

MITHRILPUNK

HEROES OF SKYFALL



A PLAYER'S OPTION SUPPLEMENT FOR 5TH EDITION

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Heroes of Skyfall



MITHRILPUNK

To our Kickstarter backers,

This entire project would never have been possible without your interest and support. You took a chance on us, and because of that we put a lot of love into this book. We are extremely proud of the result, and we know you will feel the same way.

To many future games,

Derek, Warren and Chris

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THE TRAVELER'S GUIDE TO SKYFALL

*Originally written by
Veldure of Oxna-on-the-Flats*

*Faithfully transcribed without alteration by
Dantin the Scribe*

THE CITY AT A GLANCE

Skyfall has many different faces depending on how you approach it. If you are coming overland you will see a verdant plain stretching from the ocean to the far distant God's Peak Mountains... but avoid Velbore Pass at all costs, it has not been safe for ages. From the mountains flows the snowmelt-fed Plummet River, and if you follow this it will lead you to the fortress-like walls of Topside. These mammoth constructions run for several leagues along the coastal cliff, enclosing the farmland and paddocks which feed Skyfall. Despite the acreage, there are few buildings visible on Topside. Mainly one sees the crystal spire of the Lighthouse, a few mills and herd bunkers, and the Maw, a giant building shaped like a sea monster that serves as the gates to Belowdeck.

But if you come from the sea, you will be met with a far different sight. Night or day, long before you reach the coast you will see the gleam from the Lighthouse on Topside. This giant column of crystal gleams night and day to guide ships into the safe port below. Soon enough, the sheer cliffs will loom out of the horizon, separating the green pasture above from the white and blue ocean below, and before long you can make out the cave, nearly two leagues across and half a league high, that the city inhabits. Closer still you will make out buildings hanging from the ceiling, the most prominent of them all being the Senate Palisade directly under the Lighthouse. Airships and trade vessels sail in and out, deftly maneuvering around each other.

As you approach the mouth you will be boarded by a pilot from the Mariner's guild, borne to you by a small airskiff. These locals know all the passages through the breaker reefs which protect the harbor of Skyfall from the waves and the seasonal armada storms. Below you the water, though foam tossed, is clear enough to see all manner of life swimming around more than a few unlucky vessels. If you are fortunate, you may even glimpse a salvage golem at work recovering lost

treasures from the newest wrecks, or harvesting bodies for the necromancers of the Lightless Depths.

All around the cave are building of every description and architecture. Catwalks, rope bridges, ladders and stairs abound. Maps of Skyfall are notoriously inaccurate, in part because of the difficulty in displaying a city that covers every surface above, below, and to the sides of this immense cavern, but also because buildings accrue with no perceivable plan, growing like fungus over older structures. The experienced visitor will learn to navigate by landmarks, like the aforementioned Palisade which glows with light filtered from above, the Plummet Falls with its many water traps near the back of the cave, and the ever visible mouth from which most traffic enters.

At the edges of the harbor inside the cave are many quays and piers where seagoing vessels are being unloaded, while above airships are tied to buildings that hang like stalactites from the ceiling. Some may become nervous when they see the likes of trolls, goblins, and other more nefarious races conducting business with elves, humans, and dwarves, but do not fret. Everyone here is ready to set aside old hatreds in the name of commerce, and if they cannot, the City Watch is always close at hand. The first casualty of war is profit, as the old Banking Guild proverb goes.

Next we will take a closer look at Topside, the lands above the city, and specifically the most unique Lighthouse one may ever encounter. Until then, rest well, traveler!

TOPSIDE, BREADBASKET OF A TRADE EMPIRE

If every ship that arrived in Skyfall were to carry only foodstuffs, it still would not be enough to keep the population from starving. The lands above, though lush and beautiful, are filled with so many dangers that

a poor farmer could not hope to survive alone. Hives of mindfire wasps can spring up overnight, packs of wasters swarm through every few weeks, and this is to say nothing of the lumbering tetratauns, who could devour an entire herd without breaking stride. How then, could such a city hope to feed itself?

The answer, of course, is Topside.

On the plateau directly above the city, enclosed by gargantuan stone walls and watchtowers, are many thousands of acres of farm and pasture worked by nearly a quarter of Skyfall's population. Topside is a veritable symbol of fertility and prosperity, a patchwork of wheat, sorghum, hemp, and countless other crops interspersed between open fields filled with livestock. These fields are monitored and regulated by the Minister of Agriculture, a local farmer elected solely by residents of Topside, but approved by both the Senate and the predominate Mage's Guild. Of all the people in Skyfall this Minister is among the most important; his ability to rotate crops, deal with weather related disasters, and generally keep the food flowing down the Gullet dictates whether the city as a whole prospers or withers.

The city walls are a wonder to behold. Outside the city they are nearly vertical, but inside they slope so gently up to their ultimate height that, standing inside them, one feels as though one is standing in the bottom of a great bowl. In some areas, industrious farmers have added layers of topsoil in order to plant even more crops, and in other slightly steeper rises locals have carved out seats to form large amphitheatres for performances, celebrations, and other civic functions.

The walls are built thusly, nearly ten times as thick as they are tall, in order to strengthen them against the power of armada storms as well as the larger forms of local fauna. Though they are not tall enough to keep even a youngling tetrataun from breaching them, they allow a heightened platform for a single legion of the city watch to mount enough of a defense to push back a herd of the five-legged monstrosities.

Topside is generally devoid of large structures. Certainly, one may observe farm houses and herd bunkers built low to the ground to survive the fierce winds of an approaching armada storm, but aside from these modest constructions there are but three buildings of note. The largest but least impressive of these is the communal mill, a large building set on the banks of the Plummet River shortly before it disappears into the Falls. This sprawling complex actually covers a length of the river, protecting an uncountable number of waterwheels that power many mills, grindstones, and other machines of a suspiciously arcane nature. While the wonders of this building are amazing to behold, it is a closely guarded area, requiring an act of Senate to even allow a tour. This humble author, after many years of service and more than a little expenditure of coin and influence, managed to obtain such a visit, and though he is forbidden to write of particulars, he is allowed to say that he has never beheld such a wonder of ingenuity, cooperation, and intelligence. This building truly gives him hope for our world.

Next in size is the Maw, the entrance to Belowdecks and Skyfall proper. Set at the end of the market strip just beyond the main gates, this is more sculpture

than building. The Maw looks like a great seagoing behemoth set upon the plateau, its gaping mouth wide as if swallowing the main concourse to Belowdecks, reminding travelers from Topside that they now descend into the belly of the beast.

And finally, of course, is the great Lighthouse of Topside, of which there is simply too much to say in the little space left to us. Join us again next time, weary traveler, and be ready to climb with us to the top as we plumb its ancient mystery!

THE LIGHTHOUSE, BEACON OF CIVILIZATION

When one thinks of the city of Skyfall, the two buildings that instantly come to mind are the Topside Lighthouse and its counterpart belowdecks, the Palisade. Today we examine the former, how it is actually a part of the latter, and discuss the myth that ties the two together.

But first, a quick word on orientation. This humble author has spent so many years in this city that he often forgets what may appear strange to a neophyte. It should be said that Topside and Belowdecks are at once both locations and directions. A traveler walking through the fields of Topside will head belowdecks, and then find herself in Belowdecks. Likewise, another traipsing through the catwalks of Belowdecks will head topside, never to Topside. It is a linguistic technicality, to be sure, but one that will instantly mark you as target for any number of criminals and confidence men.

So, let us return topside to our exploration of Topside, and that most iconic and enigmatic of buildings, the Lighthouse. This unique construction stands at the center of the city (indeed, the city was built around it) less than half a league from the edge of the cliffs. It is most clearly described as a shaft of clear crystal nearly four hundred feet tall, though it has many structures built around its base and at its peak. At night, fires are lit around its base, setting the entire crystal to glow and calling both sea and air vessels home. During the daytime the sun glints off its many facets to offer the same beacon. Seagoing vessels report spotting the Lighthouse more than two days out, and airship captains claim never to lose sight of it on the horizon, calling its glow the Trade Star.

The crystal itself is set in a shallow depression, and ringed around it are several semicircular buildings connected by bridges. These buildings house the light-keepers and the great stores of fuel for the fire, be they wood, peat, sulfur, or in some cases elemental mages, whatever happens to be trading cheapest at the moment. The sides facing the crystal are made of polished stone or glass to better reflect the beacon fires.

None of the surrounding buildings are taller than a few stories, after which the Lighthouse is pure crystal until its very tip. Here, a widow's walk and small landing platform have been erected, and are accessible only by airship. The City Watch maintains a constant vigil on all horizons, watching for threats to the city that can come in the form of foolish pirates, lumbering monstrosities, and devastating armada storms.

The Lighthouse serves another function for the city

of Skyfall that is different from all other lighthouses, or at least of those that this author knows of. The shaft of crystal that towers so high above the plateau actually descends down through the ground to hang from the ceiling of the cavern belowdecks. Here it is partially enclosed by the Palisade, the largest building in all of Skyfall, home of the Senate itself. During the day, the same sunlight which glints off the crystal topside to act as a heliograph to ships filters down and shines out belowdecks as well, filling Skyfall with a cheery, if muted, glow.

The origins of this strange crystal have never been satisfactorily explained, but as one would expect, there are many myths and legends that tell of how it came to be. This author's favorite tells a tale of two warriors whose names have been lost to antiquity, one a crusader of order and rule, the other possessing a wild and untamed heart. Perhaps because their natures were so at odds with one another, they fought a fierce battle up and down the coast until the wild one, greatly wounded, ran and hid in a hole. The crusader was not fooled, however, and he thrust his crystalline spear into the earth, breaking it but slaying the wildling. In another version, the two warriors were brothers who fought side by side, and when the wild brother was slain in battle, the crusader marked the grave with his own broken spear. In either case, that broken spear remained and over the years it grew, or the world shrank, and it became the crystal shaft of the great Lighthouse you see to this very day.

So indeed, this mysterious structure is a vital piece of both the mystery and the day to day operation that is Skyfall. It is a lighthouse in two different senses of the word, serving to guide ships home night and day, and to provide sunlight to the cavern below. Next time, we walk through the Maw, down the Gullet and past the Exchange. Hide your valuables inside your boots, pack a dagger and make sure you have your citizen's coin or else we may run into some dire troubles as we set off to discover Belowdecks!

BELOWDECKS, A NEW KIND OF UNDERWORLD

Oh, dear traveler, how excited I am! Though we have been spending quite a few days in Skyfall already, this is where the adventure truly begins! Topside is beautiful, to be sure, and holds some sites that may not be seen anywhere else, but in this humble author's opinion, everything happens belowdecks!

But first, we must prepare ourselves, for although Belowdecks is the safest environ for leagues in any direction, it has its own forms of danger that we must prepare for. And the first of those that we must consider is securing our Coin. We are not speaking of the money we will be spending down below, though safeguarding that is nearly tantamount; no, we are speaking of citizenship, identity, the legal right to traverse through Skyfall. Visitors in general are allowed into the open market sprawled in front of the Maw, but anyone who wishes to go belowdecks or travel into the more controlled parts of Topside (or at least do so legally) must be registered and coined with the City Watch.

The process is painless itself. Near the market and belowdecks on the docks where most vessels first birth one can find the Watch Registrar. You answer a few questions, mainly your name, city of origin, race and business, and are issued a temporary Trader's Coin, so named because most people come to Skyfall to engage in some form of trade. Your Trader's Coin now becomes your passport to the rest of the city, and you must keep it on you at all times or else face possible incarceration. Those more magically inclined than yours truly have said that during this interview they feel some mild divination magic at work, but this author says if it means I am more safe in this city, than cast away!

One last note before we move on, Skyfall itself is ruled over by the Senate, but its interests are directed chiefly by the six Guilds left over after the recent trade wars. More to the point, citizenship in Skyfall is only granted to those who have been coined, more properly adopted or employed, by a Guild. To be clear, our Trader's coin stands apart, and does not make us citizens or members of any Guild. Everyone we meet shall either be visitors as we are, coined members of the Guilds, or uncoined illegals stooping in the city. There is more to say on coins, but we will cover them later when we take a closer look at the Guilds themselves.

So, coined as it were, we set off through the Maw and down the Gullet. Forty men can easily walk abreast in this wide walkway or they could if it weren't filled to capacity with all manner of people, livestock, and goods making their way to and from the Exchange. Despite the chaos, it slopes gently and turns on itself several times on its descent through the upper layers of rock that encase the city below. It is flanked by two deep ditches that funnel rainwater for city use, and the murmur of coursing water mixes with the echoes of footsteps, the mew of cattle and the throng of many voices. There's not much else to say about the Gullet; it is noisy, crowded, and smells chiefly of dung, and if you are not careful, you could easily get trampled by a steer going to the slaughterhouse.

It's a dangerous road, friend, especially for one not used to walking it. Let us stay the conversation while we traverse it. Stay with me, I'll keep an eye ahead for the clearest route, and you keep one on the ground to make sure we don't step in anything. We'll talk again once we come to the Exchange.

BELOWDECKS PART 2, INTO A WARM EMBRACE

Well, that wasn't too bad, and here we are already. As you can see, after our brisk stroll the walkway opens up on a large cavern encased on the far side by a forty foot tall wooden wall. This is the Exchange, a type of market in and of itself but more for bulk purchases and industry applications. Here livestock are traded by the herd, caravans are bought and sold by the wagon, and goods are inspected, taxed and shuffled off through so many different doors and passages. The room is apparently well lit, but as to how, this humble author has never surmised.

We make our way past one set of doors in the far

wall, our coin inspected by a member of the Watch, and walk out onto the Promenade beyond. This open deck is almost as large as the Exchange itself, and serves as most people's first (and if I may say, most scenic) view of Skyfall. Upon exiting, we see that we are at the back of a giant cave stretching more than a league to either side, and almost as far out in front of us. In the distance across we can see the mouth of the cave, itself a league across and nearly half as high. The sea rolls right in, bringing with it a salty breeze, and indeed some hundred feet below us we can see the waves lapping against the back of the cave. In the distance to our left (to port, as it were, for in Skyfall, the sea is forward, the cave is aft, and when one faces forward as we do port is to the left and starboard is to the right) the Plummet River bursts through the rock and showers down into so many water traps that its violent torrent becomes but a gentle fog near the ground. Its water sweetens the air and its roar, while not deafening, is loud enough to be heard throughout most of the city. However, not even it could silence the bustle of life, the sound of cord and canvas, the ringing of bells and the shouts of crews of countless ships, both on the water and in the air.

And of course, clinging to every side of the cave is the city itself. Buildings spring up at the water's edge, climb the cavern walls, and spread like swallows nests over the roof of the city. Majestic spires rise from the ground and dangle from the ceiling, and everywhere above and below us swing rope bridges, catwalks, climbing nets and ladders. And most prominent of all these buildings is the Palisade, the mirror of the Lighthouse topside, its shaft of pure crystal radiating a soft glow of sunlight through the tower built around it.

The continual buzz and bustle of this city is to this author as sweet and comforting as any melody sung by a favorite bard. Indeed, as I walk past the doors of the Exchange and onto the Promenade, I feel as though it is the voice of this fair city whispering to me, Welcome home, weary traveler! It has been far too long!

But I am overcome now, tears well even as the heart soars. Come, friend, let us quit to the Crow's Nest and refresh ourselves with a local brew. After that, perhaps, I will take you by the docks and speak a bit of the recent Trade War, and the six Guilds who survived it. First round is on me, friend!

THE CROW'S NEST

This close to the cavern wall most structures stand atop stone rather than hang from it. As such, the path we take as we leave behind the Promenade may be aptly described as a wooden bridge, though in some places the shops and houses above and below it encroach so closely that it appears to be a boardwalk. But we soon leave that behind as we head out over the sea in the direction of the Crow's Nest, one of my favorite taverns. First we cross a rope bridge and actually find ourselves climbing a bit to reach a set of catwalks wrapping around

a large cluster of hanging shops. Here, we take a spiral stairs up to the next level, another free-swinging bridge into a slightly more residential looking borough, and there ahead we can see the familiar shingle displaying a picture of the wooden lookout's platform that most sea ships put atop their tallest mast.

The catwalk here is also covered with buildings so that one only catches an occasional glimpse of cave wall far beyond or sea far below. We amble up to the door, which in all my years visiting this wondrous city has had the same bouncer sitting in front of it. Please to meet Zuth, a native born troll, and the reason things are so peaceful on this stretch of the walk.

And oh yes, I did say troll. Don't stare. I've mentioned it a few times, but in this fair city, all are equal if they have coin or skill and they manage to at least tolerate others. Believe when I say that Zuth the doorman has both plenty of skill and plenty of coin, and if you do manage to get in a row with him, no one will believe it was he who would not tolerate you.

For all his gruffness, he is actually quite a charming fellow. Ask him sometime about that anchor sitting next to him. I won't spoil the joke for you. He is only here to remind us that at the Crow's nest, unsheathed steel and spell of harm are strictly forbidden, and as long as you abide, he will be accommodating.

