials, elementals, fiends, and undead. An affected creature cannot teleport or leave the current plane and a creature possessing it cannot end the possession. The target also cannot magically shapeshift as with a druid's wild shape or a lycan's hybrid form.

The bands are an object (see the rules on objects) with 11 AC and 11 HP. Once this item has been used, the trap becomes inert when the creature it binds is freed (it can only be used once).

Refine: Spend an additional 4 infusions to affect large creatures, or an additional 8 infusions to affect huge creatures.

Broom of Flight
Apprentice enchantment

Construction Cost: 8
Requires: -

Usually built in the form of a broom with metal or very thick bristles, the pathways of this enchantment run into a frayed end, releasing lift-providing energy with high efficiency to provide unparalleled thrust. Despite its high energy consumption, a pre-charged broom can cover a great distance very quickly.

Expend 8 infusions to construct a magical air vehicle. A broom-like construction is the most efficient form for such a vehicle, though similar shapes are possible. See the *Broom of Flight* stat block for the vehicle's statistics (on the next page). The vehicle may be connected to a sigil to allow the holder of the sigil to call the vehicle to their location as long as the vehicle is no more than 20 kilometers (12 miles) away.

Refine: Spend an additional 5 infusions to increase the broom's fuel capacity by 50.

Broom of Flight

Medium air vehicle (1m. by 2m.)

Armor Class 12
Hit Points 15
Fuel Capacity 100
Fuel per Hour 25
Travel Pace fly 50 km/h (1200 km/day)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 20
Fuel Type magical
Value 150

Magic Powered. The broom of flight is powered by vitality instead of traditional fuel. A creature may use an action to touch the broom of flight and expend an amount of vitality of its choice. The broom of flight gains an amount of fuel equal to the amount of vitality expended.

Actions

Front *Control Component*, **1 crew**

Move. The broom of flight moves up to its speed.

Comfort Rune

Apprentice enchantment

Construction Cost: 4
Requires: Armor or Clothing

You weave enchanted material into the fabric of clothes. When it is cold they warm you. When it is scorching hot they cool you. The enchantment cannot protect you from extreme temperatures but will keep you comfortable under most conditions.

As you create or modify a set of clothes or a suit of armor you may infuse this enchantment into it. The item gains the following properties:

Comfortable. Once attuned, reduce your maximum vitality by 3. While attuned to this item, you treat cold, freezing cold, and scorching hot weather as though it were pleasant. Sleeping in armor enchanted this way incurs no penalties.

Glyph of Arcane Lock

Apprentice enchantment

Construction Cost: 3
Requires: -

As you strike the glyph chisel onto a door, a network of glowing cracks explodes through the material and into the surrounding frame. The enchantment seals the passage and reinforces the material itself.

Expend 3 infusions to create the following item:

Glyph Chisel of Arcane Lock. As an action, strike this glyph chisel against a closed door, window, gate, chest, or a wall and destroy the chisel to place a magical seal on it. This arcane lock cannot be picked and the locked object's hit points and damage threshold are doubled. The glyph blocks teleportation and abilities that allow creatures to move through solid matter do not allow a creature to exit through, or enter from, the glyphed surface. This enchantment has no effect on other locking mechanisms in the target object.

When you create this glyph chisel you may add a sigil (see Infuse Enchantment II) that allows the enchantment to be suppressed. This may take the form of a password that, when spoken near the object, suppresses this enchantment for 1 minute, or a sigil key that allows creatures wearing it to pass through the sealed passage. A single chisel can only protect a 2 meter by 2 meter square surface, but multiple chisels can be used on a single object to expand a ward.

Unless this enchantment is placed into an object during its creation, it creates a visible glyph on the side of the item it is placed on (if you touch the inside of a door, the glyph will be accessible from the inside, but not outside). A creature may spend 1 minute scraping off or otherwise damaging the glyph to dispel the enchantment. Otherwise, the enchanted entryway is impassable until it is destroyed or the enchantment is otherwise dispelled or suppressed. A glyph of disenchantment only dispels the enchantment if it is applied to the side from which the glyph is accessible.

Glyph of Protection

Apprentice enchantment

Construction Cost: 6
Requires: -

As the glyph chisel strikes, energy is infused into the ground. Magical energy manifests a storm of magic around the outer perimeter of the glyph. This can act as a barrier keeping undesirables in or out and act as cover.

Expend 6 infusions to create the following item:

Glyph Chisel of Protection. As an action, strike this glyph chisel against a surface and destroy the chisel. You create a glyph that covers no more than a 3-meter radius circle, or a 9-meter long line. After a delay of your choice (you may have the glyph activate instantly), or when you use an action to touch and activate the glyph, a roaring wall of elemental energy up to four meters high and 1 centimeter thick is emitted by the glyph. If the glyph is a circle, the barrier runs along its circumference. If it's a line, the barrier follows the line. If the barrier cuts through a creature's space when it appears, the creature must succeed a Dexterity saving throw or be affected as though it attempted to pass through the wall. The creature may then move to either side of the wall on its next turn. Any creature that moves through the barrier takes 4d8 acid, cold, fire, force, or lightning damage (your choice during creation). The effect lasts for 1 minute, or until you use an action to deactivate the glyph. The barrier is partially opaque and lightly obscures the area behind it. Any physical projectile, such as an arrow or a bullet, that attempts to pass through it is destroyed.

You may connect this glyph to a surveillance sigil (see Infuse Enchantment III) and activate or deactivate it through that sigil. Recharging the glyph after it has run out requires 6 vitality.

Refine: Spend an additional 3 infusions to deal an extra 1d8 damage and increase the glyph's maximum radius or length by 1 meter.

Returning Rune

Apprentice enchantment

Construction Cost: 4
Requires: Any Carriable Item

The weapon drains a small amount of energy from its wielder and generates a sympathetic connection. When it leaves their grasp without being disabled, and after as short delay, it hums with energy and it comes flying back to the hand that deployed it. Make sure to catch it though.

As you create a weapon with the thrown property, you may infuse this enchantment into it. The item gains the following property:

Returning. Once attuned, reduce your maximum vitality by 3. When you make a ranged attack with this weapon, it returns to your hand at the end of the turn, as long as it is no more than 100 meters away and your hand is free. Drawing or stowing the weapon or wand also requires no action. You may call it to you as a bonus action if it is otherwise not on your person and no more than 100 meters away.

If another creature is holding the item, it must succeed a Strength saving throw or have the item return to you.

Adept

Access to adept enchantments grants you the ability described under Infuse Enchantment III and allows you to learn the following enchantments.

Infuse Enchantment III

As an adept enchanter, you may create more complicated triggers and interactions for your enchantments. You may also have these enchantments include sensors that can share information with a so-called surveillance sigil. Dropping this small item into a pool of still water or a similar liquid will allow you to display the information you wish to see from any connected sensors as a shimmering reflection on the pool's surface.

Surveillance Sigil. You spend 1 infusion to create an item that weighs at least 100 grams (such as a golden ring or stone basin) that is connected to a compatible enchantment. Compatible enchantments will describe the information they may relay to, or receive from, a connected surveillance sigil and will usually share a video feed that includes audio.

Once attuned to a surveillance sigil, reduce your maximum vitality by 1. While attuned, as an action, you may place this item in a pool of water to make use of any connected sensors. Using a sensor requires concentration and any individual surveillance sigil can only access one sensor at a time. Displayed sensory data is a replica of any light and sound that touches the sensor, allowing you to use any special senses you may have through the connected sensor (not including truesight). While the surveillance sigil is pulling information from a connected magical sensor, creatures that can see invisible objects, as with truesight, see a line of pulsating light leading from the sensor to the connected sigil. A surveillance sigil has a maximum range of 20 kilometers (12 miles) and the connection is blocked by anything that would block a powerful radio signal.

Glyph of Senses

Adept enchantment

Construction Cost: 4
Requires: Surveillance Sigil

As the glyph chisel strikes, a pulse suffuses the touched material and creates an arcane proxy for your senses. It connects to a surveillance sigil. At your command, the glass may show you the glyph's location as though you were there and will allow you to speak with those you see.

Expend 4 infusions to create the following item:

Glyph Chisel of Senses. As an action, strike this glyph chisel against a surface and destroy the chisel to place a magical sensor. The glyph requires a solid, rigid surface no smaller than a 1-meter diameter circle. When you create this glyph chisel, choose a surveillance sigil (see Infuse Enchantment III) that it will connect to once placed. The placed glyph shares video and audio with a connected surveillance sigil. It may receive and output audio. A creature that speaks through this glyph sounds slightly distorted.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your enchantment save DC to be found. A creature may spend 1 minute scraping off or otherwise damaging the glyph to dispel the enchantment.

You may also add a motion sensor to this glyph, which will cause the connected surveillance sigil to emit a humming, ringing, or similar sound of your choice to alert you to a creature moving into the glyph's field of view. The motion sensor can have a maximum range of up to 10 meters and can be programmed to only react to creatures of a certain size. A creature that can see invisible objects sees the motion sensor as a translucent cone of light-blue light and a device that can detect electromagnetic radiation will detect the sensor. The motion sensor is not triggered by invisible creatures.

Refine: Spend an additional 5 infusions to increase the maximum range of an included motion sensor by 10 meters.

Glyph of Warding

Adept enchantment

Construction Cost: 3
Requires: See Description

As the glyph chisel strikes a surface, a deadly arcane ward is placed. It waits, almost invisible for a victim to enter its sensor. Should they not wear a sigil key or speak the password, the trap triggers.

Expend 3 infusions to create the following item:

Glyph Chisel of Warding. As an action, strike this glyph chisel against a surface and destroy the chisel to create a magical trap. The glyph can cover an area no larger than a 3-meter radius but requires a solid, rigid surface no smaller than a 1-meter diameter circle. If it is placed into an object, it expands into the surrounding area. If the surface or object is moved, the glyph either triggers or is dispelled.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your enchantment save DC to be found. A creature may spend 1 minute scraping off or otherwise damaging the glyph to dispel the enchantment.

You decide what triggers the glyph when you place it. 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 or approaching within a certain distance of the object.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics such as weight or size. You may also add a sigil (see Infuse Enchantment II) that allows the enchantment to be suppressed. This may take the form of a password that, when spoken near the object, suppresses this enchantment for 1 minute, or a sigil key that allows creatures wearing it to pass unharassed. Alternatively, you may connect the glyph to a surveillance sigil. The glyph shares with the sigil whether it is active or not and may either be suppressed or triggered using the connected surveillance sigil.

When you create the glyph, choose explosive runes or a spell glyph.

Explosive Runes. When triggered, the glyph explodes in a 5-meter radius sphere centered on the glyph. Each creature in the area must make a Dexterity saving throw. A creature takes 4d8 acid, cold, fire, force, or lightning damage (your choice during creation) on a failed saving throw, or half as much damage on a successful one.

Spell Glyph. A spell scroll may be infused into the glyph chisel (see the 2nd level Witch feature Spell Scrolls). When triggered, the glyph casts the spell placed within it, targeting the triggering creature or a point in range. If the spell requires concentration, the glyph maintains concentration for as long as the scroll was provided energy for. If the spell has a range of self, you may have it be cast within the triggering creature's space, or from a predetermined point on the glyph.