Inside on the first level it feels like almost any other drinking house you've ever been to, rows of tables and benches, small private booths on the edges, a long worn bar at the far end. Only two things mark it differently than a mainland tavern; there is no hearth, for the weather here rarely gets cold, and all the staircases lead down instead of up.

Saunter up to the bar and order an ale of the Lich. As I am buying the rounds today to celebrate this homecoming, I sign over a letter of debt. Purse thieves are so common and gold so rare in this city that most have given over to using letters of credit and debt, and allowing the Bankers Guild to sort it all out at the turn of tide. Because I am well known and I carry a Golden Shield of Trade (as opposed to your copper Penny of Trade), the Crow's Nest will take my letter of debt with no worry or markup. Were you to pay, unfortunately, we would require purchased letters of credit, and would be paying a premium.

Let us go to the Nest proper, down this spiral stair. We pass a half level of rooms both for business and long term habitation and find ourselves descending upon an open veranda beneath the tavern that commands an unblocked view of the cavern around us. A lithe elven lass glides between tables taking orders and disposing of empties before they get tossed overboard. To starboard there you may spy the platform rigged with pulleys that may be lowered to cargo ships below to procure refreshments both liquid and solid. To port you see a short pier with several air skiffs tied up to it, for if you look between the boards beneath your feet you will see we are even higher above the sea than when we started off from the promenade, and closer to the mouth of the cave as well.

Sit here, relax, and enjoy the view, traveler. Let the aromatic hoppiness of the ale revive you, and in a short while, we will travel to the docks!

THE DOCKS AND VESSELS OF ASSORTED NATURES

Now that we are fortified and refreshed we should journey downwards to the water's edge and take a look at the lifeblood of this great city. Commerce powers civilization, and here trade powers commerce, which is fine and good since civilization protects us from the dangers of the Besieged Cliffs, so it is only by trade that we are able to survive those ridiculously gargantuan horrors that roam outside the walls of Topsyde...

Forgive me, traveler, the ale of the Lich is powerful stuff, and has gone straight to my head. In fact, I am having a bit of trouble walking. Perhaps a stroll through the catwalks would not be so advisable right now. I have promised to show you the docks, and indeed I will make good on the offer. Let us head to that pier and requisition an airskiff.

There are many air vessels here in Skyfall, powered in a number of different ways and operating in a variety of capacities. Small airskiffs like these can be hired to ferry you and a few friends about if you have the coin for it, and indeed I do. A word of warning, though, only pay after the trip is over or you may find yourself left behind by an unscrupulous sailor.

This particular model, do you notice the wings extending below the hull? Don't ask me how, but they thicken the air directly below them which allows the skiff to float as if on water. Were you to step off the pier here you would float next to the skiff yourself. However, if the pilot moved the vessel away from you the air would thin and you would plummet to a hard landing 200 feet below. From this height, even landing in water would surely break your bones so best watch your step as we climb aboard.

The ride is as smooth as can be, and swift as well if you head downwards. Heading upwards is a bit slower in this style of airship as you must tack against gravity. As I said, other ships employ different methods of locomotion and thus exhibit different characteristics in flight.

This may be our best view of the cavern fleet as we approach the docs. From here you can see quite a number of airships, most of them tied up to buildings above to unload cargo. Below you can see nearly ten times as many seagoing vessels as airships, themselves either at dock by pier or quay or else moored to buildings above. Skyfall is said to have so much line that were it all tied end to end you could lasso the moon itself, and though I doubt whether anyone has actually done the calculations I do love the poetry of it. Regardless, rope making is a major industry here, as the fields of hemp just outside the walls of Topsyde attest to.

You may ask why so many still choose to sail the sea when vehicles like these exist, and the truth is as always many-faceted. Foremost is the fantastic price of even a tiny skiff such as this, not just in purchase but in upkeep. You saw the small fortune I paid our pilot here, and you may notice the thinness of his shirt at the elbows? Most of what he has goes to this vessel, you can be sure. As they say, an airship is a hole in the sky that you pour money into.

There are also those with plenty of money who still

sail the ocean because they do not trust the magics and machinations that keep these vessels afloat. If a ship sinks, you may at least attempt to swim to safety, but if the wings on our skiff were to fail, we would not be swimming anywhere so much as falling. Down.

Rapidly.

And then there are more practical reasons. While an airship may be faster on most voyages, it cannot carry nearly as much as a seagoing ship of the same size. Bulk cargos are almost exclusively shipped by sea, and traders reserve room on an airship for expensive items that warrant the extra cost or benefit from the added speed. Then again, pirates know this as well, and have almost exclusively moved to airships when they can afford it, as from a floating platform they may attack air and sea alike, and they can outrun most of those that sail on either.

So, though these machines can be amazing, they will not be completely replacing sea ships any time soon. Ever, if I am right. And if you need more proof of that, just look at the traffic here as we arrive at the commercial docks.

And my voice is sore from so much talking. Let me take a short rest, and we will continue discussing the stevedores and other guild men working here in a short while.

THE DOCKS AND VESSELS OF ASSORTED NATURES, PART 2

Apologies, dear traveler, talking at such length really taxes me. I think perhaps soon we will call it a night and start fresh in the morning. But I've rested now; let us at least finish our look at the docks. The air skiff gives us an amazingly swift platform to view the chaos below, saving us considerable time and effort trying to wade through the throng of workers and sailors.

As I've said before, trade is the lifeblood of Skyfall, and nowhere is that more apparent than here at the heart of the city. Though many ships unload directly overhead into buildings throughout the cave, this is still the primary destination for most. The commercial docks encompass almost half the waterline around the cave, with the rest of the real estate dedicated to private residences or semi-private industry. We will speak more of that later.

The Docks proper, as you can see, is really just a locale. More than 60 piers and quays stretch out to feed hundreds of warehouses, all worked by thousands of every race imaginable. For a sailor visiting Skyfall his first time, the sight of orcs and trolls working with humans and dwarves may be shocking, but I find it a refreshing reminder of what makes society great, of how we may all learn to work together for profit.

There is no one owner or operator of the docks, though all who make their living by sea trade are members of the Maritime Guild. Sailors, pilots and shipwrights, stevedores and dock workers, salvors and fishermen, all fall under their sway, making them a particularly powerful force here in Skyfall. Before the Trade wars, there were several guilds for each of these industries, but they banded together to strengthen their position in the city, and are now a bit of a juggernaut.

Speaking generally, of course, a ship comes in and weighs anchor in the harbor beyond until it has space at the docks. It may spend several days waiting to port depending on the season, but once there is a slip, the crew hauls up and docks. Sailors disembark and avail themselves of the many taverns and... hostels in the area, while stevedores unload the goods and store them at whichever warehouse the quartermaster has procured space. This is also where goods are catalogued and taxed by an official of the banking guild working alongside a hand of the Senate and a royal of the Maritime Guilds. Such work may be overseen by other members of whichever guilds hold interest in the cargo, though there are at least always these three.

You will see also the heavily armed and armored figures walking around. These, as you may have guessed, are members of the Watch, the city guard. Almost half of their numbers are present here at the docks, which again speaks to the importance of fair and honest trade to this city. For comparison, only a quarter of the Watch guards Topside from attack by the gigantic Tetratauns, the swarms of mindfire wasps, and the tribal grothik that plague the walls daily, and less than a tenth are required to guard against and battle fires that would mean the instant and complete death of this fair city.

There is, of course, a large bastion for the Watch here at the waterline, and the Registrar for sailors may be found in the same place. Next to it, as if huddling against the legs of its bigger brother for protection, is the grand edifice of the combined Senate and Maritime Tax House. Here captains either pay the taxes on their goods or provide proof that remittance has already been made.

The Salvors have many stations set up throughout the cave and even a few temporary ports outside so as to reach a wreck first, but here you may also find their headquarters. This sprawling complex is part guild house, part warehouse, and part storage and reclamation yard for the goods plundered from the depths. There are strict laws about ownership, so for example if your shipment goes down in the harbor it is technically still yours, but the person who pulls it from the depths also claims a portion of its profit. A word of advice, stay out of the way of the salver golems; their lack of compassion for the living may be an unintended by-product of the orders they are given, but the danger is real nonetheless.

And finally here at the docks you may find a number of shipyards catering to the creation of new ships and the restoration of old, using building traditions of many different types, races and locales. Ships of both sea and air made here at the Besieged Cliffs must be tough and swift, and are widely regarded as some of the best made in the world. This is so much the case that many yards have their shipwrights under constant guard for fear of kidnapping, and they are all insured heavily if the guards themselves fail at their job.

Of the guilds, I should say more, now that we are here, but perhaps that will make for better chat tonight as we dine. It will give me a chance to explain the Trade Wars, only recently ended, and the political aftermath that has ensued.

THE TRADE WARS

Several times now I've mentioned the Trade Wars that recently plagued our city and obliquely referenced the six guilds that emerged in the aftermath. Though everything appears hale and healthy, if you look close enough at the buildings and people you can see recent scars still healing. In truth, we've had little less than a year of relative peace, and we have the six to thank for that. It's time I explain about the wars, but first, you need a little history lesson about our fair city.

When Skyfall was first founded, which was so long ago that I must admit right now we are speaking of things more akin to myth than fact, it was little more than a squalid place to hide from storm and creature. This was despite the cave originally being a breeding ground for leviathans below and tetratauns above. The first settlers were pirate bands seeking a safe port, for they were the only ones equipped to flush out such infestations. The usually independent bands found themselves in the precarious position of requiring each other's help to battle so many dangerous creatures in such a space as the sea cave.

Thus the first brigand princes were chosen from among the hardest of captains and sagest of leaders (I say princes, but there were a good many princesses among them as well). Some specialized in fighting the different creatures, others in training men and repairing ships, still more in coordinating raiding efforts to keep the princes in supply. Over the course of many years they finally rid the waters of all but the deepest leviathans and drove the tetratauns topside into the light.

And then, to the amazement of the brigand princes and princesses, once word got out that the great cave had been cleared, common folk who would normally flee from the sight of their sails started showing up on the pirates' doorstep offering services and trades in exchange for shelter. What's a brigand or two compared to the dangers of a flight of mindfires or the power of an armada storm?

At first, this suited the needs of the brigands. Suddenly, they had farmers and fishermen, capable shipwrights, merchants and tradesmen all begging to work for them. Because their resources were finite, only able refugees with skills or trades were allowed to stay, and at first they segregated themselves in little colonies all around the vast cave. Here a pocket of blacksmiths next to the coal dump, nearby an enclave of enchanters to imbue sword and shield with power, far away a clan of alchemists so that their black powder may not be set off by stray sparks from the forge. Settlers were given a coin denoting their trade, and if anyone were caught without a coin, or were proven to have a false coin, they were cast topside if they were very lucky. We shall not speak of the unlucky ones...

As the influx of settlers grew, so did the logistical needs of the city. Only a few years after establishing their safe port, the pirates found themselves severely outnumbered by common folk, and the citizenry (for they had begun to think of this cave as their city, their property) began to demand things that the brigand princes had no ability or even desire to offer. A fire brigade, a city guard, some means of settling disputes,

dictates on the handling of sewage, all the mundane aspects of civilization that many of the princes had turned to piracy in the hopes of avoiding in the first place. The fledgling guilds began filling the vacuum of authority, and the leaders of each formed a masters' council which would eventually become our dear senate.

Slowly over many years, the council of brigand princes discovered that they had lost their safe port to a thriving city. Some exchanged their cutlasses for civilized attire or military office, others left to find their own private retreats and continued seeking fortune on the high seas. A few were hung, but that's another story. What replaced them were hundreds upon hundreds of guilds, all working for profit and vying for political capital and thus control over their own swath of the city, all in the name of profit.

THE TRADE WARS, CONT.

As I was saying, the political retreat of the pirate princes (and princesses, we must absolutely not forget them lest they decide to take our heads in offense) left the guilds uncontested for power in the city. Certainly there was the senate, but at the time it was little more than a common ground for those with power to safely argue with and insult each other. I assure you the Palisade Chambers are much changed nowadays. For one, they are considerably more dangerous.

In any case, this was the political climate for centuries. Hundreds upon hundreds of guilds, for everything from silk traders to street sweepers, shipwrights to shovelers of sh... well, you get the point. And worse yet, there were many guilds for each industry, some split by geographic location or political affiliation, others by equally inconsequential differences that could only be discerned by close and careful reading of the bylaws. For instance, there might be a discussion in a tailor's guild about the proper way to place the fasteners on a corset, and suddenly there is shouting of oaths and laying of blows, and then there would be two guilds, identical except in how the leadership thought best to secure bosom in linen.

Then, about two decades ago, things really got out of hand. It all started, as it often does, innocuously enough. A certain soap-maker's guild (not *the* soap-maker's guild, simply *a* soap-maker's guild) took issue with, of all things, the Necromancer's monopoly on the dead. Without delving too far into the insanity (though we really must talk about it at some time, because it is a ridiculous story in every sense) the Necromancer's guild has for nearly the entire life of the city been charged with the protection of Skyfall from the dangers of the Lightless Depths. In return, they are given the bodies of all dead Skyfallians, which of course they animate to man their undead army.

Certain soaps are made from lye and fat, and the soap-makers were tired of fighting with the butchers, leather workers, cooks and grease makers over a limited supply of animal corpses. They made the argument that they should be granted the rights to buy (I shudder at this) the less usable corpses of dead citizens to help alleviate their financial burden. Soon, they had a coalition behind them of other guilds who

wanted to break other supposed supply and service monopolies in the city.

Suddenly the senate was inundated with requests to rule against different guilds. The senators, knowing an opportunity when they saw it, began passing laws, taking enormous bribes, and solidifying their power and positions. The more established guilds, uncomfortable with the senate's attempted power grab, began openly rebelling against their rulings, citing free trade and loss of profit.

Normal supply lines were thrown into disarray. Industries fearing shortages began to hoard goods whether they had the need for them or not. The rule of the day became "If you can buy it, you'd best buy it." Warehouses became overladen with goods that were not moving out the door, and began charging a premium for storage. Perishables began to perish in huge unused piles. The thieves' guilds suddenly found themselves in a position of great power and authority, or at the very least they grew rich off all the new jobs. All of these things caused prices to skyrocket to ridiculous new highs.

And here is where the ridiculous story ends, and the tragedy begins, but isn't that how history often goes? Men are comfortable, and so they become silly, greedy and stupid, and then they suffer for it. And suffer we did, on the Night of Fires.

THE TRADE WARS, AFTERMATH

The powder keg that was Skyfall continued to get worse. Guild affiliations changed from day to day, fights broke out in the streets over bags of coal, a couple of turnips, gold thread. Neighborhoods went on lock down, people were thrown out, beaten, or killed because they either did or did not join the right guild. For the first time in its long history, more people were leaving Skyfall to brave the dangers of the Besieged Cliffs than were moving into the city. Everything came to a head one cold autumn evening sixteen years ago, known now as the Night of Fires.

Some blame the Necromancers for intentionally leaving their posts, others claim that with more bodies being handed over to the soap-makers, rogue necromancers, and physician's schools, the undead army was not being resupplied as well as it should have. Whatever the case, one night there was a breach, and a host of myconids, hideous aberrations, and other nameless horrors came swarming out through the tunnels and quickly spread through the lower parts of the city. Suddenly, guild affiliation mattered little, and many fought and died in the streets to protect their homes, their property, or their loved ones. Many more began looting everything that they could lay hands on.

Remember now that there was no single Watch, but a variety of brigades throughout the city beholden to their particular neighborhoods. Most of them, especially those serving the more affluent districts, were kept in reserve to guard their little fiefdoms instead of lending a hand to their fellows in need. In the chaos, a large number of fires were started and quickly spread, and likewise the fire brigades were overburdened and under-supported by their neighboring brethren.

When it looked as if the entire city were at an

end, the unlikelyst of heroes emerged. Twelve of the most well established thieves guilds banded together to protect their fleecing grounds. Some defended the poorer sections of the city where monsters ran rampant. Others protected shops and warehouses in the safer districts from stealing their rightful bounty. A select few bribed, cajoled, or outright threatened neighborhood brigades into action, going so far as to hold family members hostage or murdering captains who refused to leave their districts.

Slowly, the tide turned. The brigades, backed by members of the Twelve, retook the ravaged districts and began fighting back the fires that threatened to consume the city. Word came that the Necromancers were holding out against what appeared to be several different armies on multiple fronts, and the collectors were sent for to gather the newly fallen and bolster their numbers.

By the time the crystal began to glow with the morning sun, most of the dying was done. It was time to rebuild both the city and the system. The Platinum Royals, the leaders of the largest guilds, assembled with the senate and convened the Autumn Council, endeavoring to fix what they could and to disband by winter. Until then, no member of the Council would be paid, and all the proceeds from their guilds would instead go to rebuilding the city. Not everything they did was so selfless, to be sure. In what could be seen as a very self-serving decision, they took advantage of the rebuild to incorporate all guilds into one of six, thereby solidifying their power come winter.

The original contract with the Necromancers was renewed. Once again they would deal solely with the dead of Skyfall, and use them to protect it from the dangers of the Lightless Depths.

The Council solidified all local militias into the Fire Watch in honor of the sacrifices made by the fire brigades on the Night of Fires, an entity unto themselves and responsible for protecting the whole of Skyfall from all other threats, be they monstrous or man-made.

The Banking Guild would control all aspects of money lending, and would also be responsible for traders, scribes, accountants, and merchants who did not produce their own goods.

The Crafters would be comprised of those who created goods or offered services, such as the carpenters, candle-makers, farmers and architects.

The Mariners' Guild would control the docks and along with it the shipwrights, salvors, pilots, warehouses and stevedores.

And finally, the Twelve, as reward for their efforts during the Night of Fire, were given any and all thieves guilds, assassin's dens, or local gangs to control... though they would still be hunted by the Fire Watch if things got out of hand.

And thus, by the winter solstice and with the city at least on the road to renewal, the Autumn Council disbanded, the senate reconvened, and the six remaining guilds vowed to keep the peace.

THE DREGS

I apologize, dear traveler, for the heaviness of our tale. History is rarely a happy story, or more correctly

when history is happy, no one tends to talk about it. However, we are almost finished with our tour of this fair city; only three distinct locales remain, and the next one is a natural segue from the Night of Fires. The districts behind the docks, and yet low enough to be built upon rock instead of hanging from it, lie before us. Feast your eyes on the Dregs, and pray you never end up here.

Belowdecks is comprised truly of two cities, one that hangs from above and another that reaches from below. At the waterline we have already seen the Docks, which comprise any place near the shore of this sea cave that may safely harbor and serve ships. Behind that, and in the places unsafe to land, honeycombing its way into the rock, and near the Plummet Falls where the moss and mold eat away at any exposed timber lies the slums of Skyfall, collectively called the Dregs. If you remember our tale of the Night of Fire, this is where the creatures of the lightless depths first exploded forth, and upon looking closely at the back of the cave you may notice some of the wider tunnels and thoroughfares that will take you to Fenrot and the Depths beyond. Here and there you may still spy a burnt out hull of a building, though it is truly difficult to distinguish between them and the otherwise ubiquitous squalor.

Here is mostly residences, and the few businesses that do exist are primarily local in nature... market stalls, general goods, bars, or fronts for things more nefarious. As we approach the back walls of the cave, you can see how the Dregs seem to climb up as if scrabbling to pull themselves out of the mire below. There at the midpoint, what we would call the turn of the bilge in a ship, lower city and upper city entwine in a series of platforms, stairs and catwalks. The Open Market in Topside is where you go to buy foodstuffs, the Exchange is for bulk goods, and the shopping districts that run throughout the upper city sell almost everything else, but there at the Turn, that's where you go for goods and services of a more nefarious nature.

It is said that somewhere there at the Turn, the Twelve hold their court.

But below, though it may seem depraved and wicked, in truth the Dregs is simply a home to many of the less fortunate in this city. Rents, if they are even collected, are cheap. Communities tend to look out for one another with a fierceness usually reserved for the wilds of a frontier. Those born and raised here, indeed, those that survived the Night of Fire, are as tough as they come and not a bit shy about it.

And that, my friend, was why I told you of the Trade Wars before we arrived here. To understand the people that still call this place home, with its dark and all too recent history, are very much still defined by that war and the night it ended sixteen years ago. This is the dark side of Skyfall. This is what happens when a city defines its values on profit and loss. This is where the lost end up.

But they are not evil, or even threatening for the

most part. These that live in the Dregs are simply unfortunate. Or else, they prey on the unfortunate, and that's where the danger lies. I say this as a warning, for as you can see our little airskiff is coming in to land. No need to be scared, only cautious. And in the name of cautiousness, we will hire a few local toughs to escort us to our next location. I intend to show you at least the tiniest bit of Fenrot.

There, you should be cautious and scared. Indeed I would be worried if you were not.

FENROT AND THE LIGHTLESS DEPTHS

As you may know, the cave system that spreads out from our own megalith eventually connects to the denizens of the Drow and the Duergar, races not known for their love of... anything, really. In fact, we are less than a few days travel from several large habitations of both races, and in the old days confrontation with them was plentiful. Please do remember that if you spot a drow or duergar, or indeed something even more nasty walking the catwalks, common courtesy is to allow them the benefit of the doubt. Even those of dubious parentage are welcome in Skyfall, so long as they turn a profit.

Nowadays, we are protected from the more bloody minded members of these races, and from other less-minded and more monstrous creatures, by the Necromancers known as the Wardens of Life. Centuries ago a deal was struck (that some find distasteful) between the Brigand Princes and the Wardens of Life; all the dead of Skyfall would belong to the mages, and in exchange they would use their hordes to protect the citizens of Skyfall from the dangers of the Lightless Depths. In essence, every citizen of Skyfall is duty bound to fight for the city in both life and in death.

Now, there are many entrances into the cave system behind the cavern of Skyfall, but for the most part they are covered by buildings, or at least blocked by massive fortified gates. Only a few open roads exit into the lightless depths, and this is what we travel today, flanked on either side by a large troll-blooded reaver and a cheery but assuredly quite deadly grothik assassin.

We have spoken of the Necromancers, their pledge, their duties, and a little of the danger they stave off, but I felt that you should for at least a moment witness the world these few mages inhabit. And I should give fair warning, we are about to see a lot of undead. Many of them. Also, we shall (which I consider to be imminently more offensive, smell quite a lot of them. The stench shall get so thick that it will begin to feel as though we are also tasting a number of them as well.

Here, I suggest you tie this sprig of mint just below your nose, and perhaps chew on some of it as well.

It is important to note that at no time will we be in danger from any of these disturbing creatures. The dangers will come from other things. Centipedes that could devour cows, aboleths, lurkers, anglers that lure unsuspecting humanoids into their open jaws... these are what the troll and rat-kin are here for. And, to be clear, should we spot any of those creatures, their duty is to fight, and our duty is to run.

Fenrot is not a true district, it refers to the catacombs inhabited and patrolled by the necromancers and their brood. There are more than a few settlements, some near Skyfall like the Raising Grounds we are heading to now, some far into the caverns, like Firsthold, the deepest fortification manned by the Wardens. Each has a distinct function, though all serve as forts to repel invaders from the depths.

As we come to the Raising Grounds, you will first notice that stench. Bodies are brought here (and to several other locations) and are sorted and assigned before they are raised. Chiefly the Wardens prefer a zombie for defense, but the size and condition of each body helps determine its role in the defense of the city. Those with severe tissue loss are flensed and raised as skeleton shock troops. Some with more extensive damage are brought back as shadows or specters and used as ephemeral scouts. Some are mummified or turned to ghosts and sent on deep reconnaissance into the lightless depths. And then there are those who are missing portions of their bodies who are sent to the Wall...

But first, notice the near-banality of the Raising Grounds. Were it not for the piles of corpses, the undead servants shambling past performing menial tasks, you might mistake this for any other forward outpost of an empire. The humanoids here are pleasant enough. Certainly in the bases near the city there are families, children, homes and shops. It feels both familiar and yet so very alien. And now that we have seen the similarities, I will show you one last treat before we leave.

As I said, corpses lacking legs, arms or substantial bits of torso are added to the outer wall of every Warden Hold. From the inside, this wall appears nothing more than a fortification, but the outer edge, the one facing the danger, is covered in the remnants of undead who are no longer able bodied, but are far from finished. The whole wall is a mass of limbs and heads that protects the Hold from invaders. Acting as both guard and guard post, wall and watcher, the undead that cover the wall will spot approaching enemies, alerting their Wardens, and will hold them back if they attempt to scale or cross the fort boundaries.

That is perhaps all I can stomach of these grounds today. Though they play an important part in this city's defense, I fear I have little love for the Holds of Fenrot. We shall return to the city, where I will show you the last district on our tour, the Palisade.

THE PALISADE DISTRICT

We come out from the tunnels and board another skiff, this time heading back for the upper city. But we do not aim for the periphery; our destination is no crafting district or mere market or neighborhood. We make for the jewel of Belowdecks, the Palisade District.

I mentioned the crystal that forms the Great Lighthouse topside, and extends down belowdecks. That there in front of us, the tallest building to hang from the cavern ceiling, the one that chimes with a warm glow, that is the Palisade, the home of the senate. It surrounds the crystal, hangs from it even, and though it looks to be quite a large building, the crystal

itself takes up much of the interior space. Above, near the ceiling, the Palisade is wider; there you can find the chambers where the senate meets and debates endlessly about important things. Extending down the shaft of crystal, the Palisade grows smaller, and these are the private chambers of the individual senators, where the real deals are made. To stand in the building during the daytime is like standing above in Topside. The crystal is said to give off not just the light but also the warmth of the sun.

Around the Palisade is the wealthiest district in Skyfall, where in fact I have my apartments. The district itself is home to some of the most lavish and exquisite manors, some of the most exclusive restaurants and the most prestigious shops. As well you can find here the city's largest and most lush hanging gardens, most prestigious schools and campuses, and even an aquarium housing many of the creatures from the waters below, all hanging hundreds of feet above the ocean and yet still underground.

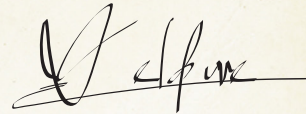
My apartments are there, just forward and to port of the Palisade. They are simple for the district, but their favorite feature of mine is the hanging balcony below the main rooms. It is a small circular affair with a stair that takes you above, and from there I can spy every last bit of my beloved home.

Though some look at all the Palisade District and see nothing but opulence, I myself see the soul of a great city, a great enterprise. This is the dream, a place

of beauty, knowledge, prosperity and perspicacity, all dangling precariously and serenely from the ceiling of this cavern. It is sunny and warm during the day, it glows softly of firelight in the night. From my balcony I can look in any direction and am in awe of what I see. Aft of me is the beauty of the city sprawl crawling across the cavern, a bit hazy from the mist of the Plummet Falls. Forward is the wide mouth of the cave where I often view the sun setting golden orange in the evening. Below both to port and starboard I can spy the docks welcoming in trade vessels of all sizes, the heart that pumps the very life blood of our city. And all about me I can hear my brothers and sisters, each of them yearning for their piece of the dream.

It may not be perfect and it is so rarely fair, but in this city, my city, truly anyone may rise to greatness.

Thank you traveler. Welcome to Skyfall.



Veldure of Oxná-on-the-Flats



CHAPTER 1: RACES

Race in Skyfall is rarely as important as you might find in other realms. At the end of the day, coin drives policy and interaction far more than the race of any given individual. As such, Skyfall can seem extremely cosmopolitan or even blasé about a creature's lineage. You'll regularly find trolls working alongside humans working alongside duergar, all focused on the bottom line. Of course, prejudice and animosity can exist anywhere; certain races, like the insectoid Traches, still struggle to find acceptance even in Skyfall. But for the most part, practicality and profit will trump prejudice any day of the week.

In this chapter, you'll find information about many existing races and how they fit in Skyfall, as well as three new races.

EXISTING RACES IN SKYFALL

In truth you are likely to run into any given race in any given district of Skyfall. Because commerce reigns

supreme here and nearly everyone is an immigrant, every race available for play can be found in every district of Skyfall working right next to each other. Some racial stereotypes do still hold true; for instance dwarves are more frequent in the crafting and manufacturing centers, but they work with (and sometimes even for) many other races, including orc, elf, minotaur, human, goblin and so on. At least in theory, old racial hatreds are set aside in favor of coin.

However, there is a bigoted minority that stubbornly distinguish between the so-called "light" and "dark" races. These anarchonists (and they exist at both sides of the continuum) consider elves, dwarves, humans, gnomes and halflings to represent the "light". Orcs, trolls, minotaurs, duergar, drow, tieflings and traches are of the "dark". Dragonborn and Grothik are much debated by those who make this distinction, as it is generally ill-defined and truly only exists in the mind of the racist.



GROTHIK

Born of arcane and alchemical experiments gone awry, the rodent-like Grothik have struggled for ages to be accepted by mainstream Skyfall society. When the city was young, many sought to dig tunnels into the cavern instead of hanging buildings from it. A cabal of arcane specialists, wanting to corner the tunneling industry, sought to alter several different burrowing rodents to create a controllable and subservient race of workers. Utilizing some of the random fonts of fecundity that spring up around the Besieged Cliffs, they experimented with making these rodents stronger, hardier, more intelligent and able to defend themselves from the denizens of the Lightless Depths.

The experiments were of mixed success. One line of Grothik was an excellent tunneler, while the other was nimble and dangerous in close quarters, able to protect their brethren. To a fault, both races were very friendly and eager to please their creators; their good nature won over many of the populace, and the cabal had a hard time justifying their treatment of these natural tunnelers as work animals. In the end, the entrepreneurial mages were forced, for reasons of public image, to take a financial loss and emancipate the Grothik.

Grothik live in extended family units called colonies, which include both Weasel-Kin and Molerat-kin. Each colony tends to be wholly devoted to one industry or another. They are most often members of the Crafters Guild, employed in tunnel construction, mining and (less often) in farming, though other colonies specialize in other things. Individuals often marry into other colonies, especially when they show an interest or aptitude for that colony's industry.

Molerat-kin and Weasel-kin may intermarry, but their offspring always express the race of the mother.

Small and Lithe

Grothik are relatively small creatures, generally half again as large as a gnome or halfling. Their appendages are of equal length, and though they are equally comfortable on two or four legs, they always walk like their creators unless they are working. They are generally good natured, playful and helpful, though exceptions always exist.

Weasel-Kin tend to be slighter and more nimble than their brethren, and their eyes shine with a keen intellect. They have longer snouts, sharper teeth and are covered in long course fur. Their Molerat-kin brethren are hairless, shorter and stockier, and burrow through earth at an amazing rate.

Friendly and Communal

Grothik are very social creatures, living with their extended family in large communal burrows. They tend to put the needs of the colony above all else, and each member is expected to help in whatever way is needed. They also have great respect for those that choose to wander; a young grothik who seeks an outside life is encouraged and supported by the entire colony to follow their dreams. They leave knowing full well they will be welcomed with open arms and twitching



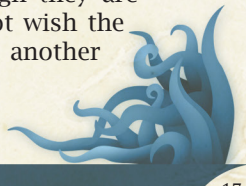
whiskers should they ever return.

Grothik have adopted the city of Skyfall as their burrow and its populace as part of their family. They are not simple gullible animals, but rather optimists who seek for the best qualities in all they meet without being blinded to the realities they face.

A Dark and Sordid Past

The cheery demeanor exhibited by most Grothik is a product of dark tidings. Due to the arcane perversions that gave rise to their race, most Grothik have an ancestral memory of the times before and during the warping. They remember life before purpose, before elevation, and before awareness. They remember the pains of being torn asunder, of being divided, and of being forced to grow in new and unnatural ways. They remember and honor the short lives of those who died in the process, who gave all of themselves so that their people could thrive.

Likewise, they know of the intentions of their would-be masters, that they were meant for slavery and that their freedom was a near accident. Though they are grateful for their elevation, they would not wish the same unnatural pains be delivered upon another creature.



Grothik in Other Settings

Grothik are generally cooperative civic minded tunnelers. They tend to exist on the civilized side of the frontier, integrating well with other cultures.

Grothik Names

When the progenitor generation of Grothik were first granted their freedom, they had no designation aside from their experiment numbers and were allowed to pick names of their own. Senate scribes tasked with recording them into the census scrolls found themselves in the unenviable position of helping thousands of naive, good natured, well-meaning creatures choose new names for a culture they barely understood. As such, Grothik names range from well-meaning characterizations of famous Skyfall historical figures to horrible puns and inside jokes. These names were passed down through the generations and have now become commonplace.

Male Names. Whiskers McGurvey, Nextin Lineplez

Female Names. Kia Litlin, Sighs McGillicutty

Grothik Traits

As a Grothik character, you have the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Grothik reach maturity very quickly, often within 5 to 7 years. They have a lifespan comparable to humans. However, unlike humans, Grothik do not physically age at the same rate. After reaching maturity, Grothiks age physically at 1/10th the rate of humans until the last few years of their life, after which they rapidly age and die. This is just one of the unnatural side effects of the dark magics used to create this race.

Alignment. Grothik culture tends strongly toward good alignments, mostly in opposition to the evil and depravity involved in their creation.

Size. Grothik range from 3.5 to 4.5 feet tall. They are lithe and agile, and can weigh anywhere from 80 to 120 lbs. Your size is small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as though it were dim light. In darkness, you see in shades of gray rather than color.

Bite. You have a bite attack. This melee natural weapon attack deals 1d4 piercing damage, and you are proficient in it.

Stealthy. You have proficiency in the Stealth skill.