Once triggered the glyph becomes inert.

Resistance Rune

Adept enchantment

Construction Cost: 10
Requires: Armor

Enchanted plates cover this armor and protect from the viscous touch of elemental magic. The material is specifically made to resist and ward away the chosen energy.

As you create a set of clothes or a suit of armor you may infuse this enchantment into it. The item gains the following properties:

Elemental Resistance. Once attuned, reduce your maximum vitality by 4. While attuned to this item, you are resistant to either acid, cold, fire, force, or lightning damage (your choice during creation).

Surveillance Glass

Adept enchantment

Construction Cost: 2
Requires: Surveillance Sigil

You form glass, or similar, clear material and infuse into it a surveillance sigil. The material receives an ice-like texture and instead of requiring a cumbersome pool of water, connected enchantments may be controlled and information viewed on this (smaller) object.

When you create a surveillance sigil, you may instead spend 2 infusions to create a surveillance glass. The surveillance glass takes the form of a glass disk or ball, monocle, telescope, or any similar device that contains a transparent or reflective surface that can contain the enchantment. The surveillance glass may have a surface no smaller than 5 centimeters in diameter and no larger than 1 meter in diameter.

Whenever an enchantment has an interaction with a surveillance sigil, it may instead be connected with a surveillance glass.

Once attuned to a surveillance glass, reduce your maximum vitality by 1. While attuned, you may use an action to use the surveillance glass to view any information shared and control connected enchantments.

Refine: Spend an additional 2 infusions to increase the maximum diameter of the glass by 1 meter.

Vorpal Rune

Adept enchantment

Construction Cost: 12
Requires: Slashing Melee Weapon

A hum accompanies every swing of this mirror-surfaced blade as it effortlessly glides through flesh and bone.

As you create a melee weapon that deals slashing damage, you may infuse this enchantment into it. The item gains the following property:

Vorpal. Once attuned, decrease your maximum vitality by 4. This weapon deals an additional die of damage on a hit. When you score a critical hit against a creature that has one head with this weapon, deal an additional 40 slashing damage. If the critical hit reduces the target to 0 hit points, it is decapitated and dies instantly.

For example, a longsword enhanced this way deals 2d8+Str on a hit instead of 1d8+Str.

Expert

Access to expert enchantments grants you the abilities described under Infuse Enchantment IV and allows you to learn the following enchantments.

Infuse Enchantment IV

As an expert enchanter, you can create enchantments that steal energy to power themselves and can act without intentional input from their wielder. At its simplest this grants you the ability to create items that, once attuned to, will force the wielder to remain attuned. You may also connect individual enchantments into a larger network of triggering effects.

Cursed Attunement. While creating a magic item, you may decide to curse it, preventing a creature from willingly unattuning from the item. If you do, when a creature attunes to the item, the item curses it. Unless the creature touches the cursed item at least once a day, reduce its maximum hit points by 5. A cursed creature is aware of the curse. You may construct the cursed item in a way that attunement may also be ended by another creature attuning to the item. The cursed item can activate itself against its wielder's will if certain conditions are met. These conditions must be associated with the item's use or how it is interacted with. Among other things, this means a cursed item cannot read its wielder's thoughts.

The item may contain up to 100 if-then-otherwise statements that determine its reaction to these conditions. Unless you want them to be, these if-then-otherwise statements are hidden from the attuned creature. These conditions can also control the item's attunement, attuning

or unattuning it from its wielder as conditions are met. To automatically attune, the item must be made out of gold and able to attune automatically (gold items can only be crafted by forge witches, see the subclass).

Network. You may connect several enchantments that are no more than 20 kilometers (12 miles) apart into a larger network, allowing input from one enchantment to trigger, activate, or suppress other enchantments. This network may include any glyph and Binding Bands enchantments you add to it. An enchantment can only be dedicated to a network during its creation and becomes part of it when it is placed. All enchantments in a network must be connected to a surveillance sigil or a surveillance glass, which is used to program and control the network.

An enchantment remains connected as long at least one other enchantment that is part of the network is no more than 20 kilometers (12 miles) away. An item that leaves the network's range is disconnected until it comes back with range.

You may also use this network to power and recharge enchantments that are part of it from a single surveillance sigil.

Absorbing Rune

Expert enchantment

Construction Cost: 6
Requires: Melee Weapon

Often used with weapons, or placed in small plates that are woven into a glove, this enchantment enhances your attacks with every strike you deliver. As you hit, you drain a small amount of energy from your target. They won't notice it, but with every attack, the enchantment begins to hum with energy.

As you create a melee weapon, you may infuse this enchantment into it. The item gains the following property:

Absorbing. Once attuned, reduce your maximum vitality by 4. While attuned to this item, after hitting a creature with an attack, increase the damage of this weapon by 1 acid, cold, fire, force, lightning, or radiant damage (your choice during creation). This amount resets if you do not damage a creature with an attack using the enchanted weapon during a turn.

Anathema Rune

Expert enchantment

Construction Cost: 15
Requires: Melee Weapon

The blood of a foe is dripped onto the weapon during the final stage of infusion. The weapon lusts for the blood of those it is meant to kill. As it is swung or fired, the enchanted material seemingly seeks out their hearts, almost guiding its wielder's hands against the chosen foe.

As you create a melee weapon, you may infuse this enchantment into it. Drip the blood of a creature onto the item as the infusion completes. The creature's type becomes the anathema's chosen. If the creature is a humanoid, the anathema chooses its species instead. The item then gains the following property:

Anathema. Once attuned, decrease your maximum vitality by 8. While attuned to this item, attacks made against the chosen type of foe have advantage and deal an additional die of damage on a hit.

Corrupting Rune

Expert enchantment

Construction Cost: 10
Requires: Melee Weapon

As this armament touches flesh it releases corrupting energy into the tissue it passes through. Its touch is lethal. Its wounds do not heal.

As you create a melee weapon, you may infuse this enchantment into it. The item then gains the following property:

Corrupting. Once attuned, decrease your maximum vitality by 8. While attuned to this item, whenever this weapon deals damage to a creature, reduce that creature's maximum hit points by an amount equal to the bludgeoning, piercing, or slashing damage dealt until the creature finishes a long rest. A creature that has its maximum hit points reduced to 0 dies instantly. This trait has no effect on constructs or undead.

Seeking Rune

Expert enchantment

Construction Cost: 4
Requires: Piece of Ammunition

When fired, this ammunition seeks out its target with unerring accuracy. It shrieks as it flies and strikes with lethal precision.

You infuse this enchantment into a piece of ammunition or a thrown weapon. The item gains the following property:

Seek Target. An attack made with this ammunition has +5 to hit. Instead of targeting a creature you may also have the projectile fly along a path of your choice and strike a point no more than the weapon's long range away.

This ammunitions is always destroyed upon use.

Slave Band

Expert enchantment

Construction Cost: 6
Requires: Attunement

A simple band that is usually affixed around the neck as a collar, a creature that is forced to wear one is bound to its master. Should they see fit the master may cause horrid pain by electrocuting them, or by causing the collar to detonate in a brilliant blast of sunfire and severing their head.

Expend 6 infusions to create the following item:

Slave Collar. To use this collar you must either be attuned as a master or connect it to a surveillance sigil (see Infuse Enchantment III) during its creation.

Another creature must then attune to the collar as an enslaved after it is affixed to it (the creature must willingly attune to the slave band unless the item is made of gold, see the Forge Witch subclass for details on how gold items are crafted). For an enslaved creature the slave band is a cursed item it cannot normally remove or unattune from (see Infuse Enchantment IV).

If you are attuned as a master, you may trigger the band at any time (no action required) as long as the enslaved creature is no more than 20 kilometers (12 miles) away. If it is connected to a surveillance sigil, triggering the band requires an action, the sigil in hand, and the creature must

be in range. When you trigger the collar, choose one of the following effects:

Death. The band is destroyed and the enslaved dies instantly.

Pain. The enslaved is stunned until you choose to end this effect. This effect ignores resistances or condition immunities provided by equipment, but has no effect on a creature immune to pain.

Track. You know in what direction and how far away the enslaved is.

As an action, you may mentally program the collar to trigger any of the aforementioned effects if the creature gets a certain distance away from you, when it leaves a certain area, or when the collar is tampered with or damaged. If the creature is targeted with an effect that removes curses or the collar is struck with a Glyph of Disenchantment, this effect triggers first.

Master

Access to master enchantments grants you the ability described under Infuse Enchantment V and allows you to learn the following enchantments.

Infuse Enchantment V

As a master enchanter, you finally gain the ability to create intelligent enchantments. These magical devices no longer just react to simple triggers, but may have a complicated network of if-then statements programmed into them. While never capable of critical thought, the things created with this may act even without a wielder and activate or deactivate functions within themselves. At its most basic it allows you to program smart networks that do not just activate or deactivate other enchantments when a trigger is activated.

Smart Network. You may have your networks (see Infuse Enchantment IV) dynamically respond to threats by programming them using if-then-otherwise statements.

Animating Rune

Master enchantment

Construction Cost: 12
Requires: Melee Weapon

With an advanced understanding of witchcraft, you can learn how to mimic the natural abilities of those innately endowed with force magic and create animated weapons. Your enchantment doesn't endow the object with any sort of intelligence but allows the one attuned to it to control and power it from (close) range. The result is a weapon that moves seemingly on its own.

As you create a melee weapon, you may infuse this enchantment into it. The item gains the following property:

Animated. Once attuned, decrease your maximum vitality by an amount determined by the weapon type and size. By default, a weapon decreases your vitality by 8. Weapons with the tiny or light properties only decrease it by 4. Weapons with the heavy property decrease it by 12 and weapons made for large creatures decrease your maximum vitality by 18. This item can be used as a mundane weapon, but if you want to activate its magical properties, you must use your bonus action to draw it (each weapon requires its own bonus action to draw). Commanding the weapon requires one hand. If you lose control of a weapon, the weapon falls to the ground and must be Recalled (see below) to be used again.

While you are not incapacitated you may move the weapon anywhere in a 5-meter radius sphere centered on you (no action required). If the blade leaves this 5-meter radius you lose control over it and it falls to the ground, requiring a Recall to regain control over it. You may use your action to attack any creature within 1 meter of the weapon (such an attack counts as one attack for the use of multiattack). Unless you are holding the weapon, you can't use it to make attacks of opportunity. Unless you are holding the weapon its attacks are considered ranged attacks.

You can also perform the special actions detailed below.

Launch. You use your action to launch the weapon. Make a ranged attack against that creature with a range of 30/60. On a hit the weapon deals its normal damage. Hit or miss, you lose control over the weapon until you recall it.

Recall. Using your bonus action, you recall all your weapons. As long as a weapon is no more than 50 meters away from you and nothing prevents it from moving, it flies back to your side and you regain control over it. If there is a creature between you and the weapon, make a ranged weapon attack against it. On a hit, the weapon deals normal damage. You only regain control of the weapon if the struck enemy is within 5 meters of you. A creature holding your animated weapon must succeed a Strength saving throw or have the weapon pulled from its grip.

Death Mask

Master enchantment

Construction Cost: 10
Requires: -

From clay, metal, or wood a mask is made that holds a pattern a soul can grasp. Upon death, the wearer may cling to this lifeline, avoiding final death. The mask is an afterlife of its own, a small vessel from which the world can be perceived. It can also be a path to new life, as the soul within can possess a construct, or a living wearer.

Expend 10 infusions to create the following item:

Death Mask. This facial covering, diadem, helmet, or similar item that can be worn on the head can hold a single soul. While it holds none, it is an inert object. A soul inside a death mask can see and hear from the mask and may interact with any enchantment connected to a surveillance sigil (see Infuse Enchantment III) that is touching (or part of) the mask. It cannot otherwise act unless it inhabits a vessel (see below).

If a creature enters a death mask, its original body cannot be resurrected unless the mask with its soul is placed on it. If a resurrection spell is cast while the mask containing the target's soul is present, the creature receives a +10 bonus to its resurrection check (a failed check means the body is too damaged to revive).

A soul comes to occupy a mask in one of two ways:

Prepared. A living creature may attune to the mask, reducing its maximum vitality by 1. While attuned, if that creature dies in possession of the mask, its soul enters the mask.

Recovered. A creature may place the mask upon a dead creature's face. That creature makes a resurrection check, rolling a d20. The DC equals 10 plus the number of minutes the creature has been dead, and increases by 2 for every time that creature has already been returned from the dead. On a success, the soul enters the mask, provided it is free and willing, otherwise the mask has no effect.

A soul may abandon its mask at any time (no action required), allowing its soul to pass on to final death.

The soul can also commandeer a vessel by either controlling a construct, or possessing a creature.

Inhabiting a Construct. A death mask may be integrated to a disabled or restrained golem (see the enchantment below on how to create a golem) or similar mindless construct over the course of 1 minute. While the mask is integrated, the soul controls the construct as its body, using the soul's Intelligence, Wisdom, and Charisma scores and the construct's physical statistics, actions, and features. Removing the mask from a willing construct, or from a disabled one, takes 1 minute and returns the soul to a dormant mask.

Wearing the Mask. A creature may also attune to a mask containing a soul by donning it (no max vitality reduction). A creature wearing the mask can hear and speak with the soul within, even if it's not attuned. When a creature attunes to a mask containing a soul (which it needs to do willingly unless the mask is made from gold by a Forge Witch), the soul possesses the body and suppresses the wearing creature's consciousness (the possessed creature is unaware and retains no memory of the possession). The soul retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed creature's statistics, but doesn't gain access to its knowledge, class features, or proficiencies. The soul may use its own class features (other than features of the Sorcerer class) and spells through the possessed body. A soul may also possess a beast, monstrosity, or fey in the same manner. If it does, it cannot use its own spellcasting features, but may use the body's innate spellcasting.

A possession ends if the soul chooses to release it (no action required), if the mask is removed, or if the body dies. A possession also ends if a spell or effect that removes curses, or one that ends possession, is used on the possessed creature.

The Mask. A death mask is an object with an AC of 13 and 15 hit points (it is immune to damage that isn't armor-piercing if it is made from adamantine). A soul may transfer to an empty mask if it touches the one it inhabits. A soul can only occupy one mask at a time.

If a mask holding a soul is destroyed, the soul suffers final death and moves on to the afterlife.

Golem

Large construct, unaligned

Armor Class 8
Hit Points 110 (20d10)
Vitality 110 (20d10)
Speed 13 m.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	10 (+0)	4 (-3)	5 (-3)	1 (-5)

Damage Vulnerabilities armor-piercing
Damage Immunities poison, psychic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious
Senses passive Perception 7
Languages. The languages of its creator
Challenge 3 (700XP)

Clanker. While not disabled, the golem is revealed.

Power Consumption. While not disabled, the golem expends 5 vitality at the start of each hour or becomes disabled.

Actions

Multiattack. The golem makes two attacks, one with each arm.

Arm Blade. *Melee Weapon Attack:* +5 to hit, reach 2 m., one target. *Hit:* 11 (2d6+3) slashing damage.

Golem

Master enchantment

Construction Cost: 50
Requires: -

You weave enchanted fibers over a skeleton of metal or wood. Hundreds of different runes and glyphs, some made specifically for this masterwork of enchanting, create a complex network of actuators, sensor glyphs, and other systems. Whether it takes the form of an animated armor, or a grove guardian, the construct knows no pity, greed, or hate. Only service to its master's will.

You construct a magical construct, a golem. Most golems follow a vaguely humanoid shape. See the Golem stat block for its statistics.

The golem obeys your spoken commands (no action required). It can talk using prerecorded messages you program into it during creation or while maintaining it. When you wish your golem to speak, it is simply assumed

Golem Modifications

Feature Name	Feature Description	Power Consumption	Infusion Cost	Requirements
Amber Armor	The golem may heal and benefit from rests as though it were a living creature (regaining vitality on a night's and hit points during a long rest) + 4 AC (Natural Armor)	-	5	Hedge Witch Only
Steel Armor	+ 6 AC (Natural Armor)	1	5	Forge Witch Only
Mithril Armor	+ 6 AC (Natural Armor)	-	10	Forge Witch Only
Adamantine Armor	+ 8 AC (Natural Armor)	1	15	Forge Witch Only
Empowered Legs	+ 5 Speed	2	5	-
Extra Arms	The golem has four arms and can make four attacks.	2	20	-
Back Eye	The golem has advantage on Wisdom (Perception) checks and cannot be flanked.	1	5	-
Flight	The golem gains a 15 meter flying speed.	5	30	-
Grip Claws	The golem gains a climbing speed equal to its speed.	1	10	-
Ranged Weapon	You replace one of the golem's melee attacks with a ranged attack based on a weapon you integrate. It cannot reload the weapon unless it has a free hand to do so (removing another attack).	-	5	-
Shield Arm	Reduce the number of attacks the golem makes by one. It gains + 2 AC (Shield)	-	2	-

that you programmed the message in advance, within reason. The construct has no capacity for creative thought and lacks all but the most basic problem-solving skills. It blindly follows any orders provided to the letter.

The golem has an energy consumption. At the end of each hour, the golem expends 5 vitality. This amount increases depending on the add-ons applied to it.

The golem cannot recover hit points or vitality on its own. To regain vitality it must be charged. A creature may use an action to touch the golem and expend an amount of vitality of its choice. The golem's current vitality increases by an amount equal to the vitality expended. You may also expend a wild essence to restore 50 vitality to the golem. To regain hit points the golem must be repaired. Over the course of a long rest, you may expend infusions to restore 1d8 + your Intelligence modifier hit points for every infusion expended.

You may command the golem to shut down, causing it to become disabled (see the condition). Activating the golem requires touching it as an action. It may also be connected to a surveillance sigil. The golem may be commanded from the sigil and transmits audio and video to it.

The golem may have hands or weapons integrated into its body. Integrated melee weapons deal 2d6 + the automaton's Strength modifier bludgeoning, piercing, or slashing damage (your choice during creation). The golem's proficiency bonus is +3 and it is only proficient with integrated weapons. The golem can be equipped with magic items that require attunement or the wielder to expend vitality. If an item reduces the attuned's maximum vitality, add that amount to the hourly power consumption of the golem. If a magic item's functions requires the expenditure of vitality, the golem must expend that vitality to activate that function.

After the golem's default stat block is a list of modifications that may be done to it. See the *Golem Modifications* table below for a list of available modifications. Many modifications include a power consumption cost. The number listed for a modification under *Power Consumption* is added to the number in the *Power Consumption* trait.

Lifestealing Rune

Master enchantment

Construction Cost: 30
Requires: Piercing/Slashing Melee Weapon

As this weapon bites into flesh, the enchantment absorbs the blood of the victim. It is siphoned into the blade and delivered to you as healing.

As you create a melee weapon that deals piercing or slashing damage, you may infuse this enchantment into it. The item gains the following property:

Lifesteal. Once attuned, decrease your maximum vitality by 17. While attuned to this weapon, whenever it deals piercing or slashing damage to a living creature that isn't immune to necrotic damage, you recover a number of hit points equal to half the damage dealt. This weapon does not heal constructs, elementals, fiends, or undead.

Power Armor

Master enchantment

Construction Cost: See Description
Requires: Creature Present

One of the greatest advantages a witch can give their allies is the fabled power armor. A frame of enchanted fibers, living or not, woven over a metal or bone frame and covered with plates of armor. A suit of power armor covers its wearer completely, leaving no gaps for foes to find their mark. Power armor must be made to perfectly accommodate its wearer and each suit is a unique masterwork.

Choose an armor type to craft from the Power Armor Type table, minding the special requirements. The power armor type determines the number of infusions it costs to craft, how much protection it offers, and grants it special features. Power armor must be custom-made for a specific creature. No creature other than the one it was created for may attune to a frame once it is created and the creature it is made for must be present during the armor's creation. A creature must be at least tiny and no bigger than large to wear power armor.

Once completed, you gain the following item:

Power Armor. Attuning to power armor requires the creature it was made for donning it. Donning or doffing a power armor frame requires 1 minute and it cannot be worn with other clothes. Once attuned, decrease your maximum vitality by 15. While attuned to a power armor frame it has the following effects:

- Your AC equals your Base AC. You do not add your Dexterity modifier to your Armor Class.
- Your Strength score changes to 20 (Modifier +5), unless your Strength is already higher.
- You count as one size larger when determining the weight you can push, drag, or lift.
- You are resistant to fall damage.
- A natural immunity to fall damage, flying, swimming, or burrow speed is suppressed.
- You cannot cast spells, use wands or use abilities that require vitality other than maneuvers.

A power armor frame has a pool of hit points that depends on the type of armor you wear (see the Power Armor Type table). Whenever you take damage, the power armor takes the damage instead. If this damage reduces the power armor to 0 hit points, you take any remaining damage. The power armor still provides its other benefits at 0 hit points. You may repair the armor over the course of a long rest by expending 1 scrap to regain 1 hit point.

Power Armor Type

Power Armor Type	Infusion Cost	Frame Hit Points	Weight (kg.)	Requirements
Wooden Power Armor (Special)	20	25	35	Hedge Witch Only
Ceramic Power Armor	15	25	45	-
Metal Power Armor	20	30	70	Forge Witch Only
Mithril Power Armor	25	40	70	Forge Witch Only
Adamantine Power Armor	30	60	80	Forge Witch Only

Wooden Power Armor. This armor is alive and capable of healing much like a creature. Magical healing you receive may restore the temporary hit points provided by your power armor as though it were your own hit points. The armor automatically repairs itself at the end of a long rest.

Chapter 16: Maneuvers

Maneuvers are exhausting, almost magical martial actions that can be taken in combat. They consist of a specific technique that has a specific effect when performed on an opponent and, once learned, can provide a variety of new options to combatants. From damage to crowd control, there is a maneuver for almost anything. The only downside is that performing a maneuver requires focus and fast and precise movements. Their vitality cost represents the physical exertion a warrior experiences when they push themselves to the limit of their abilities in combat.

Maneuvers rely on your Strength or Dexterity score (your choice)

The Difficulty Class of saving throws against maneuvers you use is determined as follows: 8 + your Proficiency Bonus + your Strength or Dexterity modifier, whichever is higher.

If a maneuver requires an attack roll, then the modifier for that roll is the same it always is for that type of attack.