Shake It Off. You have an innate resistance to the magic of spellcasters. Whenever you would make a saving throw against a spell, you can choose to gain a temporary level of exhaustion. If you do, you automatically pass the saving throw. All levels of exhaustion caused by this ability are removed after you complete a long rest.

Languages. You can speak, read, and write in Common, Undercommon, and one additional language of your choice.

Weasel-Kin

As a weasel-kin you rely on your wits, agility, and razor sharp teeth to guard the colony. They make excellent fighters, rogues and even wizards.

Ability Score Increase. Your Intelligence score increases by 1.

Massive Teeth. Your bite attack deals 1d6 damage instead of 1d4, and you can choose to deal slashing or piercing damage on each attack.

Skitter. Whenever you take the Dash or Disengage action, your speed increases by 15 feet for that action.

Mole Rat-Kin

You are tough and hardy, immune to the many diseases found in the lightless depths. You are also extremely adept at tunneling through the earth.

Ability Score Increase. Your Constitution score increases by 1.

Burrow. You have a burrow speed of 5 feet. At 5th level this increases to 15 feet.

Natural Resilience. You are immune to disease.

TRACHE (SKINBREATHER)

The Besieged Cliffs are home to many different species of giant insects, some more sentient than others, but none are more self-aware or as integrated into city life as the Traches. Though they have many physical traits in common with the other races in Skyfall, there are aspects of their existence that are subtly alien yet unsettling to the average citizen. Like the insects and crustaceans they are related to, Traches have no lungs; instead, they breathe through trachea, or small holes in their skin, giving rise to the slur "skin-breather".

Between their unwavering gaze and their virtual lack of breath, traches are disconcerting enough, but this does not even begin to take into account the unnatural way these creatures think and act. A Wrach might stand statue still for days in an alley waiting for its prey to walk by, only to suddenly and gracefully walk away. Skol will tirelessly and repetitively perform one task until the need is satisfied, working through day and night without end. Flits are creatures of seemingly capricious whim and debauchery, and yet over time their meandering path can be as direct and obvious as a moth drawn to a flame.

In truth, Wrachs, Flits, and Skols are entirely separate species, as different as elves and ogres. They are treated as kin by the other races of Skyfall because they are so unlike anything else, but Wrachs are descended from crabs and spiders, while Flits are distant relatives of moths and flies and Skols clearly resemble their ant ancestors.

So Different from the Rest of Us

Traches hail from the environs near the Throne of Creation, an ancient place of power where reality was reworked in early ages by some unknown entity. As such, they only have a vaguely anthropomorphic form in common with the other races of the world. Because of their strange physiology and alien intelligence,



traches cause unease and foster distrust among the other races.

For this reason, Traches are marginal members of Skyfall society at best. Even those who actively seek to establish a relationship with one of them are guaranteed to have a difficult time.

Traches in Other Settings

Traches are forever alien creatures that generate anything from unease to complete disgust in the general populous. How they react or feel about each other can be as unknowable as their motivations. They can be found in the oddest or most unexpected of places, but are often fixtures of their environs.

Wrachs

Wrachs are tall, slight and graceful. They have a single pair of lidless black eyes, and up to three smaller pair above it. Their humanoid mouths are little more than vestigial skin flaps that encase their fangs and mimic lips. When they talk the motion of their mouths does not properly match up with the words being said.

Their skin ranges from drab shades of white to brown and black, with occasional bright markings or streaks of color to rarer vibrant displays. Two small sets of vestigial arms sprout from their back, moving in tandem as they walk.

Though wrach gender expression is extremely ambiguous, all humanoid wrachs are female. They usually wear loose fitting skirts that help hide their rear carapace and spindly, awkwardly angled legs. The males of the species resemble actual spiders, about the size of a human hand. They are not known to be sentient, or to even have names.

Patient Observers

Wrachs tend to live solitary lives in the midst of civilization. They will choose a vantage point from which to observe their surroundings, conserving energy by moving only when they must. They are often tapped for information as there is little that happens around them which they do not spy. It is not uncommon, however, for a wrach to define a purpose for itself and engage in daily activity.

Wrach Names

Wrachs choose their own names, often preferring nicknames given to them by locals. When they do speak to other wrachs, it is in a silent and mysterious language that relies on slight tremors of their vestigial legs.

Female Names. Weavewatcher, Quiver, Mrs. Know

Wrach Traits

As a Wrach, you have the following traits.

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

Age. Wrachs are born nearly completely mature, but

tiny in size. They grow rapidly over the course of 5 to 7 years to full size, and can live upwards of 100 years.

Alignment. Wrachs tend toward neutrality, as they are heavily influenced by instinct and natural order. They are extremely pragmatic and patient, and as such are willing to follow the laws of other races in order to better fit into society.

Size. Wrachs range from 5 to 6 feet tall. They are typically thin, with the spindly quality common among normal spiders, and can weigh anywhere from 70 to 130 lbs. Your size is medium.

Speed. Your base walking speed is 30 feet, and you can move at full speed while climbing.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as though it were dim light. In darkness, you see in shades of gray rather than color.

Innate Spellcasting. You have the ability to cast certain magical spells innately. Wisdom is your spellcasting ability score for these spells. At 1st level, you learn the cantrip *poison spray*. At 3rd level, you can cast the spell *expeditious retreat* once per day as a 1st level spell. At 5th level, you can cast the spell *web* once per day as a 2nd level spell.

Patient Hunter. You have advantage on Perception skill checks made to notice hidden or invisible creatures.

Languages. You can speak, read and write Common, and you can use the silent language Wrachspeak.

Flits

Flits are small creatures of slight build. Their faces are large and doll-like, with skin that is both soft and smooth, like liquid porcelain, and their features are pleasant and inviting. Their eyes are large reflective pools of obsidian, and just above them sprout two thick and feathery antennae that fold back over the head mimicking hair.

Flit torsos and appendages are of normal humanoid proportions. Their most striking feature are the vestigial wings that drape down from their shoulder blades. Flits wear these wings as capes, though they do possess the muscles to spread them for display or slow their descent when falling.

While they appear charming and friendly, anyone who watches a flit for too long will begin to notice the effort they put forth to display happiness. Flits hide no animosity; they are truly compassionate and friendly creatures, but they merely lack the ability to unconsciously emote humanoid facial cues.

Creatures of Light and Mirth

Flits are obsessed with understanding humanoid mirth and joy. They are drawn to warmth, revelry and celebration as a child is to candy. They will use their innate spells and any performance skills they possess to entertain and lighten the hearts of those around them.

In contrast, it is rare to spy flits in more somber situations like funerals. Perhaps they fade into the background, or they simply leave.

Flit Names



Flits don't understand the permanency of names, or even the benefits of a coherent identity. As such, they pick names that suit the moment they inhabit. Flits traveling with long term companions will answer to an agreed upon name, but they are known for responding by "That is who I once was."

Male Names. Jack, Fiddler in the Field, Campfire
Female Names. Moonlight Dance, Frolic, Ameilanth

Flit Traits

As a Flit, you have the following traits.

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

Age. Flits reach maturity after 2 years, and age rapidly. They rarely live longer than 60 years.

Alignment. Flits are most often chaotic by nature, often having short attention spans. They have an innate capriciousness, and are generally light-hearted.

Size. Flits range from 3 to 4 feet tall. They are small of frame, with something of a gossamer quality. They can weigh anywhere from 50 to 80 lbs. Your size is small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as though it were dim light. In darkness, you see in shades of gray rather than color.

Vestigial Wings. You have a pair of vestigial wings on your back. They aren't strong enough to grant you flight, but they can assist you when jumping or falling. You gain the following benefits as long as you are not encumbered, are proficient in the armor you are wearing, and the armor has been modified to account for your wings:

- You have advantage on Athletics checks made to Jump.
- Your maximum jump distance is doubled.
- You are immune to falling damage.

Innate Spellcasting. You have the ability to cast certain magical spells innately. Charisma is your spellcasting ability score for these spells. At 1st level, you learn the cantrip *dancing lights*. At 3rd level, you can cast the spell *sleep* once per day as a 1st level spell. At 5th level, you can cast the spell *blur* once per day as a 2nd level spell.

Transverse Orientation. You always know which direction is north, and you are never at risk of getting lost.

Languages. You can speak, read and write Common, plus one additional language of your choice.

Skols

Skol are descended from ants; long ago when they were first born into the world they existed in hive-minded

colonies, each individual skol an extension of the will of the queen. A thousand years back (or so the keepers tell) some unknown calamity robbed the skol of their queens, and they have been a dwindling race ever since.

While Flits look like humanoids and Wrachs look like they are trying to mimic humanoids, Skol appear the most like their insect ancestors. They possess long, almost worm-like bodies with six appendages; the rear two sets serve as legs while the fore set operates like arms. Their bodies, while remaining flexible, are nonetheless covered by tough chitin, giving them a protective armored shell. They have heart-shaped heads with two large eye set wide at the top, and instead of mouths they sport two pincers. Skol communicate by rubbing these pincers together to form an eerie yet melodic speech. They communicate quiet clearly in common, and many consider their voices to resemble violins in nature.

Nearly at an End

When the Skol queens disappeared, the hives fragmented for generations into chaos and disorder. This surely would have been the end of the race save two lucky facts. First, skol eggs can survive for aeons, and will only hatch when a pair of workers secrete the



proper enzyme onto the shell. And second, the queens of old produced eggs around the clock for the majority of their very long lives, far more than they would ever allow to hatch.

Any skol born since the tragedy has been hibernating in larval form for hundreds upon hundreds of years in secret creches that are guarded fiercely by the older generations. Skol will only birth a few larvae at a time in order to stretch out the last remaining generations as long as possible.

Skol Names

Skol names are largely unpronounceable in Common. As such they typically translate the rough meaning whenever asked, leading to names you'd normally expect to find in barbarian tribes.

Male Names. He Who Walks on the Sun, Smiling Trident

Female Names. Laughing Blade, Sister of Storms

Skol Traits

As a Skol, you have the following traits.

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

Age. Skol are born small, but grow quickly over time. After 10 years, a skol has reached maturity, and will regularly live to 80 years or more.

Alignment. Skol tend toward lawfulness and order. They believe in structure more than nearly any other race, sometimes to a fault.

Size. Skols range from 6 to 7 feet tall. They have slim appendages with a large abdomen protruding from their thorax. They rarely weigh less than 130 lbs, with a maximum weight near 200 lbs. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as though it were dim light. In darkness, you see in shades of gray rather than color.

Innate Spellcasting. You have the ability to cast certain magical spells innately. Intelligence is your spellcasting ability score for these spells. At 1st level, you learn the cantrip *acid splash*. At 3rd level, you can cast the spell *command* once per day as a 1st level spell. At 5th level, you can cast the spell *spider climb* once per day as a 2nd level spell.

Hard Carapace. Whenever you aren't wearing armor, your Armor Class is equal to 13 + your Dexterity modifier.

Languages. You can speak, read and write Common, plus two additional languages of your choice.

TROLL-BLOODED

In Skyfall, the odd pairing is not unusual. Troll and orc, half blood and full blood, throw in some elf and human...

As a result, there are many mixed race humanoids crossing the catwalks. The potency of troll blood is such that, no matter the percentage, some

traits come shining through any parentage. Troll-blooded humanoids vary as much as their ancestry, but by and large they share some common characteristics.

Their unique heritage does not make them outsiders in most parts of Skyfall; in fact, some consider troll-blooded to be proof that the great experiment that is the city has succeeded. Still, there are those who are more than willing to judge a book by its 4 inch long fangs.

Imposing Build and Corded Muscle

Physically there is a large amount of variation in troll-blooded appearance. They tend to be large and lanky, reaching anywhere from 5 to upwards of 7 feet tall. They are much more dense than other races, being heavy and hardier than their size would suggest.

This hardiness serves the troll-blooded well on both land and sea. Those descended from hill trolls are stronger than most, and favor heavy two-handed weapons like their distant kin. Those of sea troll stock are more graceful, breathe water as easy as air and swim like the swiftest of sea creatures. There are few deadlier opponents in the water.

The typical troll-blooded face has pointed ears and pronounced tusks. Their other features reflect a softer, more graceful or even attractive visage.

Mutts Make the Best Breeds

Their mixed background, with its base in a powerful if controversial bloodline, makes the troll-blooded a hardy and capable crew. They have inherited many of the strengths of their mixed ancestry and have watered down some of the weaknesses as well. As such, troll-blooded have little trouble dealing with most of the dangers of the Besieged Cliffs.

Always the Bastard

Those who have never dealt with troll-blooded tend to hold low opinions of them, believing them to be as stupid, oafish and blood-crazy as the worst of their distant kin. In truth, troll-blooded range from mindless simpletons to learned scholars like any other race. The only true difference is that, no matter their mental abilities, they are impressive specimens of physical prowess.

However, they are known to descend from monsters, which places considerable strain on them when dealing with mainstream society. Because of the unique way troll blood will express itself, they can be born to parents of nearly any race among siblings that look "normal". Some families welcome them as their own flesh and blood, but others shun troll-blooded offspring as curses or marks of shame. They are often cited as proof of infidelity, or become the scapegoats for everything wrong in an already unhappy household. These troll-blooded become outcasts and often descend into malevolent anger (fulfilling their families prophecies) or violent self-hatred. Some will attempt to file down their fangs, clip their long pointed ears, or engage in other acts of self-mutilation to appear less trollish and more like their families.

Professionally, troll-blooded are often



pigeon-holed into menial jobs that value strength and hardiness, but are rarely chosen for positions of leadership or authority. The few who find a way past the inherent distrust of their bloodline can excel as well as any other race, and quickly prove to their companions that they are much more than monster. Nevertheless, troll-blooded will often have to deal with those who react to their fangs and not their words. As such they tend to exude the patience of a monk... or the rage of a barbarian.

Troll-blooded in Other Settings

Troll-blooded are hardy, capable and highly adaptable folk. Whether they are accepted into mainstream society or are forced onto the fringe depends largely of the nature of the society they inhabit.

Troll-blooded Names

Names tend to be orcish but are as varied as the rest of a troll-blooded's heritage. Feel free to choose anything appropriate to the character's lineage.

Troll-blooded Traits

As a troll-blooded character, you have the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Troll-blooded reach maturity slightly sooner than humans, but can live to reach 120 years or more.

Alignment. Unlike their full-blooded ancestors, troll-blooded don't tend toward a specific alignment by nature. They are heavily influenced by their upbringing, rather than any racial tendencies.

Size. Troll-blooded can be anywhere from 5.5 to 7 feet tall. Despite their lanky build, they are quite heavy, and can range from 250 to 400 lbs. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as though it were dim light. In darkness, you see in shades of gray rather than color.

Limited Regeneration. Your troll ancestry has gifted you with a limited form of regeneration. At the start of your turn, if you are below half health, you regain 1 hit point. At 5th level this increases to 3 hit points, and to 5 hit points at 11th level. If you take fire or acid damage, this ability does not function on your next turn.

Languages. You can speak, read, and write Common, Giant, and one additional language of your choice.

Hill Troll

You come from one of the most common and feared races of trolls in the world. The blood of the hill troll grants great strength and the ability to wield oversized weapons.

Ability Score Increase. Your Strength score increases by 1.

Keen Sense of Smell. You have advantage on Perception skill checks that rely on your sense of smell.

Hulking Brute. You have proficiency in all weapons with the Heavy quality. In addition, you deal an additional 1 point of damage when wielding a weapon in two hands.

Sea Troll

You are slighter but more nimble than your hill brethren. You have lungs and gills, webbed fingers and toes, making you nearly as comfortable in the water as out.

Ability Score Increase. Your Dexterity score increases by 1.

Amphibious. You can breathe both air and water.

Natural Swimmer. You have a swim speed of 20 feet.



CHAPTER 2: CLASSES

Characters of all classes and archetypes can be found in Skyfall and its surrounding environs. In this chapter you'll see how each of the existing classes fits into Skyfall, as well as a new class archetype for each existing class along with information about using those class archetypes in other settings. You'll also find the Revenant, a full class with three distinct class archetypes: the Knight of Fenrot, the Blightcaster, and the Unforgotten.

Existing Classes in Skyfall

The sections below note some of the obvious places a class would fit in, but the egalitarian nature of Skyfall means that you are likely to find them everywhere. For instance, the Mariner's Guild tends to employ all classes as sailors (since ships are self-contained societies while at sea).

Barbarians in Skyfall

Barbarians make fantastic pirates, but can also be employed by the Necromancers to patrol the cavern of the Lightless Depths or as shock troops for the Watch on Topside. They are also favored as guards, or indeed raiders, of overland trade caravans. Though exceptions exist, they are not generally found in Skyfall unless they are there to spend hard earned wages.

Bards in Skyfall

Bards are much at home in the city, acting as entertainers in both high and low courts or as assayers or authenticators of the many goods which make their way through the city. They are most prominently found in the Banker's Guild, but there isn't a guild house that lacks a good bard to record deeds and inspire the crew. Likewise, there seems to be more than a few in the senate who are good at singing their own praises.