Maneuver List

The following is a list of all maneuvers.

Beginner (1st Level)
Adrenaline
Blind
Braced
Cripple
Follow Up
Forte
Precision Strike
Quick Toss
Steady Aim
Suppress
Takedown
Taunt

Veteran (2nd Level)
Cover
Disarm
Feint
Fleche
Guard
Maim
Overwatch
Riposte

Elite (3rd Level)
Compounding Barrage
Marksman's Fang
Stunning Flurry
Sweep

Maneuvers

Maneuvers are organized by level and alphabetically.

Beginner

Access to beginner maneuvers allows you to learn the following maneuvers.

Adrenaline

Beginner maneuver
Vitality Cost: 2
Use Time: Bonus Action
Requires: -
Range: Self
Duration: Instant

You push yourself beyond your limit, before you take a moment to gather yourself and regain your footing.

You gain an additional action this turn. A the end of your turn, you are incapacitated until the end of your next turn.

Blind

Beginner maneuver

Vitality Cost: 2
Use Time: Bonus Action
Requires: Free Hand
Range: 3 Meters
Duration: Instant

Grab a hand full of dirt and fling it in your opponent's face. With any luck, you'll blind them and they won't see your next blow coming.

Target creature you can see must succeed a Dexterity saving throw or be blinded until it uses an action to clean its eyes.

Braced

Beginner maneuver

Vitality Cost: 2
Use Time: Reaction
Requires: Melee Attack
Range: Attack Range
Duration: Instant

Brace for the enemy's charge and strike as they fall upon you.

As a reaction to a creature entering your melee range outside your turn, you may spend 2 vitality to make an attack of opportunity against it.

Cripple

Beginner maneuver

Vitality Cost: 3
Use Time: Free
Requires: Hit
Range: Attack Range
Duration: 1 Turn

Aim at their legs just right. With any luck you'll cripple them.

When you hit a creature with an attack, you may spend 3 vitality and reduce the damage of the attack by half. If you do, the target has its speed reduced to 0 and can't benefit from an increase to its speed until the end of your next turn.

Follow Up

Beginner maneuver

Vitality Cost: 1
Use Time: 1 Bonus Action
Requires: Melee Hit and a Free Hand
Range: Attack Range
Duration: Instant

Grant not a moment of reprieve. Exploit any opening.

After hitting a creature with a melee attack, if you have a free hand you may use your bonus action and spend 1 vitality to attempt a grapple or shove attack against it.

Forte
Beginner maneuver

Vitality Cost: 4
Use Time: Reaction
Requires: Hit or Save Fail
Range: Self
Duration: Instant

At the last moment before being wounded, with great effort, you focus and use your armor to absorb the attack or dodge out of the way.

As a reaction to being hit by an attack or failing a Dexterity saving throw, you may use this maneuver. You must be able to see the attacker. Your AC against the triggering attack or the result of your dexterity saving throw increases by 5, potentially causing the attack to miss or the save to succeed.

Precision Strike
Beginner maneuver

Vitality Cost: 1
Use Time: Free
Requires: Attack
Range: Self
Duration: Instant

Aim for a weak spot. Might be harder to hit, but you'll kill'em if you do.

When you make an attack, you may expend 1 vitality to take a -5 penalty to the attack roll. On a hit, the target takes an additional 10 damage of the attack's type.

Quick Toss
Beginner maneuver

Vitality Cost: 2
Use Time: Bonus Action
Requires: Throwable Weapon
Range: Attack Range
Duration: Instant

With the flick of the wrist, a weapon is thrown.

As a bonus action, spend 2 vitality and make a thrown weapon attack with a weapon that has the thrown property. You can draw the weapon as part of the bonus action used to make this attack.

Steady Aim
Beginner maneuver

Vitality Cost: 1
Use Time: Bonus Action
Requires: Movement
Range: Self
Duration: Instant

A deep breath steadies your hand. You pause, stand still and aim an attack.

If you haven't moved this turn, you may use your bonus action and expend 1 vitality to give yourself advantage on the next attack roll you make before the end of turn and reduce your speed to 0 until the end of your turn.

Suppress
Beginner maneuver

Vitality Cost: 3
Use Time: Free
Requires: Attack
Range: Attack Range
Duration: Instant

Your vicious attack suppresses the foe, forcing them to focus on your attacks and preventing them from reacting to the battlefield.

After making an attack against a creature, you may use this maneuver. The target loses the ability to take reactions until the start of its next turn.

Takedown
Beginner maneuver

Vitality Cost: 4
Use Time: Free
Requires: Attack
Range: 1 Meter
Duration: Instant

You specialize in eliminating unaware enemies without revealing yourself. With a single, precise attack you take down an unaware or incapacitated foe.

When you make an attack against an incapacitated creature or one that you are hidden from that's no more than 1 meter away, you may expend 4 vitality. On a hit, the attack is a critical hit.

If this attack reduces the target to 0 hit points, it is killed instantly or knocked unconscious and stable (your choice) and you remain hidden.

Taunt
Beginner maneuver

Vitality Cost: 2
Use Time: Bonus Action
Requires: Attack
Range: Attack Range
Duration: 1 Minute

Strike someone and taunt them. Do it right and your foe won't be able to focus on attacking anyone else.

When you hit a creature with a weapon attack, you can use your bonus action and expend 2 vitality to force the creature to make a Wisdom saving throw. On a failed save, the target is taunted for the duration, with you being the subject of the taunt. It may repeat the saving throw at the end of its turn.

A taunted creature has disadvantage on attack rolls not directed at the subject of its taunt.

Veteran

Access to veteran maneuvers allows you to learn the following maneuvers.

Cover

Veteran maneuver

Vitality Cost: 2
Use Time: Free
Requires: Hit
Range: Attack
Duration: Instant

An extravagant attack distracts an opponent just long enough to give an ally the opportunity to move away. It's not fleeing, it's maneuvering!

When you hit an enemy creature with an attack, you may expend 2 vitality to choose yourself or a friendly creature that can see or hear you. That creature may use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Disarm

Veteran maneuver

Vitality Cost: 3
Use Time: Bonus Action
Requires: Melee Hit and a Free Hand
Range: Attack Range
Duration: Instant

Strike and as your foe recovers from the trauma, you tear their weapon from their grasp.

After hitting a creature with a melee attack, if you have a free hand, you may use a bonus action and spend 3 vitality to attempt to disarm it. The creature must succeed a Strength or Dexterity saving throw or drop a weapon of your choice that it is wielding. The weapon falls to the ground next to the creature unless you use your free hand to grab it (no action required).

Feint

Veteran maneuver

Vitality Cost: 3
Use Time: Bonus Action
Requires: -
Range: Melee
Duration: Instant

A quick, distracting attack, before the real strike is delivered with devastating precision.

As a bonus action, you expend 2 vitality to feint, choosing one creature within melee range as your target. You have advantage on your next attack roll against that creature before the end of your turn.

Fleche

Veteran maneuver

Vitality Cost: 5
Use Time: Bonus Action
Requires: -
Range: Self
Duration: Concentration, up to 1 Minute

With an intense burst of focus you maneuver across the battlefield, weaving past foes before they have a chance to harass you. Once in the perfect position, you deliver a precise attack.

As a bonus action, you expend 4 vitality to rapidly maneuver. For the duration, you no longer trigger attacks of opportunity, your movement speed increases by 2 meters, and the next attack you make has advantage.

Guard

Veteran maneuver

Vitality Cost: 2
Use Time: Reaction
Requires: Melee Hit
Range: Self (1-meter radius)
Duration: Instant

As they aim for your friend, you step between them and take the hit yourself

When a creature you can see targets a creature other than you that is no more than 1 meter away, you may use your reaction and spend 2 vitality to become the target instead.

Maim

Veteran maneuver

Vitality Cost: 4
Use Time: Free
Requires: Hit
Range: Attack Range
Duration: 1 Turn

You attack a foes appendages to disrupt their ability to attack or cast.

When you hit a creature with an attack, you may spend 4 vitality and reduce the damage of the attack by half. If you do, the target has the vitality cost of its spells, maneuvers, and abilities doubled and has disadvantage on attack rolls until the end of your next turn.

Overwatch

Veteran maneuver

Vitality Cost: 3
Use Time: Bonus Action
Requires: Ranged Attack
Range: Self (attack range cone)
Duration: 1 Turn, Concentration

Designate an area and shoot all who dare show themselves.

Designate a cube the size of your weapon's normal range. Before the start of your next turn, when you see a creature move through the cone, you may use your reaction to make a single attack against it. The maneuver ends if you are moved.

Riposte
Veteran maneuver

Vitality Cost: 3
Use Time: Reaction
Requires: Melee Attack
Range: Attack Range
Duration: Instant

The foe has missed their attack and is instantly punished for their incompetence.

When a creature misses you with a melee attack, you may use your reaction and spend 3 vitality to make a melee attack against that creature with advantage.

Elite

Access to elite maneuvers allows you to learn the following maneuvers.

Compounding Barrage
Elite maneuver

Vitality Cost: 5
Use Time: 1 Action
Requires: Attack
Range: Attack Range
Duration: Instant

One to the body, one to the heart, one to the head. They will be dead.

As an action, expend 5 vitality to make a single attack. On a hit, you may attack the same target again with advantage. If you hit with the second attack, you may attack the target a third time, again with advantage. If the third attack hits, it deals maximum damage.

Marksman's Fang
Elite maneuver

Vitality Cost: 6
Use Time: 1 Action
Requires: Ranged Attack
Range: Self (5-meter radius)
Duration: Instant

You're not surrounded, you're in a target-rich environment.

As an action expend 6 vitality to immediately make up to five range attacks. Each attack must target a different creature. You may only target creatures that are no more than 5 meters away and don't suffer disadvantage as a result of using a ranged attack against a creature in melee range during the maneuver. Moving during the maneuver wastes all attacks not yet made.

Stunning Flurry
Elite maneuver
Vitality Cost: 4 per Turn
Use Time: Bonus Action
Requires: Melee Hit
Range: Attack Range
Duration: Concentration

The first hit is the beginning of a deadly combo. Blow after blow leaves no room for reprisal.

After hitting an opponent with a melee attack, you may use your bonus action and expend 4 vitality per turn to begin a barrage of blows. The creature is stunned for the duration. At the start of each of its turns, the target may attempt a Strength or Dexterity saving throw, ending the maneuver on a success. At the start of each of your turns for the duration, you must make at least one melee attack against the target. The maneuver ends if you do not hit the target at least once before the end of each of your turns. The maneuver requires concentration and your speed is 0 while concentrating on it.

Sweep
Elite maneuver

Vitality Cost: 6
Use Time: 1 Action
Requires: Melee Attack
Range: Melee Range
Duration: Instant

You make a sweeping attack, spinning around to hit several foes at once. You either aim for their body for maxim damage, or their legs to knock them down.

As an action, expend 6 vitality to make an unarmed or melee weapon attack that targets every creature in melee range (you roll to hit only once and hit every creature whose armor class you beat). This attack cannot critically strike.

You may choose to target the creatures' legs instead of their bodies. If you do, the attack deals half damage and each target you hit that is equal to your size or smaller must succeed a Strength saving throw or be knocked prone.