Clerics in Skyfall

Clerics likewise are ubiquitous in Skyfall society, but are most famously members of the Crafter's Guild (religion is regarded mostly as a service in the city) and, ironically, the Necromancer's Guild as well. For the most part, they do not possess the political power the clergy is famous for in other settings, but are well respected.

Druids in Skyfall

Druids in Skyfall are often employed by the Mariners to help with the tides and weather, and with the Crafters on Topside assisting with the crops. There are those who venture into the wilds of the Besieged Cliffs seeking to quell or commune the pockets of fecund virility that mysteriously spring up.

Fighters in Skyfall

Fighters are valuable members of any guild, employed as guards by Bankers and Crafters, as soldiers by the Watch and the Necromancers, and as muscle by the Twelve and the Mariners.

Monks in Skyfall

Monks do not fit very well into the city, but may be found beyond the walls of Topside wandering between villages, or as hermits in the lightless depths.

Paladins in Skyfall

Paladins make natural leaders, especially in the Watch or with the Necromancers. When involved with the Mariners they are usually admirals, captains, or first mates. Older Paladins who have adopted a section of Skyfall gravitate toward the senate to continue their protection. Blackguards might be found on pirate ships or raiding parties.

Rangers in Skyfall

Rangers in Skyfall are invaluable to the city. They make strong pilots, navigating the reefs of Skyfall through experience and intuition. They are also one of the few classes at home Topside because of their connection to the Armada storms that ravage the Besieged Cliffs.

Rogues in Skyfall

Rogues? There are no rogues in Skyfall. Need any help carrying your bags?

Sorcerers in Skyfall

Sorcerers, with their natural but somewhat limited ability sets, are often employed by the Crafters as artisans. Depending on their spells they can also be ideally specialized for shipboard life or excellent caravan hands.

Warlocks in Skyfall

Warlocks, with their intimate knowledge of contracts, make natural businessmen. In this capacity they are most often associated with the Bankers, but can be found anywhere that written agreements are required. They are also known among the Crafters, as their ability to summon and bind servants to complete repetitive tasks or power machinery is well respected.

Wizards in Skyfall

Wizards are valued by all the guilds for many different applications of their arcane abilities, be they to light a forge, enchant the mechanisms of an airship, or to fight fires or protect the Storm Wall from intruders.



BARBARIAN

A new Primal Path for the Barbarian class is presented here.

Path of the Reaver

Among the most feared threats of the Sky and Sea, Barbarians of the Reaver Path are swift, fearless and terrifying. These violent maniacs specialize in the kind of close quarter fighting one would find on the deck of a ship or in the tunnels of a cairn. Inspiring fear in their enemies and bravery in their allies, Reaver Path Barbarians are truly potent warriors.

Shock and Awe

When you select this path at 3rd level, whenever you are raging you can make a thrown weapon attack against an enemy that is not adjacent to you as a bonus action. If you hit, your next melee attack against that enemy before the end of your next turn gains advantage.

First Over the Gap

In a world of boarding actions that take place at 2,000 feet, hesitation is equivalent to death. Beginning at 6th

level, you become proficient in the Athletics skill. If you are already proficient, your proficiency bonus is doubled when using it. In addition, you add half your proficiency bonus to Initiative checks.

Show No Fear

Beginning at 10th level, you become immune to the frightened condition. While you are raging, allies that can see you are immune to the frightened condition as well.

Through the Breach

Starting at 14th level, you punish anyone who attempts to hinder your progress. Whenever a creature hits you with an opportunity attack, it takes damage equal to twice your Strength modifier.

Reavers in Other Settings

Reavers can easily be used in other settings. They would be most commonly found in seaside locations or naval situations where their particular skill set would be most valuable. However, aggressive and fearless combatants can be found anywhere, making the Reaver barbarian a valuable companion in nearly any setting.

BARD

A new College for the Bard class is presented here.

Shantyman

*Some sing for fortune
Others for favors fair
Then there's the Shantyman,
Who gets you here to there.*

Not members of a true college of bardic practice, Shantymen learn their trade on the high seas. Their songs, called Shanties, use tempo to coordinate crewmates while operating a ship. As you master the tricks of the Shantyman you will find ways to push your allies to new heights both in and out of combat.

Sailor's Training

When you select archetype at 3rd level, you gain proficiency with martial weapons, medium armor, and shields.

Sea Shanties

Also at 3rd level, you learn to lead various sea shanties that coordinate and inspire your allies. As an action, you can expend one use of your Bardic Inspiration and choose one of the features below. All sea shanties last 1 minute, or until you use this ability again.

Arcane Shanty. While this shanty is active, you and all allies who can see and hear you gain a +2 bonus to Concentration checks.

Life Shanty. While this shanty is active, you and all allies who can see and hear you regain 1 hit point at the start of their turn, as long as they are below half of their maximum hit points.





Martial Shanty. While this shanty is active, you and all allies who can see and hear you deal an additional 2 points of damage with weapon attacks against any creature adjacent to at least one of your allies or to you.

Quickstep Shanty. While this shanty is active, the base walking speed of you and all allies who can see and hear you is increased by 5 feet.

Shanty Magic

Beginning at 6th level, you learn to channel magical energy to grant your allies benefits based on the shanty you are currently using. You must have a shanty active to use the ability associated with it below.

Arcane Shanty. While this shanty is active, you can expend an unused spell slot as a bonus action. If you do, choose one ally within 15 feet of you. That ally can use its reaction to cast any cantrip it knows. If that cantrip deals damage, it deals an additional die of damage (of the same type as the cantrip) for each level of the spell slot you expended. If the cantrip targets multiple creatures, your ally must choose one of the targets hit by the cantrip to take the additional damage.

Life Shanty. While this shanty is active, you can

expend an unused spell slot as a bonus action. If you do, choose one ally within 15 feet of you. That ally can spend any number of hit dice, regaining hit points as normal. If they expend at least 1 hit die, they regain 1d8 additional hit points for each level of the spell slot you expended.

Martial Shanty. While this shanty is active, you can expend an unused spell slot as a bonus action. If you do, choose one ally within 15 feet of you. That ally can use its reaction to make a single weapon attack with advantage. If the attack hits, it deals 1d8 additional damage for each level of the spell slot you expended.

Quickstep Shanty. While this shanty is active, you can expend an unused spell slot as a bonus action. If you do, choose one ally for each level of the spell slot expended. Each of those allies can use their reaction to move up to 15 feet without provoking attacks of opportunity.

Shanty Harmony

Starting at 14th level, you learn to maintain two shanties at once. As an action, you can expend one use of Bardic Inspiration, and choose two Sea Shanties instead of one, gaining the benefits of both for 1 minute or until you use this ability again. When you use your Shanty Magic feature to expend a spell slot, you can decide which of the two shanties to use each time you expend a spell slot.

CLERIC

A new Domain for the Cleric class is presented here.

The Depths Domain

Just as all things arose from the sea, so must all things return. Rocky cliffs may weather the surf with little effort, but the persistence of the waves will wear them down to sand in time. Though some clerics of this domain worship a specific sea deity, most venerate the Oceans themselves. The most dogmatic even insist all the other deities arose from the seas and thus are ultimately subservient to the powers of the depths.

Depths Domain Spells

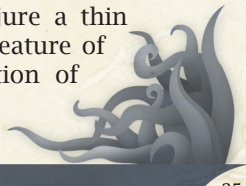
1st	<i>create or destroy water, sea legs</i>
3rd	<i>rippling thunder, saltwater blessing</i>
5th	<i>create food and water, sigil of the iron bell</i>
7th	<i>choking fog, control water</i>
9th	<i>conjure elemental (water only), sea's embrace</i>

Bonus Proficiencies

At 1st level, you gain proficiency in the Athletics skill, as well as proficiency in heavy armor.

Into the Depths

At 1st level, you gain the ability to conjure a thin film of ethereal water that envelopes a creature of your choosing, invoking a severe sensation of



sinking, drowning, and being crushed by the depths. As an action, choose one creature within 30 feet. That creature must make a Wisdom saving throw against your spell save DC, or gain one level of exhaustion. All levels of exhaustion caused by this ability end after the subject takes a short rest. You can use this feature a number of times equal to your Wisdom modifier (minimum one), and you regain all spend uses when you finish a long rest.

Rogue Wave

Beginning at 2nd level, you can use your Channel Divinity to unleash a blast of water in a cone in front of you. As an action, you call upon the depths and present your holy symbol. Each creature within a 15 foot cube adjacent to you must make a Dexterity saving throw against your spell save DC. On a failed save, that creature takes 2d8 bludgeoning damage, is pushed 15 feet away from you, and is knocked prone. On a successful save, the creature takes half damage and is not pushed or knocked prone.

Adapted to the Sea

Starting at 6th level, you gain a 30 foot swim speed, and you can breathe both water and air.

Potent Spellcasting

At 8th level, increase the damage you deal with any cleric cantrip by an amount equal to your Wisdom modifier.

Sphere of Crushing Depths

At 17th level, you can use your action to activate an aura of pressure that lasts for 1 minute. Enemy creatures within 15 feet of you treat the area as difficult terrain, have disadvantage on Strength-based attacks, and treat everything outside the area as heavily obscured. You must complete a long rest before using this ability again.

Depth Domain in Other Settings

Like the Shantyman, Clerics of the Depths domain are most commonly found at sea or in regions with a strong maritime presence. However, Depths domain clerics

are more likely to be found traveling with adventuring parties, often completing pilgrimages from one coast to another in service to their Deity.

DRUID

A new Circle for the Druid class is presented here.

Circle of the Corrupted

Sea

In the earliest time, the Circle of the Pristine Cove concerned itself with preserving the mystical reefs surrounding the Isles of Creation. Though the truth is lost to time, stories say an unknown power sundered the reefs, releasing their fertile powers to run amok in the darkest depths of the oceans. This unnatural infusion warped sea creatures into truly alien and otherworldly forms of life. With their purpose shattered, and surrounded by these new and twisted creatures, the Druids adapted to a wholly new kind of nature...the open seas. Druids of this Circle are most commonly found as ship's mates on less reputable vessels. Some are even known to hoist the black flag.

Bonus Cantrip

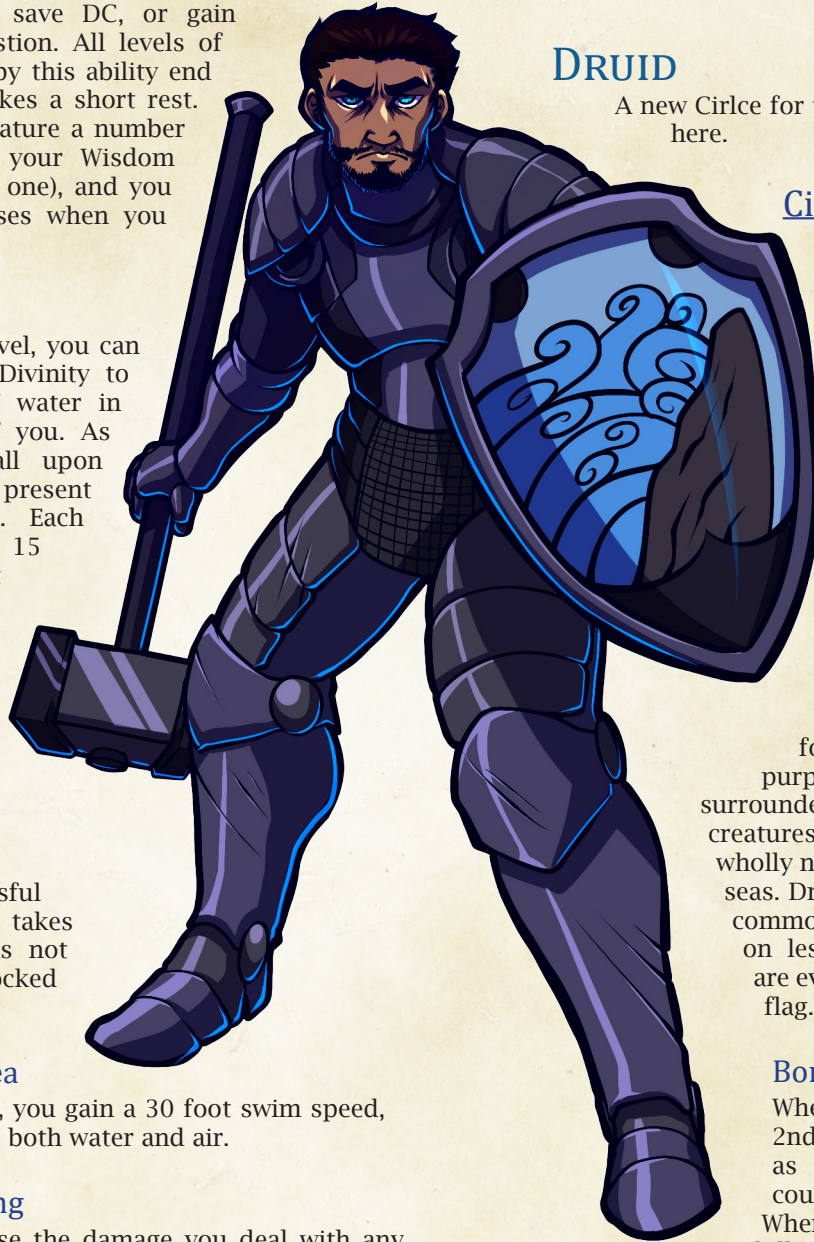
When you select this Circle at 2nd level, you gain *chill touch* as a bonus cantrip, and it counts as a druid spell for you.

Whenever you hit a creature with *chill touch* and deal damage, each creature adjacent to your target

takes half that damage rounded down.

Horrific Visage

Also at 2nd level, you can take on a horrific visage to strike fear into your enemies. As an action, each enemy within 30 feet that can see you must make a Wisdom saving throw against your spell save DC. On a failed save, the creature gains the frightened condition for 1 minute. Frightened creatures can make another save at the end of each of their turns, ending the effect for itself on a success. A creature that can see you makes this saving throw with disadvantage. A creature cannot be affected by your horrific visage ability more than once in a 24 hour period. You regain the use of this ability after a short or long rest.



Circle Spells

3rd	<i>abrupt animation, withering gaze</i>
5th	<i>siren's call, water walk</i>
7th	<i>control water, conjure nightmare</i>
9th	<i>contagion, insect plague</i>

Amphibious Adaptation

Starting at 6th level, you can breathe air and water in any form.

Illusory Appearance

Beginning at 10th level, you can cast *disguise self* at-will as a bonus action. Additionally, the spell has no verbal or somatic components for you.

Necrotic Gaze

At 14th level, your gaze can cause even the hardest of souls to wither and die. As an action, you gaze at a single creature within 15 feet. If that creature's current hit point total is less than or equal to 5 times your druid level, it is immediately reduced to zero hit points. You

regain the use of this ability on a long rest.

Circle of Corrupted Sea in Other Settings

In other settings, Druids of this Circle would be found in swamps, quagmires, and other areas commonly associated with hags and their ilk. They could easily be lesser members of a hag coven or servants thereof.

FIGHTER

A new Martial Archetype for the Fighter class is presented here.

Anchor Chained

Legend tells this style originated when a Fighter and a Monk were shipwrecked together on a deserted island with nothing but a few oranges to sustain them. A fierce battle for the fruit ensued with each warrior improvising weapons and armor from the wreckage.

First, the fighter grabbed a length of chain and swung it around, lashing at the monk like a whip. The monk snatched the end of the chain and wrapped it around his arms and torso, hardening his body against future blows. The fighter then grabbed the anchor and savagely hacked at the monk's improvised armor, but he only succeeded in gouging jagged notches into the heavy iron chain. The monk then unwrapped the rough edged chain from his body and swung back at the fighter, ripping open his flesh and causing him to bleed profusely.

They soon became impressed with each other's style and ingenuity and eventually formed a peace. The two warriors working together not only survived the island, but created an entirely new fighting style in the process. Fighters of this style use strength, agility, and skill to turn chain into both shield and weapon. Those that master this ability can choose to wield an anchor or add dangerous barbs to their chain.

Anchor Chain - 1d10 damage, Two-Handed, 8 lbs., 75 gold. Anchor chains are often customized sharp blades, spikes, or an actual anchor. When you purchase an anchor chain, you can choose whether it deals bludgeoning, piercing, or slashing damage. Modifying an existing chain to deal a different type of damage costs 50 gold.

Chain and Anchor

When you select this archetype at 3rd level, you gain proficiency in the anchor chain, the new weapon described above. In addition, you learn various fighting techniques that provide additional benefits when wielding an anchor chain. Activating a technique is a bonus action, and you can maintain a technique for 1 minute, or until you select a new technique as a bonus action. When you first choose this archetype, you learn two techniques chosen from the list below. You learn an additional technique of your choice at 7th and 10th level. You must be wielding an anchor chain to use these techniques.