Appendix A: Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as scorched, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example), for a duration specified by the effect that imposed the condition, or by a duration specified in the condition itself.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't stack. However, some conditions cause effects that would apply them a second time to apply a different condition instead. This does not end the original condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Unless it has tremorsense or blindsight, attack rolls against a blinded creature have advantage, and the creature's attack rolls have disadvantage.

Camouflaged

- A camouflaged creature blends in with its environment. It is invisible (see the condition) while hidden. It is not invisible to a creature that has successfully determined its approximate location.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or spells. The charmer has advantage on any ability checks to interact socially with the creature.

Chilled

- A chilled creature has its movement speed halved and can only use an action or a bonus action during its turn, not both.
- If a chilled creature would be chilled again, it is frozen instead.
- Taking a short rest or night's rest or being restored to one's hit point maximum removes the chilled condition.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Disabled

- A vehicle, construct, or similar mechanical contraption may be disabled. Living creatures cannot be affected by this condition.
- The affected is incapacitated
- The affected automatically fails Strength and Dexterity saving throws.
- Attack rolls against the affected have advantage.
- Any attack that hits the affected is a critical hit if the attacker is within 1 meter of the affected.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Frozen

- A frozen creature is encased in a shell of ice. It is paralyzed (see the condition) and vulnerable to bludgeoning, force, and thunder damage.
- At the end of each its turn, a frozen creature may attempt a DC 10 Strength saving throw, ending the condition on a success. Taking damage ends the condition instantly.
- A creature may use its action to break off the ice, also ending the condition.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (see the condition). The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible, or almost impossible, to see without magic or special senses. The creature's location can be detected by the noise it makes, the tracks it leaves, or by imperfections in the invisibility.
- Attack rolls against an invisible creature have disadvantage, and the creature's attack rolls have advantage. An attacking creature still needs to guess the invisible creature's approximate location to have any chance of hitting.

Ionized

- An ionized creature is revealed, lightning spell attacks against it have advantage and it has disadvantage on saving throws against lightning spells. The next time an ionized creature takes lightning damage, it takes an additional 1d10 damage and the condition ends.
- Taking a short rest or night's rest or being restored to one's hit point maximum also removes the ionized condition.
- When an ionized creature takes lightning damage, it takes an additional 1d10 lightning damage and the ionized condition ends.
- Constructs and electronic devices are disabled while ionized.

Paralyzed

- A paralyzed creature is incapacitated (It can't take actions or reactions) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws, attack rolls against the creature have advantage, and any attack that hits the creature is a critical hit if the attacker is within 1 meter of the creature.

Exhaustion

Some special abilities, starvation, healing, recovering vitality, and environmental hazards, such as the long-term effects of freezing or scorching hot temperatures, can lead to exhaustion.

While you have the Exhaustion condition, you experience the following effects:

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 level of Exhaustion. You die instantly if your Exhaustion level reaches 6.

D20 Rolls. When you make a D20 roll, the result is reduced by 2 for each level of Exhaustion.

Speed Reduced. Your Speed is reduced by 1.5 meters (5 feet) for each level of Exhaustion (rounded down).

Removing Exhaustion Levels. An effect that removes exhaustion reduces the condition's level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest removes all exhaustion, unless that exhaustion is caused by starvation or a similar effect.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone or metal). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (It can't take actions or reactions), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity Saving Throws.
- The creature has resistance to all damage.
- The creature is immune psychic damage, poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks and casts spells for twice their final cost.

Prone

- A prone creature moves by crawling at half speed, has disadvantage on attack rolls not made with firearms or crossbows and melee attack rolls against the creature have advantage. Attack rolls against the creature from outside the attacker's melee range have disadvantage.

A creature can end the condition by using half its movement to stand up.

Restrained

- A restrained creature's speed is 0, it can't benefit from any bonus to its speed and has disadvantage on Dexterity saving throws. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature cannot use maneuvers and casts spells for twice their final cost.

Revealed

- A revealed creature cannot benefit from concealment or invisibility and cannot be hidden.

Downed

A creature that is reduced to 0 hit points but not killed instantly is downed. It receives one level of exhaustion (see the condition), falls prone (see the condition), and can't get up before the downed condition ends. While downed, a creature is incapacitated and makes a death saving throw at the end of each of its turns. A creature that is downed by a critical hit fails a death saving throw as part of being downed. When a creature fails a death saving throw it falls unconscious (see the condition) until the downed condition ends.

While downed but not unconscious, a creature can use its entire turn to:

- Drink a potion.
- Give itself advantage on the death saving throw it makes at the end of its turn.
- Move up to half its speed without provoking opportunity attacks.
- Pretend to be dead by making a Charisma (Performance) check against the Passive Perception of those it is trying to fool.

If a creature fails three death saving throws, it dies. If a creature succeeds three death saving throws, it becomes stable. A stable creature remains downed, but no longer makes death saving throws. Rolling a natural 20 on a death save causes the creature to regain 1 hit point. Rolling a natural 1 causes it to fail 2 death saving throws.

The downed condition ends when a creature's hit points increase above 0.

Scorched

- Any healing the creature receives is halved. If a scorched creature would be scorched again, it takes 1d8 fire damage instead.
- Taking a short or night's rest, becoming wet, or being restored to one's hit point maximum removes the scorched condition.

Shocked

- When a creature is shocked, it loses concentration and can't take reactions until the start of its next turn.

Stunned

- A stunned creature is incapacitated (It can't take actions or reactions), can't move, and can speak only falteringly.

The creature automatically fails Strength and Dexterity Saving Throws and attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (It can't take actions or reactions), can't move or speak, and is unaware of its surroundings. The creature drops whatever its holding and falls prone (see the condition), automatically fails Strength and Dexterity saving throws, and is immune to psychic damage.
- Any attack that hits the creature is a critical hit if the attacker is within 1 meter of the creature.

Wet

A wet creature is drenched in water. It is vulnerable to cold and lightning damage, resistant to fire damage, and immune to the scorched condition.

Taking a short or night's rest or taking, or taking cold, fire, or lightning damage removes the wet condition.

Appendix B: Settlement Projects

The following is a list of projects that can be undertaken in your settlement. See Chapter 8: Settlements for the rules on how to construct a settlement.

Projects List

The following is a list of all projects.

Academy
Airfield
Bakery
Cannibalism
Communications Array
Court of Law
Defenses
Distillery
Electrical Grid
Escape Tunnel
Farm
Fight Club
Garage
Harbor
Hospital
Hunt
Mill
Patrols
Ranch
Scavenging
School
Scouts
Shop
Slave Trade
Stable
Surveillance Array
Tavern
Temple
Trading Post
Training Field
Witch's Workshop
Workshop

Projects

Projects are organized alphabetically.

Academy

The air smells dry, dusty, and of aging paper. Hundreds of books from the Old World and the New archive knowledge both arcane and mundane for future generations. Teachers and professors preserve the wisdom of a long-gone past for a brighter future.

BP Cost: 10 (once)
Requirements: School Project
Score Increase: SOC +2d6, TEC +2d6

Losing a settler does not remove the bonus it provided to a settlement score by adding one of its skill modifiers to the score. The bonus is lost if the project that allowed the settler to add its skill modifier to the score is abandoned.

Airfield

The airfield has a safe landing strip and includes all the necessary equipment for aircraft construction and maintenance.

BP Cost: 6
Requirements: Mechanics +6
Score Increase: SOC +1d6 TEC +1d6
Score Decrease: DEF -1d6

An air vehicle that spends a long rest (7 days) in the airfield regains all lost hit points. You may also craft air vehicles by expending an amount of scrap equal to half the vehicle's value and succeeding the crafting check specified in the vehicle's stat block next to its value.

Bakery

The smell of freshly baked bread and pastries fills the air. An oven radiates heat into the room where the baker plies his craft.

BP Cost: 2
Requirements: Mill Project
Score Increase: FOD +2d6, SOC +2d6

Cannibalism

In times of desperation, some may resort to eating their fellow sapients to stave off starvation. Others just don't want to waste anything.

BP Cost: 0 (once)
Requirements: None
Score Increase: FOD +4d6
Score Decrease: SOC -1d6

Increase the body count by 1d4

Communications Array

An antenna reaches towards the sky, sending invisible waves to faraway places.

BP Cost: 3
Requires: Electrical Grid Project or Adept Enchanting
Score Increase: TEC +1d6, DEF +1d6

Allows for long-range communication with any other radio that is no more than 30 kilometers away. This range extends by 10 kilometers every time this project is undertaken after the first. You may also use it to monitor unsecured radio transmissions in range.

Court of Law

The people of the New World respect the laws of the old one, for they provide a semblance of order. Those who still understand them provide an alternative to solving disputes through violence. Corporal punishments, hard labor, and exile are the most common penalties for crimes.

BP Cost: 6 (once)
Requirements: None
Score Increase: SOC +4d6, TEC +2d6, DEF +2d6
Competence: One settler adds its **Insight** skill modifier to your **Society** score.

Defenses

A palisade made from wood or scrap, watch towers and maybe even a moat are built and manned with guards. An armed militia guards the settlement and is prepared to face any invader at a moment's notice.

BP Cost: 4
Requirements: None
Score Increase: DEF +3d6

Distillery

Dust floats from large windows. In the dim light large tanks filled with yeast and grain produce alcohol that can be served directly or distilled into harder liquor and ethanol fuel.

BP Cost: 2
Requirements: Science +4
Score Increase: SOC +2d6, TEC +3d6
Score Decrease: FOD -3d6
Competence: One settler adds its **Science** skill modifier to your **Food** score.

You may refuel vehicles at this settlement for 2 resources per unit of liquid fuel.

Electrical Grid

Wind turbines, solar panels, generators, and/or a lightning mage, combined with copious amounts of wire and jury-rigging restore electrical power to the settlement. Your settlement is literally a shining beacon of progress in a dark world.

BP Cost: 2 (once)
Requirements: Technology +4 or Lightning Magic
Score Increase: FOD + 1d6, SOC +1d6, TEC +1d6, DEF +1d6
Competence: One settler adds its **Technology** skill modifier to your **Technology** score.

Escape Tunnel

A dark and damp underground tunnel that either leads outside or connects to a grander underground structure, like a cave or subway network. A final avenue for escape.

BP Cost: 1
Requirements: Village Settlement Tier
Score Increase: DEF +1d6

You do not lose the option to retreat when under siege.

Farm

Fields growing fruits, vegetables, or grain. A farm provides a steady source of high-quality sustenance, but only if it is protected from wild animals and saboteurs.
BP Cost: 1
Score Increase: FOD +2d6
Score Decrease: DEF -1d6
Competence: One settler adds its **Nature** skill modifier to your **Food** score.

Fight Club

A simple pit, cage, or a similar place where the toughest settlers fight each other for sport and to hone their skills. Those less physically inclined watch the matches and bet on the outcome.

BP Cost: 2
Score Increase: SOC +1d6, DEF +1d6
Competence: One settler adds its **Athletics** skill modifier to your **Defense** score.

Garage

In the dim light shining through the yellowed plastic windows in the ceiling, a dwarf searches a box full of parts for just the one the old Mercedes he's repairing needs. The garage is where vehicles go to either be stripped for parts or repaired and set loose on the world.