The Tempered Link. While this technique is active, you gain a +1 bonus to your Armor Class,



and your reach with the chain increases by 5 feet.

The Battering Anchor. While this technique is active, the damage of your chain increases from 1d10 to 2d6, or from 2d6 to 2d8 if your chain already deals 2d6 damage, and your reach with the chain increases by 5 feet.

The Chain Squall. While this technique is active, you emanate an aura in a 5-foot radius. Whenever a creature enters the area or starts its turn there, it takes 1d6 damage of the same type dealt by your anchor chain.

The Impeding Chain. While this technique is active, your reach with the chain increases by 5 feet, and

enemy creatures treat all spaces within 10 feet of you as difficult terrain.

The Tide Anchor. While this technique is active, the damage of your chain increases from 1d10 to 2d6, or from 2d6 to 2d8 if your chain already deals 2d6 damage, and any creature you hit with the chain is pushed 5 feet away from you.

The Tripping Chain. Once per turn while this technique is active, you can force one creature you hit with your anchor chain to make a Strength or Dexterity saving throw (their choice) or be knocked prone. The DC equals 8 + your proficiency bonus + your Strength modifier.

The Dazzling Chain. Once per turn while this technique is active, you can perform a dazzling flourish against a creature you hit with your anchor chain. That creature grants advantage on the next attack roll made against it by a creature other than you.

The Rattling Chain. While this technique is active, whenever you force a creature to make a concentration check by dealing damage to it with your anchor chain, the minimum concentration check DC is 15 instead of 10.

Practical Mastery

Starting at 7th level, you have mastered the more practical aspects of the anchor chain. As long as you are wielding your chain, you gain a climb speed equal to your speed, as long as the surface you're climbing can support a grappling hook.

Improved Chain Techniques

At 10th level, your chain techniques improve as your mastery of the anchor chain continues to grow. You gain the improved version of each technique you know, and this replaces the existing technique for you.

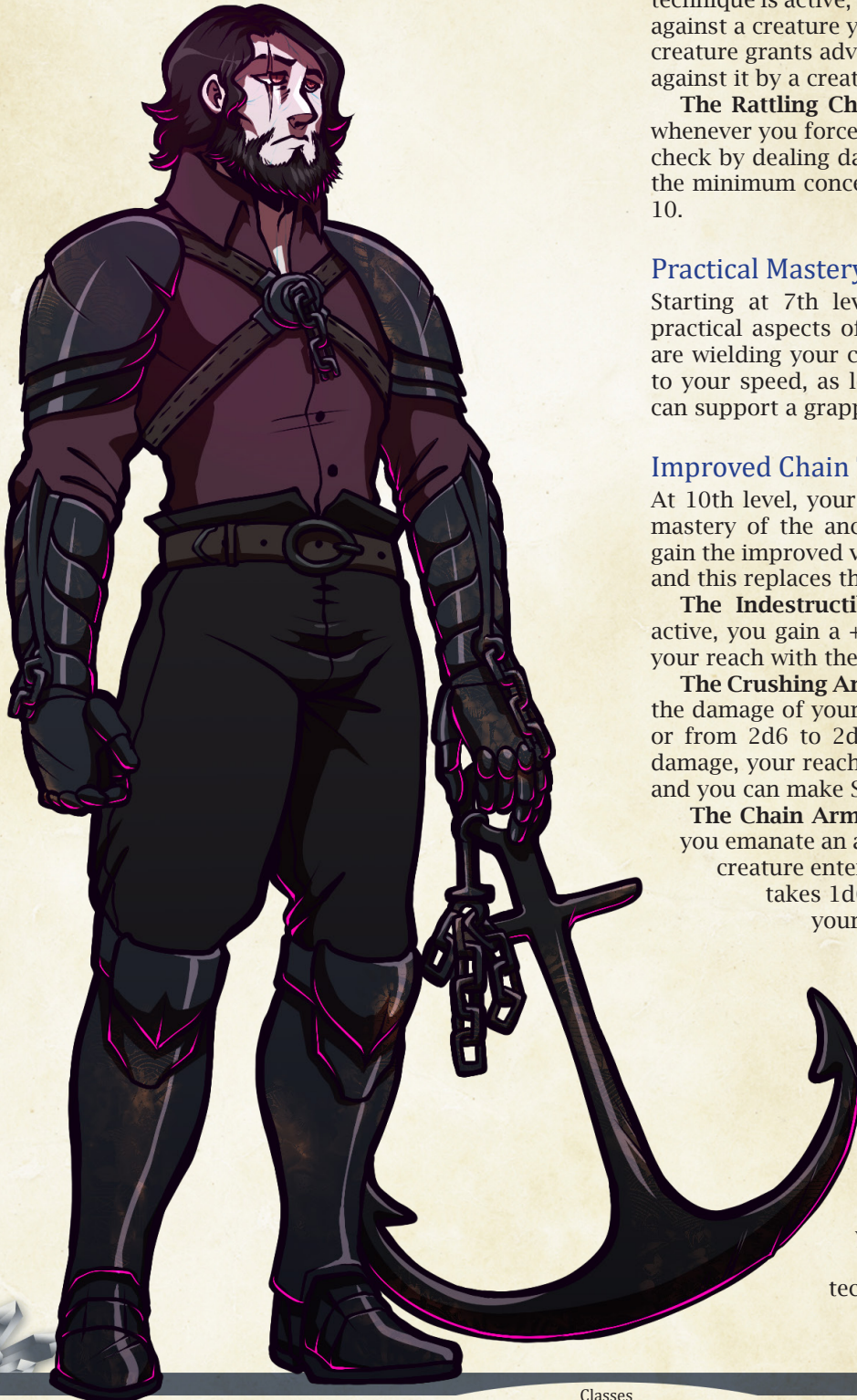
The Indestructible Link. While this technique is active, you gain a +2 bonus to your Armor Class, and your reach with the chain increases by 5 feet.

The Crushing Anchor. While this technique is active, the damage of your chain increases from 1d10 to 2d6, or from 2d6 to 2d8 if your chain already deals 2d6 damage, your reach with the chain increases by 5 feet, and you can make Shove attempts as a bonus action.

The Chain Armada. While this technique is active, you emanate an aura in a 10-foot radius. Whenever a creature enters the area or starts its turn there, it takes 1d6 damage of the same type dealt by your anchor chain.

The Immovable Chain. While this technique is active, your reach with the chain increases by 5 feet, and enemy creatures treat all spaces within 10 feet of you as difficult terrain. In addition, once per turn while this technique is active, if you hit a creature with your anchor chain, that creature's speed is reduced to zero until the start of your next turn.

The Surge Anchor. While this technique is active, the damage of



your chain increases from 1d10 to 2d6, or from 2d6 to 2d8 if your chain already deals 2d6 damage, and any creature you hit with the chain is pushed 10 feet away from you. In addition, while this technique is active, you can use your bonus action to move 10 feet closer to a creature pushed by this technique without provoking attacks of opportunity.

The Earthquake Chain. While this technique is active, any creature you hit with your anchor chain must make a Strength or Dexterity saving throw (their choice) or be knocked prone. The DC equals 8 + your proficiency bonus + your Strength modifier.

The Brilliant Chain. Once per turn while this technique is active, you can perform a dazzling flourish against a creature you hit with your anchor chain. That creature grants advantage on attack rolls until the start of your next turn.

The Cacophonous Chain. While this technique is active, whenever you force a creature to make a concentration check by dealing damage to it with your anchor chain, the minimum concentration check DC is 15 instead of 10, and the creature has disadvantage on the check.

Chain Reaction

Beginning at 15th level, you can use your chain to retaliate whenever you are attacked. As a reaction when you are hit with an attack, you can make a melee attack against your attacker if it is within your reach.

Dual Techniques

Upon reaching 18th level, you learn to maintain two chain techniques at the same time. Whenever you activate a technique as a bonus action, you can instead select two techniques, and gain both benefits while the techniques are active. When you change techniques, you can change one or both techniques with a single bonus action.

Anchor Chained in Other Settings

Fighters with the Anchor Chained martial archetype are masters of a single improvised weapon for all intents and purposes. To use the Anchor Chained archetype in non-maritime settings, you need only change their unique improvised weapon to something specific to the region or the character's background and the archetype could be found just about anywhere.

MONK

A new Monastic Tradition for the Monk class is presented here.

Way of Flowing Water

Flow like the Water
Devastate your Foe Quickly
Return to the Calm.

Much like clerics of the Depth Domain, adherents of the Way of the Flowing Water believe the power of the ocean stems from the unending tide. By mimicking water in all its forms a true master can flow swiftly

across the battlefield before striking like the crushing wave and returning as the tide.

Gushing Fountain

When you choose this tradition at 3rd level, you gain the ability to exert control over the water and vapors around you, which allows you to use your Ki to duplicate certain spell effects. As an action, you can spend two Ki points to cast one of the following spells: *fog cloud*, *misty step*, or *thunderwave*. Additionally, you learn the *sea whip* cantrip if you don't already know it.

Flowing Stream

Upon reaching 6th level, you become as hard to pin down as a flowing stream. You gain advantage on saving throws made to avoid the restrained or paralyzed conditions. You also gain advantage on Acrobatics and Athletics checks made to avoid a grapple.

Rushing River

At 11th level, you are as unstoppable as a rushing river. Whenever you use an action (but not a bonus action) to Dash on your turn, you also gain the benefits of the



Dodge action. Additionally, if you end the movement from your Dash action adjacent to an enemy, you can activate your Flurry of Blows ability even though you have not taken the Attack action on your turn.

Plummeting Falls

Beginning at 17th level, your Flurry of Blows strikes harder than a plummeting waterfall. Whenever you hit the same creature with both attacks from your Flurry of Blows ability, that creature takes an additional 2d10 damage and is knocked prone.

Way of Flowing Water in Other Settings

Monks following the Way of Flowing water could be found in many other settings, most often hailing from monasteries near lakes, rivers, oceans, or other large bodies of water. Their focus on the natural power of water in all its forms gives this archetype a broad range of appropriate settings and backgrounds.

PALADIN

A new Sacred Oath for the Paladin Class is presented here.

Oath of Salt and Iron

There have been Holy Warriors devoted to the sea for longer than even the oldest of the Elves can recall. These stern and dedicated warriors learn to rely on their skill and conviction to bend the mighty ocean to their needs. Those with the ability to survive this Oath are able to survive anything, on ship or ashore.

Unlike other Paladins, those sworn to Salt and Iron are not obsessed with devotion, vengeance, or power from ages past. Like most who ply the uncaring sea this is a practical order, dedicated to strength and self-reliance. Salt and Iron paladins of a more merciful bent seek to hone their power by helping others, believing the strong can inspire the weak to strength. Those less beneficent members of this Oath generally stand alone, eschewing the weaknesses of companionship in favor of building their own strength.

Tenets of Salt and Iron

Strength
Willpower
Unflinching
Conviction
Self-Reliance

Oath Spells

You gain oath spells at the paladin levels listed.

3rd	<i>compelled duel, mind over matter</i>
4th	<i>branding smite, saltwater blessing</i>
9th	<i>harangue, sigil of the iron bell</i>
13th	<i>death ward, iron whirlwind</i>
17th	<i>sea's embrace, geas</i>

Channel Divinity

Upon taking this oath at 3rd level, you gain the following two Channel Divinity options:

The Sea's Fury. When you hit a creature with a melee attack on your turn, you may call upon the sea's fury using your Channel Divinity. That creature is pushed 15 feet away from you and knocked prone by a blast of salt water.

Turn the Denizens of the Deep. As an action, you present your holy symbol and speak a prayer censuring the aberrations and monstrosities. Each aberration or monstrosity that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving.

If there's nowhere to move, the creature can use the Dodge action.

Aura of Iron

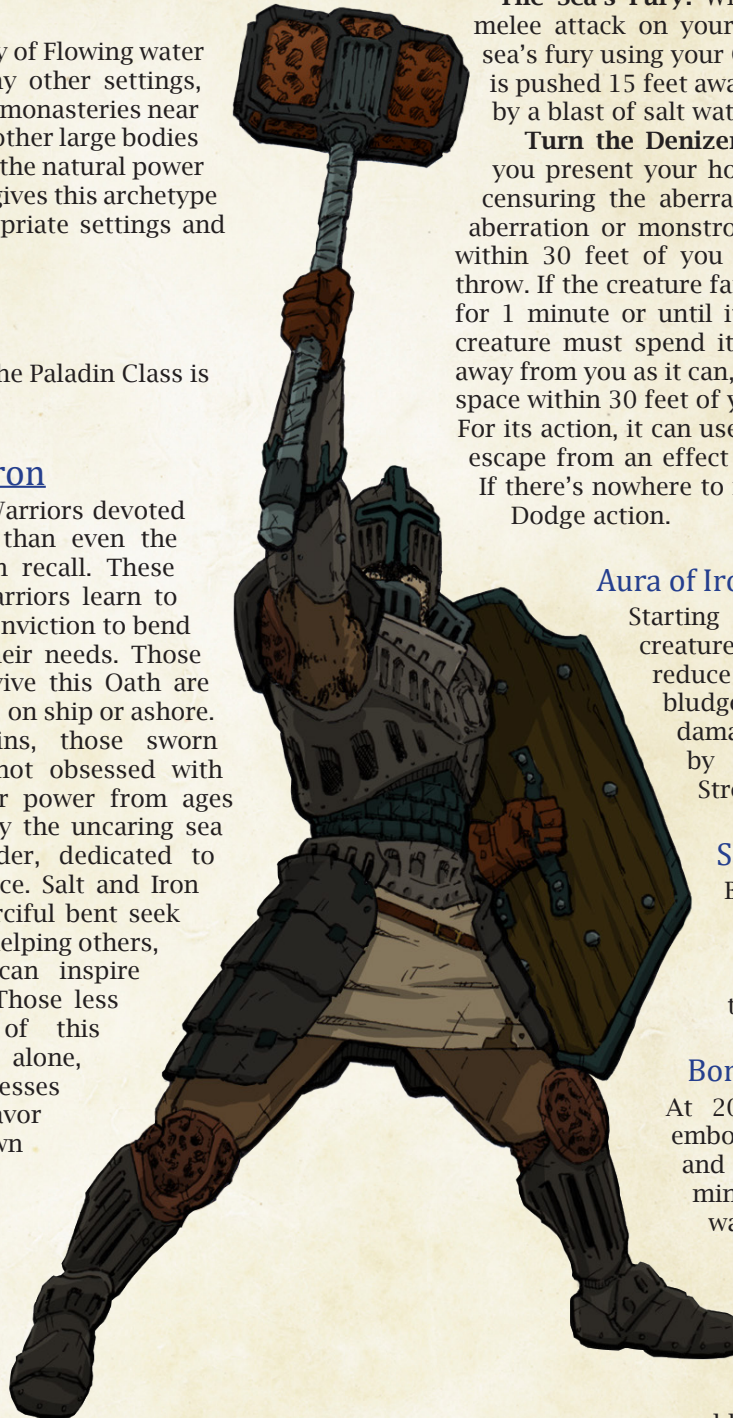
Starting at 7th level, you and friendly creatures within 10 feet of you reduce the damage they take from bludgeoning, piercing, and slashing damage from non-magical weapons by an amount equal to your Strength modifier.

Salt Spirit

Beginning at 15th level, you gain the ability to breathe water, a swim speed of 30 feet, and advantage on Wisdom saving throws.

Born of Salt and Iron

At 20th level, as an action, you embody both the immovable rock and the crashing wave. For 1 minute, the thunder of crashing waves emanate from you. While this ability is active, enemies who move within 30 feet of you, or start their turns within 30 feet of you are silenced. For the duration, you also gain resistance to all bludgeoning, piercing, and



slashing damage. Once you use this feature, you can't use it again until you finish a long rest.

Oath of Salt and Iron in Other Settings

While the Oath of Salt and Iron has a clear focus on the sea, their core identity is that of self-sufficiency and unyielding spiritual conviction. As such, they could be found in any setting or region fighting against aberrations and monstrosities.

RANGER

A new Archetype for the Ranger class is presented here.

Armada Sentinel

There are few forces of nature that can rival an armada storm. These potent storms wreck the Besieged Cliffs with powerful wind, torrential rain, and destructive lightning for days at a time, disappearing across the horizon as quickly as they appear. Rather than cower from their might, Armada Sentinels seek to emulate these storms, to use wind and rain to rend their foes, and to strike quickly and without warning.



Channel the Storm

When you choose this conclave at 3rd level, you gain the ability to channel the power of the Armada storm and call upon lightning, thunder, wind, or hail to assault your enemies. As an action, you can expend one unused spell slot and make a weapon attack. In addition to the normal effects of the attack, choose one of the following options. You may select a different option each time you use this ability.

Cracking Lightning. The target of your attack and each creature within 10 feet of it must make a Dexterity saving throw against your spell save DC, taking 1d8 lightning damage per level of the spell slot expended on a failed saving throw, or half that amount on a successful one.