BP Cost: 4
Requirements: Mechanics +4
Score Increase: TEC +1d6

A land vehicle that spends a long rest (7 days) in the garage regains all lost hit points. You may also craft land vehicles by expending an amount of scrap equal to half the vehicle's value and succeeding the crafting check specified in the vehicle's stat block next to its value

Harbor

A light, salty breeze blows waves across the sea. With quiet slaps, they rock the boat of an aging fisher pulling his nets back in. His gaze wanders across the yellowing plastic of his own vessel, onto the bright wood of a brand new boat touching water for the first time.

BP Cost: 2
Requirements: Mechanics +4, Access to pen water
Score Increase: FOD +2d6
Score Decrease: DEF -1d6

A water vehicle that spends a long rest (7 days) in the harbor regains all lost hit points. You may also craft water vehicles by expending an amount of scrap equal to half the vehicle's value and succeeding the crafting check specified in the vehicle's stat block next to its value.

Hospital

In the bright light of a ceiling lamp, a doctor uses a scalpel and magic to keep the cold hand of death at bay.

BP Cost: 4
Requirements: Medicine +4 or Life Magic
Score Increase: SOC +2d6
Competence: One settler adds its **Medicine** skill modifier to your **Society** score.

Reduce the body count by 3. When a creature expends hit dice to heal in the hospital, it recovers the maximum amount possible instead of rolling. When a creature finishes a long rest in this settlement, remove one illness or lingering injury that can be cured by succeeding an ability check or a saving throw.

Hunt

Armed with weapons and traps, hunters stalk through the landscape in search of game. While a good way to gather food, the hunter can quickly become the hunted, and only a fool hunts alone if they can help it.

BP Cost: 2
Score Increase: FOD +3d6
Competence: One settler adds its **Survival** skill modifier to your **Food** score.

Increase the body count by 1.

Mill

The air is dusty where a mechanism powered by a windmill, waterwheel, or beasts of burden moves grinding gears, or two large, circular boulders that grind plants and material into fine powder.

BP Cost: 1
Requirements: Farm Project, Mechanics +4
Score Increase: The Mill increases your **Food** score by 1 for every **Farm** project in your settlement.

Patrols

Two men step out of their settlement, weapons in hand. Their eyes are peeled as they walk towards the fields and begin their patrol. As the militia, these men are charged with keeping the peace and warding off would be intruders day and night.

BP Cost: 6
Score Increase: DEF +2d6
Competence: One settler adds its **Perception** skill modifier to your **Defense** score.

Unless a group moves stealthily and succeeds a Dexterity (Stealth) check against your settlement's passive Defense score, you may choose to have your militia confront the creatures.

Ranch

Most domesticated animals were transformed into vicious and dangerous monsters. Those that remain can be captured and used to produce milk, eggs, wool, and meat.

BP Cost: 2
Score Increase: FOD +1d6, SOC +1d6
Score Decrease: DEF -1d6
Competence: One settler adds its **Animal Handling** skill modifier to your **Food** score.

Scavenging

Equipped with tools and rudimentary weapons, settlers organize small expeditions to nearby ruins to gather gear and supplies. Such sorties are lucrative, but also extremely dangerous.

BP Cost: 4
Score Increase: FOD +2d6, SOC +2d6, TEC +1d6
Competence: One settler adds its **Investigation** skill modifier to a settlement score of your choice.

Increase the body count by 2.

School

A teacher shepherds a small horde of children back into a classroom. The young ones eagerly consume the words of their teacher. Not only can their parents work in peace, but those bright and strong minds will make sure that the future is not one of darkness and ignorance.

BP Cost: 4
Score Increase: SOC +4d6, TEC +2d6
Competence: One settler adds its **History** skill modifier to your **Society** score.

Scouts

Armed and hidden by camouflage, the two men watch a settlement, taking careful notes of how many people they see and what they are doing. The purpose of scouts is to watch, maybe even infiltrate, other settlements to gather intelligence and sabotage their operations.

BP Cost: 4
Score Increase: DEF +1d6
Competence: One settler adds its **Stealth** skill modifier to your **Defense** score.

Increase the body count by 1. At the start of a phase, your settlement may use either the sabotage or scout action.

Sabotage. You attempt to sabotage another settlement's efforts. Choose a development score and make a Defense check against the settlement's passive defense score. On a success, reduce the targeted development score by 1d6.

Scout. Target another settlement. You learn the settlement's population, development scores, and which projects, if any, it has completed.

Shop
From above, light shines through dusty air onto shelves lined with canned food, tools, spare parts, survival gear, ammunition, and countless other things. A shopkeeper waits patiently with a careful eye, while customers browse the merchandise.

BP Cost: 1
Score Increase: SOC +1d6
Score Decrease: DEF -2d6
Competence: One settler adds its **Persuasion or Deception** skill modifier to a settlement score of your choice.

Slave Trade
The windows are boarded and armed guards watch the entrance and exits. In cages or chained to the walls and floors, slaves wait to be sold or put to use.

BP Cost: 4
Requires: At least 4 slaves
Competence: One settler adds its **Intimidation** skill modifier to **all** settlement scores.

You may enslave creatures and employ them as labor in your settlement. A slave counts as one settler when determining your build points. You may also sell a captured intelligent humanoid for resources equal to half its recruitment value.

Stable
The distinct smell of animals permeates the dusty air. Bright rays of light shine onto the axebeak devouring seeds from a troth, separated from the gripper sleeping just one stall away by thick planks of wood and bars of steel. The stable is where animals are kept safe and fed.

BP Cost: 2
Requirements: None
Score Increase: TEC +1d6 DEF +1d6
Score Decrease: FOD -3d6

Tamed pets and mounts kept in the stable will not leave, even while they are not currently your companion, and require no upkeep as long as they return to the stable before the next long rest.

Surveillance Array
Digital cameras or wards of senses surveil the surrounding area and warn of any incoming danger.

BP Cost: 4
Requirements: Electrical Grid Project or Glyph of Senses Enchantment
Score Increase: DEF +5d6

You automatically detect any creature moving through your zone of control, unless that creature is invisible or takes some other measure to avoid detection.

Tavern
Bottles of hard liquor from the old days line the walls. The smell of smoke fills the stuffy air. In the dim, flickering candlelight people mingle, talk, listen to performances, and bring a pleasant end to their hard day.

BP Cost: 1
Score Increase: SOC +1d6
Score Decrease: FOD -1d6
Competence: One settler adds its **Performance** skill modifier to your **Society** score.

The bartender will collect rumors, periodically providing random missions or opportunities.

Temple
A place of worship and contemplation. Some may pray to one of the old gods, some to the new, and others to the spirits or the Void. A priest provides spiritual guidance, emotional support, and training to the willing.

BP Cost: 1
Requirements: None
Score Increase: SOC +1d6
Competence: One settler adds its **Religion** skill modifier to your **Society** score.

Trading Post
Animals groan, droan, and mooh. Engines stutter, rumble, and roar. Here traders load and unload goods from all over the region and sometimes from even farther away. Caravans are organized to transport resources to other settlements and guards are hired to protect them.

BP Cost: 4 (once)
Requirements: Village Settlement Tier
Score Increase: FOD +2d6, SOC +2d6, TEC +2d6

At the start of a phase, you may decrease one development score by one to increase another development score by one. You may agree on a trade agreement with another settlement.

Training Field
An angry drill sergeant shouts at recruits, young and old, as they practice their combat skills. On the training field maggots are made into a military.

BP Cost: 1
Requirements: None

At the start of a phase, you may train one settler by paying the recruitment fee of the stat block they should receive. Refer to the section on training companions in Chapter 7 for details. Some stat blocks may only be available if you have certain equipment or meet other requirements, as per the GM's discretion.

Witch's Workshop
The air is dry and smells of alcohol. Herbs hang from the ceiling, while beakers and potions line the walls. The laboratory is where the witch infuses the spark of magic into mundane materials.
BP Cost: 2
Requirements: Witch
Score Increase: SOC +1d6, TEC +1d6, DEF +1d6
Score Decrease: FOD -1d6
Competence: One settler adds its **Arcana** skill modifier to your **Technology** score.

While taking a long rest (or otherwise crafting) within the settlement, a witch doubles its proficiency bonus when determining the number of infusions it has available.

Workshop
The air stinks of grease and chemicals. Spare parts, sawdust, diagrams, and tools are strewn about. The workshop is where those with a knack for innovation repair old equipment and create new.

BP Cost: 3
Score Increase: TEC +1d6
Competence: One settler adds its **Mechanics** skill modifier to your **Technology** score.

Add +5 to any crafting check attempted in this settlement while using the workshop.

Appendix C: Vehicles

The following is a list of common vehicles that may be encountered or crafted in the New World with relative ease. They rust away as their internal electronics were damaged, if not completely fried by the radiation emitted during the initial stages of the onsetting fog. However, most parked and unoccupied vehicles remain in working condition. The problem is that all highways are completely clogged with abandoned cars and the condition of country roads worsens with every day they are left unmaintained. While road vehicles are easy to come by, most survivors prefer off-road vehicles.

Vehicle List

Car
Dirtbike
Gyrocopter
Hang Glider
Helicopter
Jet Ski
Kayak
Minivan
Motorboat
Motorcycle
Pickup Truck
Propeller Plane
Rowboat
Sailboat
Scooter
SUV
Tractor
Truck
Unimog

The following is a list of descriptions of the most common vehicles.

Airboat. An airboat is a flat-bottomed amphibious craft propelled by an aircraft-type propeller and powered by an engine. It is specifically designed to navigate shallow and marshy areas by skimming over the water's surface, and has the ability to glide over flat and muddy terrain.

Bicycle. A simple, leg-powered vehicle that requires no fuel and is overall a great way to get around the New World.

Bus. A massive vehicle that can transport a large number of passengers and some cargo over vast distances, but is limited by its need for a road and substantial fuel consumption.

Car. A normal car is the most common vehicle type seen today, encompassing almost all modern street cars. These cars litter the roads of the New World.

Dirtbike. A motorcycle with a lightweight, but robust frame and wheels specialized for off-road travel. The dirtbike's only downside is that it can't carry much cargo. It is the perfect vehicle for scouts and others that need to move across rugged terrain and pack light.

Gyrocopter. A small helicopter that traditionally uses its propeller to glide, but in the New World usually refers to a small, homemade single-seat helicopter.

Hang Glider. A hang glider is an unpowered flying apparatus for use by a single person, consisting of a frame with a fabric stretched over it. The pilot is suspended from a harness below and controls flight by body movement.

Helicopter. A moderately spacious air vehicle that can vertically take off and land almost anywhere.

Jet Ski. A powerful engine propels this motorcycle-like vehicle across the water at great speed.

Kayak. A compact, single occupant boat.

Minivan. A vehicle with two conventional doors up front, sliding doors on the side, and a rear hatch-style door designed to carry a decent amount of cargo.

Motorboat. A simple boat with a small outboard motor. Fast and easy to use.

Motorcycle. A motorcycle is a two-wheeled vehicle powered by a motor with no pedals. It can't carry much but can fit through tighter spaces than a car and requires much less fuel.

Pickup Truck. A two-seated car with a large open deck in the back that can transport a decent amount of goods.