Rippling Thunder. The target of your attack and each creature within 10 feet of it must make a Constitution saving throw against your spell save DC. Creatures who fail the saving throw take 1d6 thunder damage per level of the spell slot expended and are deafened. Creatures who succeed take half damage and are not deafened.

Howling Wind. The target of your attack and each creature within 10 feet of it must make a Strength saving throw against your spell save DC. Creatures who fail the saving throw take 1d6 bludgeoning damage per level of the spell slot expended and are knocked prone. Creatures who succeed take half damage and are not knocked prone.

Freezing Hail. The target of your attack and each creature within 10 feet of it must make a Dexterity saving throw against your spell save DC, taking 1d6 cold damage per level of the spell slot expended on a failed saving throw, or half that amount on a successful one. In addition, the area becomes difficult terrain until the end of your next turn.

Extra Attack

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

Storm's Defense

Upon reaching 7th level, you choose an aspect of the storm and gain the listed benefit, learning to bend the storm to your will and defend yourself with its power. Once selected, this aspect may not be changed.

Arcing Shield. The storm's lightning protects you from hostile magic. You gain resistance to damage from spells.

Windy Step. The storm's gale spirits you to safety in times of need. Whenever you take damage from a melee attack, you can use your reaction to immediately fly 15 feet without provoking attacks of opportunity. If you do not end this movement on a solid surface, you fall.

Rumbling Deflection. Thunder rumbles ominously around you, exploding with power to safeguard you. Whenever you are hit by a ranged attack, you can use your reaction to unleash a blast of thunder, potentially deflecting the attack. When you do so, the damage you take is reduced by 1d10 + your Wisdom modifier + your ranger level. If you reduce the damage to zero, the attack misses.

Withstand the Rain. Your connection to the storm lets you counteract forces that would push

or pull you. You cannot be forced to move against your will.

Storm's Blessing

Starting at 11th level, you learn to imbue your attacks with an aspect of the storm. You select one of the blessings below and gain the listed benefit. Once selected, this blessing cannot be changed.

Blessing of Lightning. When you take the Attack action, choose one creature within 60 feet of you. That creature takes 1d8 lightning damage, and cannot take reactions until the start of your next turn.

Blessing of Thunder. When you take the Attack action, each creature within 5 feet of you takes 1d6 thunder damage.

Blessing of the Gale. When you take the Attack action, choose one creature within 30 feet of you. That creature takes 1d6 bludgeoning damage and is pushed 5 feet in a direction of your choosing.

Blessing of Freezing Rain. When you take the Attack action, choose one creature within 30 feet of you. That creature takes 1d6 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

Greater Storm's Defense

At 15th level, your master of the storm's power is complete. You gain an improved defensive feature, based on the feature you selected at 7th level.

Stormshield. Your Arcing Shield now applies to yourself and all allies within 15 feet.

Gale Step. When you use Windy Step, you can now fly 30 feet, and you gain a 30-foot fly speed until the end of your next turn.

Thunderous Deflection. Your Rumbling Deflection now reduces the damage you take by 1d10 + your Wisdom modifier + twice your ranger level. In addition, if this reduces the damage from the attack to zero, the attacker takes 1d8 thunder damage.

Withstand the Flood. In addition to the benefits of Withstand the Rain, you can no longer be knocked prone or grappled against your will.

The Armada Sentinel in Other Settings

In Skyfall, Armada storms are nature's wrath incarnate, effectively super-storms similar to the most destructive of hurricanes. To use the Armada Sentinel in other settings, they could be storm-chasers or have survived a lightning strike at a young age. As long as they have some deep connection to storms and lightning, they can fit into nearly any setting.

ROGUE

A new Archetype for the Rogue class is presented here.

Dregs Thug

The slums at the water's edge in Skyfall, known as the Dregs, are some of the most dangerous locales in the city. To get here, one must have been extremely unlucky, but to survive here, one must be resilient, tough, and a bit dangerous themselves. The Dregs Thug is no simple gutter thief, but a tough-as-coffin-nails,

pull-no-punches fighting machine who refuses to lie down under any circumstances.

Brutal Sneak

Upon selecting this archetype at 3rd level, you gain proficiency with martial weapons. Additionally, sneak attack no longer requires a finesse weapon for you, as long as the weapon doesn't require two hands.

Terrifying Finish

At 3rd level, your killing blows strike fear into your enemies. When you reduce a creature to zero hit points, you can immediately make an intimidation check using your Strength modifier in place of your Charisma modifier. Each opponent within 20 feet must make a Wisdom saving throw with a DC equal to the result of your intimidation check. On a failed check, that foe becomes frightened until the end of your next turn.

Dirty Fighting

By 9th level, you have become adept at back alley fighting. If you deal sneak attack damage with a melee weapon to a creature on your turn, you can use a bonus action to make a grapple attempt against that enemy.



Prey on the Weak

Beginning at 13th level, you deal additional damage to creatures that are grappled, restrained, incapacitated, stunned, or paralyzed. This additional damage is equal to twice your Strength modifier.

Crippling Grapple

At 17th level, your grappling abilities reach a new level. As an action, you can make a grapple check against an opponent you already have grappled. On a successful check, the target must make a Constitution saving throw. On a failed saving throw, the target becomes paralyzed for 1 minute. On a successful saving throw, there is no effect. The paralyzed creature can make a new saving throw at the end of each of their turns to end the effect.

Dregs Thug in Other Settings

A dregs thug can fit into literally any other setting with very little adaptation required. They are the quintessential strongman criminal, used to intimidate victims and crack skulls at need, and could be found in any city with even a hint of criminal activity.

SORCERER

A new Sorcerous Origin for the Sorcerer class is presented here.

Crystal Warden

One of the oldest mysteries of Skyfall is the crystal megalith which rises far above Topside, pierces through the cavern and descends toward the waters below. It is as central to life in Skyfall as it is unfathomable.

Some Sorcerers are born with an equally unfathomable connection to this crystal. This connection allows them to conjure the tiniest part of the crystal's power and use it to animate a crystalline guardian.

Conjure Crystal Warden

When you select this origin, you gain the ability to conjure a crystalline servant. As an action, you can summon a Crystal Warden (described below). The Crystal Warden appears in an unoccupied space within 30 feet of you. In combat, it rolls its own initiative and acts on its own turn. A Crystal Warden can't attack, but it can take other actions as normal. When the Crystal Warden drops to 0 hit points, it disappears, leaving behind no

physical form. You cannot summon more than one Crystal Warden at a time. The Crystal Warden lasts until it reaches 0 hit points, you activate this ability again, or you complete a long rest. Once you use this ability, you must complete a short rest before using it again. In addition, you add your proficiency bonus to the Crystal Warden's Armor Class and Saving Throws, and each time you gain a new Sorcerer level after your 1st, your Crystal Warden gains an additional 5 hit points.

CRYSTAL WARDEN

Medium construct, unaligned

Armor Class 13 (natural)

Hit Points 10

Speed 25 ft.

STR 12 (+1)	DEX 14 (+2)	CON 10 (+0)
INT 1 (-5)	WIS 10 (+0)	CHA 10 (+0)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

Senses passive Perception 10

Languages -

Challenge 1/8

ACTIONS

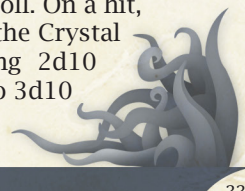
Automaton. The Crystal Warden cannot attack.

Warden's Aura

Also at 1st level, your Crystal Warden emanates a 5-foot aura whenever you summon it. Allies within the aura the turn you summon it gain temporary hit points equal to your Charisma modifier + your proficiency bonus. In addition, whenever an ally in the aura is attacked, you can use your reaction to command the Crystal Warden to interpose itself. If you do, the attacker suffers disadvantage on the attack roll. If the attack misses, the Crystal Warden takes 1d6 damage of the same type as the attack as it puts itself in harm's way. This aura increases to 10 feet at 6th level, and again to 15 feet at 14th level.

Warden's Wrath

Starting at 6th level, your Crystal Warden is empowered with radiant energy. As a bonus action, choose one creature you can see within the Crystal Warden's aura, expend 1 sorcery point, and make a melee spell attack roll. On a hit, a beam of radiant energy erupts from the Crystal Warden and strikes the target, dealing 2d10 radiant damage. This damage increases to 3d10



at 11th level, and 4d10 at 17th level.

In addition, whenever your Crystal Warden is reduced to 0 hit points, it erupts in radiant energy before it disappears. Each enemy within the Crystal Warden's aura must make a Dexterity saving throw against your spell save DC, taking 4d6 radiant damage on a failed saving throw, or half that amount on a successful one.

Warden's Brilliance

When you reach 14th level, your Crystal Warden's wrath erupts with brilliant energy. Whenever you use the bonus action from Warden's Wrath, you can expend an additional sorcery point. If you do and the attack hits, the target is blinded. If the attack misses, the target takes half damage and is not blinded. A creature blinded by this ability can use its action to clear its head, ending the effect on itself.

Warden's Symbiosis

Upon reaching 18th level, you gain the ability to temporarily merge with your summoned Crystal Warden. As a bonus action, your summoned Crystal Warden disappears and you gain the following benefits for 1 minute:

- You gain temporary hit points equal to your Crystal Warden's current hit points when you activated this ability.
- You gain resistance to bludgeoning, piercing, and slashing damage.
- For the duration, you can use your bonus action to make the melee spell attack from Warden's Wrath, targeting one creature you can see within 15 feet of yourself, at no sorcery point cost. You cannot spend additional sorcery points to enhance this ability.

Crystal Warden in Other Settings

Crystal Wardens have a deep connection to the massive crystal in the center of Skyfall, but that wouldn't prevent them from being used in other settings. They could have a connection to crystal formations deep in the earth or have an unnatural fascination with gemstones and other rare jewels.

WARLOCK

A new Otherworldly Patron for the Warlock class is presented here.

The Leviathan Pact

When scholars debate the origins of the power that corrupted the Order of the Pristine Cove, the warlocks pledged to the Leviathan silently smile. They know what lurks in the depths. They know what gives birth to the sea beasts that occasionally rise to the surface of the Cavernous Sea. They know what the Crystal Shard above the city stands in silent watch against. And they tremble in fervent anticipation for what will one day come.

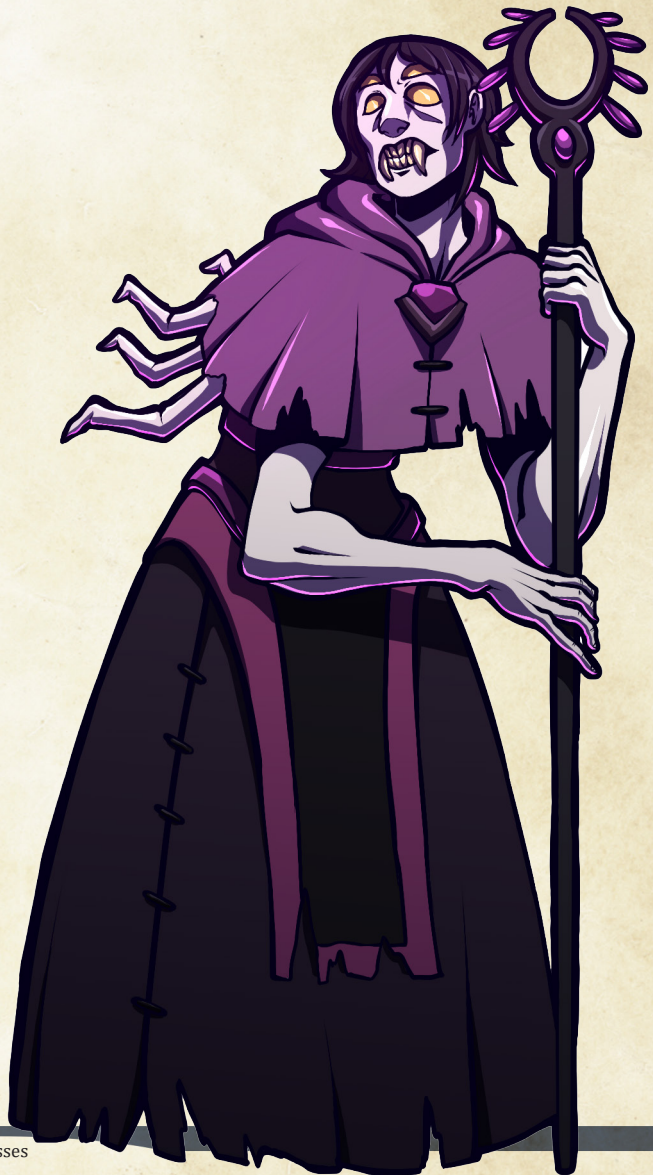
Expanded Spell List

The Leviathan lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

1st	<i>command, wrath of the ancients</i>
3rd	<i>saltwater blessing, zone of deceit</i>
5th	<i>water breathing, water walk</i>
7th	<i>choking fog, control water</i>
9th	<i>contagion, sea's embrace</i>

Leviathan's Gift

Beginning at 1st level, you gain the ability to curse your enemies. As an action, you curse your enemy, causing them to slowly suffocate. Make a melee spell attack against a creature within reach. On a hit, the target must make a Constitution saving throw against your spell save DC. If you miss, this ability is not expended. On a failed saving throw, the target has disadvantage on attack rolls and ability checks for 1 minute. At the end of each of its turns, the creature can make another Constitution saving throw, ending the effect on a success. Once you have used this ability, you must complete a short or long rest before using it again.



Grasping Tentacles

Upon reaching 6th level, you gain the ability to conjure dark tendrils of water into being around you. You can activate this ability as an action, and it lasts as long as you concentrate on it (as though it were a spell), up to 5 minutes. While this ability is active, the ground within 20 feet of you is treated as difficult terrain for your enemies. If a creature attempts to move adjacent to you, you can use your reaction to end this ability and restrain that creature until the start of your next turn. Once you've used this ability you must finish a short or long rest before using it again.

Gaze into the Abyss

Starting at 10th level, your time spent pondering the depths makes assaulting your mind a risky proposition. Whenever you are targeted by an Enchantment or Illusion spell, or any ability that would cause you to be charmed or frightened, and you are the only target, you can use your reaction to turn the spell or ability back on its user. You must be able to see the creature that attempted the spell or ability. That creature must make a saving throw against its own save DC or be affected as though they were the target of the ability. Once you use this ability, you must finish a long rest before using it again.

Call of the Deep

At 14th level, when you hit a creature with an attack, you can use this feature to overwhelm your target with the crushing weight of the depths for 3 rounds. On the first round, the target is incapacitated, restrained, and has disadvantage on attack rolls. On the second round, the target is restrained and has disadvantage on attack rolls. On the third and final round, the target has disadvantage on attack rolls. Once you use this ability, you must finish a long rest before using it again.

The Leviathan in Other Settings

Warlocks who make a pact with the Leviathan are connected to an unfathomable entity from the deepest parts of the planet. Depending on your setting this could be an ancient being at the bottom of the ocean or a terrifying monstrosity long buried in the earth.

WIZARD

A new archetype for the Wizard class is presented here.

Tattooed Mage

Like the Shantyman, the Tattooed Mage is a product of life at sea. Tattooed Mages are hardy, weathered individuals who have embraced life in

harsh environments, and are so different from other arcane spellcasters that many in fact refuse to call them wizards. Because paper is such a weak medium in the face of salt and spray, they tattoo their spells onto their body, turning skin to spellbook.

Arcane Ink

At second level, you gain proficiency in Tattoo Artist's tools and the Athletics skill. In addition, rather than keeping a spellbook, you inscribe your spells on your body as magical tattoos. Only you can read the spells inscribed on your body. In all other ways this functions as a spellbook would for a normal wizard.

Written in Blood

Starting at level 2 when you choose this school, you gain the ability to tattoo spells onto your allies temporarily. This process takes 10 minutes of uninterrupted work, and the creature being tattooed must be willing. At the end of the 10 minute tattoo process, choose a wizard spell you have prepared and expend a spell slot equal to that spell's level. Until the end of their next long rest, the tattooed creature can cast that spell using your spellcasting modifier and proficiency bonus (note: if the tattooed creature can already cast spells, this does not allow them to cast the tattooed spell using their normal spell slots). The spell still originates from them, and they make all relevant decisions about the casting. Once they cast the spell the tattoo is expended and fades away. Until the recipient casts the spell, your spell slot remains expended. You can tattoo a number of spells equal to your Constitution modifier at one time, and no individual spell can be higher than 5th level. A creature can receive more than one spell tattoo.

Sun Tanned Hide

At 6th level, you become proficient in Constitution saving throws.

Hold Fast

After reaching 10th level, whenever you or one of your allies within 30 feet would be affected by a type of damage, you can use your reaction and expend an unused spell slot. If you do so, all allies within 30 feet of you gain resistance to that type of damage for 1 round per level of the spell slot expended.