Propeller Plane. A small, four seated air plane with a single propeller, giving it the ability to start and land on its own. Perhaps the safest and most comfortable way to travel, this airplane contains very few and only sturdy electronic components. Most flying creatures simply cannot match this plane's speed, but it is fragile. Spells and anti-air weapons will make quick work of it.

Rowboat. A canoe or similar compact water vehicle propelled by the occupants using oars.

Sailboat. A boat with an internal engine and massive sails. As long as there is wind this vehicle requires no fuel and can drive massive distances without stopping. The best way to travel at sea.

Scooter. A light, two-wheeled motorized vehicle. Most scooters in the New World are old gas-driven models or new creations cobbled together from other machines. Exceptionally simple, these vehicles are an easy upgrade from a bicycle.

SUV. A large, gas-guzzling vehicle that provides ample space and comfort to its passengers. In addition to that, most SUVs come with all-wheel drive, giving them (some) off-road capabilities. This makes SUVs great for the New World, if you can find one in working order and have the gas necessary to fuel it.

Tractor. A massive, slow, and versatile industrial vehicle designed for working the fields of a farm.

Truck. A massive vehicle with a huge trailer designed for hauling large amounts of cargo over vast distances.

Unimog. A small truck designed for off-road use and reliability.

Vehicles

Vehicles are organized alphabetically.

Airboat

Large land water vehicle (4m. by 2m.), simple

Armor Class 10
Hit Points 20
Fuel Capacity 28
Fuel per Hour 4
Travel Pace 10 km/h, swim 20 km/h

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10	N/A	N/A	N/A

Creature Capacity 1 crew, 4 passengers
Cargo Capacity 50
Fuel Type liquid
Value 30

Surface Bound. The airboat can travel only over the water's surface.

Actions

Steering Stick *Control Component,* **1 crew**
Move. The airboat moves up to its speed.

Bicycle

Medium land vehicle (2m. by 1m.), simple

Armor Class 14 (2 armor)
Hit Points 30
Fuel Capacity -
Fuel per Hour -
Travel Pace 20 km/h

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 20
Fuel Type manual
Value 30

Man-Powered. The bicycle can only be piloted for as long as the pilot could travel on foot.

Off-Road. The bicycle can drive over non-road terrain as though it were difficult terrain.

Actions

Handlebars *Control Component,* **1 crew**
Move. The bicycle moves up to its speed.

Bus

Huge land vehicle (10m. by 3m.), heavy

Armor Class 7 (4 armor)
Hit Points 65
Fuel Capacity 300
Fuel per Hour 20
Travel Pace 80 km/h

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	19 (+4)	N/A	N/A	N/A

Creature Capacity 1 crew, 39 passengers
Cargo Capacity 500
Fuel Type liquid
Value 500

Cover. Creatures inside the bus have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover.

Electronics. The bus contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Road Vehicle. The bus can only be driven on a paved road. Driving on other terrain causes the bus to become disabled until it is towed back to a paved road.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The bus moves up to its speed.

Car

Large land vehicle (4m. by 2m.), car

Armor Class 12 (5 armor)
Hit Points 30
Fuel Capacity 52
Fuel per Hour 8
Travel Pace 100 km/h

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	N/A	N/A	N/A

Creature Capacity 1 crew, 4 passengers
Cargo Capacity 200
Fuel Type liquid
Value 150

Cover and Prone. Creatures inside the car have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover.

Electronics. The car contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Road Vehicle. The car can only be driven on a paved road. Driving on other terrain causes the car to become disabled until it is towed back to a paved road.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The car moves up to its speed.

Dirtbike

Medium land vehicle (2m. by 1m.), motorcycle

Armor Class 13 (1 armor)
Hit Points 15
Fuel Capacity 14
Fuel per Hour 2
Travel Pace 60 km/h

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	N/A	N/A	N/A

Creature Capacity 1 crew
Cargo Capacity 0
Fuel Type liquid
Value 100

Off-Road. The dirtbike can drive over non-road terrain as though it were difficult terrain.

Actions

Handlebars *Control Component,* **1 crew**
Move. The dirtbike moves up to its speed.

Gyrocopter

Large air vehicle (5m. by 5m.), helicopter

Armor Class 10 (1 armor)
Hit Points 20
Fuel Capacity 15
Fuel per Hour 5
Travel Pace 0 km/h, fly 50 km/h

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	8 (-1)	N/A	N/A	N/A

Creature Capacity 1 crew
Cargo Capacity 0
Fuel Type liquid
Value 140

Prone. A creature using the gyrocopter is considered prone.

Actions

Cockpit *Control Component,* **1 crew**
Move. The gyrocopter moves up to its speed.

Hang Glider

Huge air vehicle (2m. by 10m.), simple

Armor Class 6
Hit Points 10
Fuel Capacity -
Fuel per Hour -
Travel Pace 10 km/h, fly 80 km/h

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	10 (+0)	N/A	N/A	N/A

Creature Capacity 1 crew
Cargo Capacity 0
Fuel Type manual
Value 30

Prone. A creature using the hang glider is considered prone.

Glide. The hang glider must descend at least 1 meter for every 20 meters it moves.

Stall. The hang glider must move at least 40 meters per turn, or begin to fall.

Actions

Harness *Control Component,* **1 crew**
Move. The hang glider moves up to its speed.

Helicopter

Huge air vehicle (12m. by 10m.), helicopter

Armor Class 9 (4 armor)
Hit Points 30
Fuel Capacity 300
Fuel per Hour 100
Travel Pace 0 km/h, fly 200 km/h

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	10 (+0)	N/A	N/A	N/A

Creature Capacity 1 crew, 4 passengers
Cargo Capacity 200
Fuel Type liquid
Value 800

Cover. Creatures inside the helicopter have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover.

Electronics. The helicopter contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Actions

Cockpit *Control Component,* **1 crew**
Move. The helicopter moves up to its speed.

Jet Ski

Medium water vehicle (2m. by 1m.), motorcycle

Armor Class 15 (2 armor)
Hit Points 20
Fuel Capacity 30
Fuel per Hour 10
Travel Pace 0 km/h, swim 80 km/h

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 0
Fuel Type liquid
Value 200

Surface Bound. The jet ski can travel only over the water's surface.

Actions

Handlebars Control Compo*nent,* **1 crew**
Move. The jet ski moves up to its speed.

Kayak

Medium water vehicle (2m. by 1m.), simple

Armor Class 10
Hit Points 20
Fuel Capacity -
Fuel per Hour -
Travel Pace 0 km/h, swim 5 km/h

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	12 (+1)	16 (+3)	18 (+4)	18 (+4)

Creature Capacity 1 crew
Cargo Capacity 0
Fuel Type manual
Value 200

Man-Powered. The kayak can only be piloted for as long as the pilot could travel on foot.

Surface Bound. The kayak can travel only over the water's surface

Actions

Paddles *Control Component,* **1 crew**
Move. The kayak moves up to its speed.

Minivan

Large land vehicle (5m. by 2m.), car

Armor Class 8 (4 armor)
Hit Points 40
Fuel Capacity 80
Fuel per Hour 10
Travel Pace 100 km/h

STR	DEX	CON	INT	WIS	CHA
20 (+5)	3 (-4)	19 (+4)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 1500
Fuel Type liquid
Value 200

Cover. Creatures inside the minivan have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover. Upto 6 passengers in the back may benefit from total cover as long as the back doors are closed and may stand.

Electronics. The minivan contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Road Vehicle. The minivan can only be driven on a paved road. Driving on other terrain causes the minivan to become disabled until it is towed back to a paved road.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The minivan moves up to its speed.

Motorboat

Large water vehicle (4m. by 1m.), simple

Armor Class 9
Hit Points 25
Fuel Capacity 20
Fuel per Hour 2
Travel Pace 0 km/h, swim 15 km/h

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	N/A	N/A	N/A

Creature Capacity 1 crew, 4 passengers
Cargo Capacity 50
Fuel Type liquid
Value 100

Surface Bound. The motorboat can travel only over the water's surface.

Actions

Outboard Motor *Control Component,* **1 crew**
Move. The motorboat moves up to its speed.

Motorcycle

Medium land vehicle (2m. by 1m.), motorcycle

Armor Class 13 (2 armor)
Hit Points 20
Fuel Capacity 18
Fuel per Hour 2
Travel Pace 80 km/h

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 20
Fuel Type liquid
Value 100

Road Vehicle. The motorcycle can only be driven on a paved road. Driving on other terrain causes the motorcycle to become disabled until it is towed back to a paved road.

Actions

Handlebars *Control Component,* **1 crew**
Move. The motorcycle moves up to its speed.

Pickup Truck

Large land vehicle (5m. by 2m.), car

Armor Class 11 (5 armor)
Hit Points 40
Fuel Capacity 80
Fuel per Hour 10
Travel Pace 100 km/h

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	17 (+3)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 700
Fuel Type liquid
Value 250

Cover. Creatures inside the pickup truck have three-quarters cover and are considered prone. Creatures leaning out of the windows and in the back only have half cover.

Electronics. The pickup truck contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Road Vehicle. The pickup truck can only be driven on a paved road. Driving on other terrain causes the pickup truck to become disabled until it is towed back to a paved road.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The pickup truck moves up to its speed.

Propeller Plane

Huge air vehicle (8m. by 11m.), plane

Armor Class 7
Hit Points 20
Fuel Capacity 200
Fuel per Hour 40
Travel Pace 100 km/h, fly 250 km/h

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	8 (-1)	N/A	N/A	N/A

Creature Capacity 1 crew, 3 passengers
Cargo Capacity 200
Fuel Type liquid
Value 600

Cover and Prone. Creatures inside the propeller plane have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover.

Land/Take-Off. The propeller plane must move 100 meters in a straight line during a single turn over even ground to take off or land.

Stall. The propeller plane must move at least 100 meters per turn, or begin to fall.

Actions

Yoke *Control Component,* **1 crew**
Move. The propeller plane moves up to its speed.

Sailboat

Huge water vehicle (15m. by 5m.), boat

Armor Class 5
Hit Points 120
Fuel Capacity 1500
Fuel per Hour 15
Travel Pace 0 km/h, swim 10 km/h

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	N/A	N/A	N/A

Creature Capacity 3 crew, 4 passengers
Cargo Capacity 2000
Fuel Type liquid
Value 800

Cover. The sailboat provides half cover to occupants in the cockpit or stern, three-quarters cover to occupants below deck, and no cover to those forward of the cockpit.

Surface Bound. The sailboat can travel only over the water's surface.

Actions

Helm *Control Component,* **1 crew**
Move. The sailboat moves up to its speed.

Sails *Support Component,* **2 crew**
As long as this component is fully crewed, and there is any type of wind except still, the sailboat consumes no fuel.

Rowboat

Medium water vehicle (4m. by 1m.), simple

Armor Class 10
Hit Points 25
Fuel Capacity -
Fuel per Hour -
Travel Pace 0 km/h, swim 5 km/h

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	N/A	N/A	N/A

Creature Capacity 1 crew, 4 passengers
Cargo Capacity 50
Fuel Type manual
Value 30

Man-Powered. The rowboat can only be piloted for as long as the pilots could travel on foot.

Surface Bound. The rowboat can travel only over the water's surface.

Actions

Paddles *Control Component,* **1 crew**
Move. The rowboat moves up to its speed.

Scooter

Medium land vehicle (2m. by 1m.), motorcycle

Armor Class 12 (2 armor)
Hit Points 15
Fuel Capacity 15
Fuel per Hour 1
Travel Pace 30 km/h

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	N/A	N/A	N/A

Creature Capacity 1 crew
Cargo Capacity 20
Fuel Type liquid
Value 50

Road Vehicle. The scooter can only be driven on a paved road. Driving on other terrain causes the scooter to become disabled until it is towed back to a paved road.

Actions

Handlebars *Control Component,* **1 crew**
Move. The scooter moves up to its speed.

SUV

Large land vehicle (5m. by 2m.), car

Armor Class 11 (5 armor)
Hit Points 40
Fuel Capacity 80
Fuel per Hour 10
Travel Pace 100 km/h

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	19 (+4)	N/A	N/A	N/A

Creature Capacity 1 crew, 7 passengers
Cargo Capacity 200
Fuel Type liquid
Value 200

Cover. Creatures inside the SUV have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover.

Electronics. The SUV contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Off-Road. The SUV can drive over non-road terrain as though it were difficult terrain.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The SUV moves up to its speed.

Truck

Huge land vehicle (5m. by 2m.), heavy

Armor Class 8 (4 armor)
Hit Points 60
Fuel Capacity 300
Fuel per Hour 20
Travel Pace 80 km/h

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-2)	18 (+4)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 5000
Fuel Type liquid
Value 300

Cover and Prone. Creatures inside the truck have three-quarters cover and are considered prone. Creatures leaning out of the windows only have half cover.

Electronics. The truck contains sensitive electronics and is permanently disabled if hit by an effect that destroys electronics.

Road Vehicle. The truck can only be driven on a paved road. Driving on other terrain causes the truck to become disabled until it is towed back to a paved road.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The truck moves up to its speed.

Tractor

Huge land vehicle (5m. by 2m.), heavy

Armor Class 8 (5 armor)
Hit Points 60
Fuel Capacity 150
Fuel per Hour 15
Travel Pace 30 km/h

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	19 (+4)	N/A	N/A	N/A

Creature Capacity 1 crew
Cargo Capacity 500
Fuel Type liquid
Value 500

Cover. Creatures inside the tractor have half cover.

Off-Road. The tractor can drive over non-road terrain as though it were difficult terrain.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The tractor moves up to its speed.

Trailer

Value: 100
You may attach this trailer to a vehicle, increasing its cargo capacity to 3500. A vehicle must have at least 25 Strength to draw this trailer.

Unimog

Huge land vehicle (6m. by 2m.), heavy

Armor Class 10 (4 armor)
Hit Points 60
Fuel Capacity 105
Fuel per Hour 15
Travel Pace 80 km/h

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (0)	18 (+4)	N/A	N/A	N/A

Creature Capacity 1 crew, 1 passenger
Cargo Capacity 2000
Fuel Type liquid
Value 500

Cover and Prone. Creatures inside the unimog have three-quarters cover and are considered prone. Creatures leaning out of the windows and in the back only have half cover.

Off-Road. The unimog can drive over non-road terrain as though it were difficult terrain.

Actions

Steering Wheel *Control Component,* **1 crew**
Move. The unimog moves up to its speed.

What Comes Next?

The Old World has ended, your patron determined and the New World dawned. You now know how to create a character and how to interact with the many systems needed to accurately simulate survival in a fantastic post-apocalyptic world.

Even though experimenting with character builds is fun, you will now most likely want to play a Saga of a New World campaign. Content, such as a Game Master Compendium, a Starter Adventure and much more is in the works, but for now SoaNW GMs will have to rely on playtest material, or come up with their own content. The Saga of a New World series of novels (which this rules set is being used to write) is an excellent source of inspiration and a glimpse of the world you may explore in your own campaign. It is also an excellent source of a few hours of good entertainment.

If you are looking for a group to play with, want to stay up-to-date, or just want to provide feedback on what you thing this system could do better, please join our Discord Server using the address or QR code below. If you have any particular praise or criticism, feel free to contact us under contact@saga-of-a-new-world.com.

If you want to know more about what we're up to, our website saga-of-a-new-world.com provides a handy list of all available content.

Please enjoy this world and good luck on your journey

https://discord.gg/qygcCZT82s

saga-of-a-new-world.com

Saga of a New World

CHARACTER NAME

CLASS & LEVEL _____

SPECIES _____

EXPERIENCE _____

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

PASSIVE PERCEPTION

ARMOR CLASS | INITIATIVE | SPEED

UNARMORED AC

SAVING THROWS

- ◯ ___ STRENGTH
- ◯ ___ DEXTERITY
- ◯ ___ CONSTITUTION
- ◯ ___ INTELLIGENCE
- ◯ ___ WISDOM
- ◯ ___ CHARISMA

SKILLS

- ◯ ___ ACROBATICS (DEX)
- ◯ ___ ANIMAL HANDLING (WIS)
- ◯ ___ ARCANA (INT)
- ◯ ___ ATHLETICS (STR)
- ◯ ___ DECEPTION (CHA)
- ◯ ___ HISTORY (INT)
- ◯ ___ INSIGHT (WIS)
- ◯ ___ INTIMIDATION (CHA)
- ◯ ___ INVESTIGATION (INT)
- ◯ ___ MECHANICS (INT)
- ◯ ___ MEDICINE (WIS)
- ◯ ___ NATURE (INT)
- ◯ ___ PERCEPTION (WIS)
- ◯ ___ PERFORMANCE (CHA)
- ◯ ___ PERSUASION (CHA)
- ◯ ___ RELIGION (INT)
- ◯ ___ SCIENCE (INT)
- ◯ ___ SLEIGHT OF HAND (DEX)
- ◯ ___ STEALTH (DEX)
- ◯ ___ SURVIVAL (WIS)
- ◯ ___ TECHNOLOGY (INT)

HIT POINT MAXIMUM _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

MAXIMUM VITALITY _____

CURRENT VITALITY

TEMPORARY VITALITY

HIT DICE

TOTAL _____

6 ◯
5 ◯
4 ◯
3 ◯
2 ◯
1 ◯

EXHAUSTION

DEATH SAVES

SUCCESSES ◯◯◯

FAILURES ◯◯◯

ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE/EFFECT

SPELLS AND MANEUVERS KNOWN

NAME	VIT COST	DAMAGE/EFFECT

SPECIFIC FEATURES

CLASS FEATURES

OTHER PROFICIENCIES

ALIGNMENT AGE HEIGHT WEIGHT

EYES SKIN HAIR BEAUTY/ MARKS

CHARACTER NAME

SURVIVAL

RATION CONSUMPTION

LONG REST

NIGHT'S REST

CURRENT HUNGER

STARVATION THRESHOLDS

HUNGER	EXHAUSTION	HUNGER	EXHAUSTION
	LEVEL 1		LEVEL 4
	LEVEL 2		LEVEL 5
	LEVEL 3		LEVEL 6

DISEASES AND INJURIES

NAME
EFFECT
○DISEASE
○INJURY

NAME
EFFECT
○DISEASE
○INJURY

NAME
EFFECT
○DISEASE
○INJURY

NOTES

COMPANION INFO

COMPANION NAME

SPEED INIT AC

STR DEX CON INT WIS CHA

SKILLS

CURRENT HIT POINTS CURRENT VITALITY

MAXIMUM HIT POINTS MAXIMUM VITALITY

LOYALTY UPKEEP

NAME BONUS DAMAGE/EFFECT

NAME BONUS DAMAGE/EFFECT

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

RATIONS

SCRAP

HEAD

CLOAK

ARMOUR

LEFT HAND

RIGHT HAND

BACKPACK

BOOTS

QUICK ACCESS

QUICK ACCESS

QUICK ACCESS

CURRENT ENCUMBERMENT

MAXIMUM ENCUMBERMENT

SPECIAL ITEMS

NAME QUANTITY

NAME QUANTITY

NAME QUANTITY

INVENTORY

SETTLEMENT NAME

SIZE _____

GOVERNMENT _____

ALIGNMENT _____

FOOD

SOCIETY

TECHNOLOGY

DEFENSE

POPULATION

BUILD POINTS USED

MAXIMUM BUILD POINTS

CHARACTERS

LEADER

POWER

INHABITANTS

COMPLETED PROJECTS

PROJECT	BP COST	PROJECT	BP COST

ACTIONS & TRAITS

LOCATION _____

BACKGROUND _____

ALLEGIANCE _____

SETTLEMENT NAME

SETTLEMENT LAYOUT

STORAGE

CHARACTER NAME

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS PREPARED

NAME
LORE

RANGE | CASTING TIME | SPELL LEVEL

DURATION | VITALITY COST | SAVE

SPELL EFFECT

NAME
LORE

RANGE | CASTING TIME | SPELL LEVEL

DURATION | VITALITY COST | SAVE

SPELL EFFECT

NAME
LORE

RANGE | CASTING TIME | SPELL LEVEL

DURATION | VITALITY COST | SAVE

SPELL EFFECT

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DURATION | VITALITY COST | SAVE

SPELL EFFECT

NAME
LORE

RANGE | CASTING TIME | SPELL LEVEL

DURATION | VITALITY COST | SAVE

SPELL EFFECT

Credits

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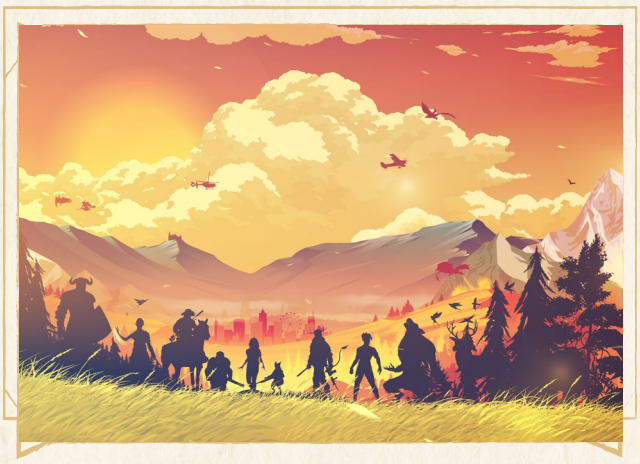
Special Thanks

This work includes material taken from/inspired by the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.

Liger0 for his compilation of DnD modern rules. His work "Aj's 5e d20 Modern - Equipment, Gear, Vehicles" was a great inspiration for developing the vehicle system you see in this book.

Star Sail Games for their system on diseases, which was a great inspiration.



On the Cover

In "Facing the New World", Louis F. Krahn depicts a group of survivors overlooking a city covered by the black fog they are about to enter.

A NEW WORLD DAWNS

The *Survivor's Handbook* is the essential reference for any SAGA OF A NEW WORLD roleplayer and story writer. It contains the framework for randomly or deliberately determining what would happen to you should the changing fog descend today. In addition to a diverse set of species and potent classes to play it includes rules for exploration, modern firearms, vehicles, and a unique settlement system to build and manage your community.

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WILL YOU STAND...
OR WILL YOU FALL?

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