Focus on the Pain

At 14th level, you gain the ability to inscribe a tiny part of your consciousness into a tattoo somewhere on your body. You can activate this ability whenever you cast a spell that requires concentration. For 1 minute, you can concentrate on two spells or abilities at the same time. Once the duration expires, you cannot use it again until you complete a long rest.

The Tattooed Mage in Other Settings

The core theme of the Tattooed Mage is that of a hardy tough as nails spellcaster who finds less value in the rote study other wizards espouse. As such, this archetype could be found in nearly any setting.



THE REVENANT

Among the undead legions of Fenrot stands a singularly strong specimen in heavy plate. His flesh, while pallid, is wholly unlike the rotting corpses shambling around him, his sword is quite a bit sharper, and there is a gleam of intelligence in his otherwise empty gaze.

An elven mage, the crude stitches where his torso was sewn back together clearly visible through his tattered robes, seemingly floats across the battlefield. Necromantic power oozes off him like the stench of death, and yet there is a consciousness, an intent, and a hint of satisfaction tinging his blue lips.

The lonely figure of a half-orc stands on a distant catwalk, staring forlornly at a pack of younglings running through the marketplace. He eyes one paternally, a grimace of satisfaction crossing his pale brow. The hair on the child's neck stands on end but when he turns to catch a glimpse of the watcher, the catwalk is empty.

When the Necromancers of Fenrot use their mastery of death to coax the fallen into their afterlife of service, there are on occasion those who haven't completely passed on, or who, for reasons of duty, obligation or sentiment, refuse to grasp the finality of their life. These few rise like the corpse fodder around them, but some knowledge of their former selves is retained.

These are the Revenants, the accidental half-resurrected, the quasi failures of the magics used to man Fenrot. They are not dead, but no longer living their first life, not without honor, but no longer oath bound, not forgotten but no longer mourned.

Robbing the Reaper

It doesn't happen often, but it happens to corpses of every sex, race, class, religion, and economic might. There is no way of judging whether a corpse will come out the other side of the necromantic rites with a spark of consciousness. Not even the Necromancers fully understand how Revenants come to be, though there are many theories among both the living and the second lived. Some suggest that when a body on the very edge of death is imbued with necromantic power, the last echoes of the soul remain in a pale imitation of what once was. The Revenants themselves find this explanation somewhat degrading. If asked, most insist on the importance of some aspect of their former lives, perhaps in the form of an oath of duty or in a promise to a loved one, or even in a series of spells or enchantments cast before dying.

Whatever the case, few retain more than the slightest fleeting glimpses of their former lives, even when confronted by family and friends. There are those who claim a closer connection to their past life, but even they understand that, for better or worse, that chapter is closed forever.

Second Life

Revenants are not undead. They still eat, breathe, heal, age and die as any other member of their race. Should a young child find themselves called to the second life, they will continue to mature into an adult member of their race.

But they are not unchanged. First, while the Revenant may still fall in love and even marry, they will never again be able to have children. Their skin remains cold and pale, and they will forever bear the wounds that they died with. The necromantic magics that rebirthed them do not heal, they only mend. Any wounds that are received after rebirth heal as normal.

Duty to Fenrot

Part of the base enchantment the Necromancers put on all their corpses is a compulsion of duty to Fenrot and to Skyfall beyond. The Revenant all feel this compulsion to varying degrees, and each must decide how he or she will cope with it. Some, like the Knights of Fenrot, embrace this new duty; for them it is identity and meaning all in one. Perhaps they are strengthened by echoes of love for their home city, or for the warm comfort that service brings to the heart. They proudly walk the tunnels of the Lightless Depths, sometimes with the undead, sometimes with the Necromancers, but always and above all in the company of duty.

Others, like the typical Blightcaster, regard service as a means to higher power, or a way to stave off death. Perhaps they fear the denial of this second chance at life and wish to appease whatever arbitrary circumstance brought it about with promises of fealty. Or else they are exhilarated into deathly ecstasy by the torrent of power that flows through them, or do not wish to stray too far from the necromancers who unwittingly brought them to this state.

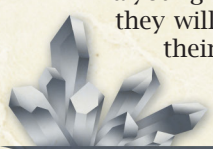
And then there are those, like the Unforgotten, who feel this duty like an iron collar around their necks. They seek some of the freedom of their first life, or the need to return to their past, to reconcile or finish old deeds, and the calling of Fenrot is a constant reminder that their time has passed.

Creating a Revenant

When creating a Revenant, first consider who your character was before they were reborn. What was their race, class, and position in Skyfall? Did they have family? Were they successful? What was the one truly important thing central to your character at the moment they died, the thing that made them get out of bed in the morning? Was it a person they lived for? An ideal or a cause? Was it a dream or goal they had yet to fulfill?

Then, decide how little or much of this you want to carry over into your character's new life. Will you remember nothing but the way combat made you feel? Do you obsess instead over the safety of your loved one? Do you seek revenge against the one who slew you? Does that need drive you to avenge others who were wronged similarly?

Finally, consider how you think you were raised into your second life. Was it by your force of will? The strength of the pact you had made with a demon? Or was it perhaps some cosmic fluke, as meaningless as a pebble thrown at the ocean? The answers to these questions will help you decide which archetype is for you.



Level	Prof.		Spells by Spell Level				
	Bonus	Abilities	1st	2nd	3rd	4th	5th
1	+2	Sense Life, Revenant Archetype	-	-	-	-	-
2	+2	Spellcasting, Eldritch Shroud	2	-	-	-	-
3	+2	Undead Fortitude	3	-	-	-	-
4	+2	Ability Score Increase	3	-	-	-	-
5	+3	Revenant Archetype Ability	4	2	-	-	-
6	+3	Necrotic Shield	4	2	-	-	-
7	+3	Undead Resilience	4	3	-	-	-
8	+3	Ability Score Increase	4	3	-	-	-
9	+4	--	4	3	2	-	-
10	+4	Improved Undead Fortitude	4	3	2	-	-
11	+4	Revenant Archetype Ability	4	3	3	-	-
12	+4	Ability Score Increase	4	3	3	-	-
13	+5	--	4	3	3	1	-
14	+5	Will of the Undead	4	3	3	1	-
15	+5	Revenant Archetype Ability	4	3	3	2	-
16	+5	Ability Score Increase	4	3	3	2	-
17	+6	--	4	3	3	3	1
18	+6	Greater Necrotic Shield	4	3	3	3	1
19	+6	Ability Score Increase	4	3	3	3	2
20	+6	Master of Death	4	3	3	3	2

Revenants in Other Settings

The Revenant can be found in many other settings. They could be servants engineered by necromancers similar to their place in Skyfall, or simply characters who have experienced a horrific near death experience and survived without clear memories of their life prior to the incident.

Quick Build

You can build a revenant quickly by following these suggestions. Your primary ability score will be determined by your Revenant Archetype. Knights of Fenrot and the Unforgotten should prioritize Strength, then Charisma. Blightcasters should prioritize Charisma, then Constitution. Then, choose the Necromancer's Guild and the Fenrot District in place of a background.

Class Features

As a revenant, you gain the following class features.

Hit Points

Hit Dice: 1d8 per revenant level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Revenant level after 1st.

Proficiencies

Armor: Light, medium

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Arcana, Deception, Intimidation, Stealth, Survival

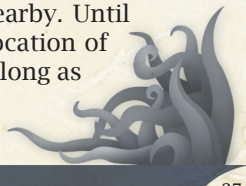
Equipment

You start with the following equipment, in addition to any equipment gained from your background.

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) any martial weapon (if proficient) or (b) any simple weapon
- (a) chain mail (if proficient) or (b) scale mail
- (a) a dungeoneer's pack or (b) an explorer's pack

Sense Life

Your near-death experience and subsequent contact with the necromancers of Fenrot has left you with a strong connection to the undead, including some of their aversion to the living. As an action, you can open your senses and detect living creatures nearby. Until the end of your next turn, you know the location of any living creature within 30 feet of you, as long as





they aren't behind total cover of some kind. You do not know the type or identity of any being detected by this ability. You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses after a long rest.

Revenant Archetype

At 1st level, you choose a Revenant Archetype based on your connection to your previous life: Knight of Fenrot, Blightcaster, or the Unforgotten. These are all detailed at the end of the class description. Your choice grants you features at 1st level, then again at 5th, 11th, and 15th level.

Spellcasting

Upon reaching 2nd level, the various magics used on you by the Fenrot necromancers forge a connection to their arcane power, granting you the ability to cast spells.

Preparing and Casting Spells

The Revenant table shows how many spell slots you have to cast your spells. To cast a spell, you must expend a spell slot of the spell's level or higher. After a long rest, you regain all expended spell slots.

You prepare a list of revenant spells that are available to you to cast, choosing from the Revenant spell list. To do so, choose a number of revenant spells equal to your Charisma modifier + half your revenant level rounded down (minimum one spell). These spells must be of a level that you can cast as shown on the Revenant table.

For example, if you are a 7th level revenant, you have four 1st and three 2nd level spell slots. With a 16 Charisma, your prepared spells can include up to six 1st and 2nd level spells, in any combination. If you prepare the spell *shield*, you can cast it using a 1st or 2nd level spell slot, and casting the spell does not remove it from your list of prepared spells.

You can change your list of prepared spells at the end of a long rest. Preparing spells requires 1 minute per spell level for each spell on your list spent meditating and reconnecting with the necromancer's arcane energy.

Spellcasting Ability

Charisma is your spellcasting ability for your revenant spells, as drawing power from the arcane might of Fenrot requires a strong force of personality. You use your Charisma whenever a spell refers to your spellcasting ability. You also use your Charisma modifier when setting the saving throw DC for a revenant spell you cast, or when making an attack roll with a revenant spell.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack Modifier = your proficiency bonus + your Charisma modifier

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Arcane Focus

You can use an arcane focus as a spellcasting focus for your revenant spells.

Eldritch Shroud

Starting at 2nd level, you can expend your unused spells to create a shroud of necromantic energy around yourself. As a bonus action, you can expend one unused revenant spell slot and gain 5 temporary hit points per level of the spell slot expended. As long as you have temporary hit points remaining, whenever a creature attacks you with a melee weapon, it takes 1d8 necrotic damage.

Undead Fortitude

At 3rd level, whenever you are reduced to zero hit points, unless you were reduced to zero hit points by radiant damage or a critical hit, you can make a Constitution saving throw with a DC equal to 5 + the damage dealt by the attack. If you succeed, you are instead reduced to 1 hit point. If you fail the saving throw, this ability is not consumed. Once you have successfully used this ability, you must complete a long rest before using it again.

Ability Score Increase

At certain levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1, up to the normal maximum of 20. You gain this benefit at 4th, 8th, 12th, 16th, and 19th level.

Necrotic Shield

Starting at 6th level, you project an aura that shields your allies from necrotic damage. You and all allies within 10 feet gain resistance to necrotic damage. At 18th level, this aura increases to 30 feet.

Undead Resilience

Beginning at 7th level, you are immune to poison damage and the poisoned condition.

Improved Undead Fortitude

At 10th level, you only need to complete a short rest to regain the use of your Undead Fortitude ability.

Will of the Undead

Starting at 14th level, you become immune to the charmed and frightened conditions.

Greater Necrotic Shield

At 18th level, you and all allies within your Necrotic Shield have advantage on death saving throws.

Master of Death

Upon reaching 20th level, your powers over life and death have reached their peak. You cannot be slain by massive damage. In addition, when you are reduced to zero hit points, you can choose to take on an aspect of undeath and remain standing. If you do, you gain

30 temporary hit points and resistance to bludgeoning, piercing, and slashing damage for one minute. Your features take on some undead aspect, such as that of a zombie, skeleton, or wraith, while this ability is active. Once you've used this feature, you must complete a long rest before using it again.

REVENANT ARCHETYPE

Three Revenant Archetypes are presented here.

Knight of Fenrot

Those that push back the veil of death for some cause or sense of duty often choose to dedicate themselves to the calling of Fenrot. They need not have been of great martial prowess before they died; it is their honor and sense of duty to the city that gives them their power with a sword. Knights of Fenrot consider themselves every bit the equal of their Necromancer brethren, for though the mages wield great power over undeath, the knights will hold the line for countless eons to come. Choose the Knight of Fenrot if your character was compelled to rebirth by duty.

Knight's Training

Your time spent serving the necromancer's of Fenrot included intense martial training. You gain proficiency in heavy armor and shields, as well as martial weapons.

Fighting Style

At 1st level, you learn a Fighting Style, chosen from the list of styles available to Fighters.

Spectral Razor

Starting at 5th level, whenever you take the Attack action on your turn with a melee weapon, a spectral blade simultaneously assaults the mind of a creature that you can see. Choose a creature you can see within 30 feet of you. That creature takes psychic damage equal to 1d8 + your Charisma modifier. At 11th level this damage increases to 2d8 + your Charisma modifier. This damage occurs regardless of the result of your melee attack.

Necrotic Assault

At 11th level, your connection to the necromancers of Fenrot reaches the point that your weapon attacks burst with necromantic energy. Whenever you hit a creature with a melee weapon, the attack deals an additional 1d8 necrotic damage.

Recollection of Valor

Starting at 15th level, your Eldritch Shroud beings to show you glimpses of valor and honor from your previous life. As long as you have temporary hit points remaining from your Eldritch Shroud ability, you add your Charisma modifier to melee weapon damage rolls.

Blightcaster

When necromantic power courses through the



lifeless bodies of these Revenants, something inside them unlocks, turning them into unliving conduits of deathly magic. Whether they showed any aptitude for the arcane in their first life or not, they are now walking embodiments of the potential energies between the worlds of the living and the dead. They are at once gate and keeper, deciding when and where to unleash its eldritch power into the world. Choose the Blightcaster if your character was compelled to rebirth by the desire of power.

Blightcasting

The necromantic magic used to keep you alive infuses you more strongly than other revenants. Whenever you cast a spell, you cause a small amount of rot or decay in the area within 15 feet of you as your spells draw power from the life around you. Normally this doesn't cause permanent damage, but repeated castings in the same area can cause extensive rot and decay in plant life over time. This grants you the following benefits:

- You learn the *chill touch* cantrip, as well as one additional cantrip from the sorcerer



spell list of your choice, and you always have the *desiccate* spell prepared in addition to your normal spell preparation.

- Whenever you deal damage with chill touch, you deal bonus necrotic damage equal to your Charisma modifier.
- You gain a pool of blight energy equal to your Charisma modifier. Whenever you hit a creature with chill touch, you can expend one point from this pool to enhance the spell. If you do, the target must make a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute. A frightened creature can repeat this saving throw at the end of its turn, ending the effect for itself on a success.

Unrelenting Blight

When you reach 5th level, your control over the blight energy used to maintain your life grows stronger. Whenever you expend a spell slot to cast a spell, you add a number of points to your blight pool equal to the spell slot's level minus 1 (minimum one). In addition, you can now use points from your blight pool to cast the *desiccate* spell without expending a spell slot. Casting *desiccate* in this manner costs 1 point from your blight pool. For each additional point you spend, increase the spell level by one. You cannot increase the level of the spell to a spell level you do not have the ability to cast.

Blighted Shroud

Starting at 11th level, whenever you cast *desiccate* (using spell slots or your blight pool), you also gain the benefits of your Eldritch Shroud ability as though you had expended a first level spell slot.

Shifting Arcanum

At 15th level, your arcane might unlocks access to previously unreachable spellcasting ability. Whenever you prepare spells, choose two spells of 8th level or lower from the Sorcerer spell list. You can cast each of those spells once without expending a spell slot. Whenever you complete a long rest and prepare spells again, you can choose two new spells from the Sorcerer spell list.

The Unforgotten

Of all those who are reborn into undeath, the Unforgotten retain the most complete visions of what they once were. They are more attuned to their past, and to the promises or debts they regret leaving behind. The Knight has his duty to sustain him, and the Blightcaster has her power to engage her, but the Unforgotten has only bittersweet memories of a lost life to accompany him into the endless future. Choose the Unforgotten if your character was compelled to rebirth by a sense of obligation to someone from their past.

Remembered Training

You have proficiency in martial weapons.

Sudden Recollection

Your connection to your previous life is stronger than other revenants. As such, you can call upon skills half remembered from your prior life in a flash of sudden insight. Whenever you would make an ability check or skill check, you can use this ability to gain advantage on the roll. In addition, you add your proficiency bonus to the check even if you aren't proficient in the skill. Once you use this ability, you must complete a short or long rest before using it again.

Deadly Shroud

At 1st level, you learn to store and mold the energy of life and death. Whenever you deal damage to a creature within 30 feet of yourself, you store some of the energy of their pain and suffering. This energy is represented by suffering points, which you can use to unleash a burst of necromantic energy. You can store a number of points equal to your revenant level plus your Charisma modifier, and any stored points are lost at the end of a long rest. As an action, you can expend all stored suffering points and unleash a wave of necrotic energy. Each creature within 10 feet of you must make a Constitution saving throw against your spell save DC, taking 1d4 necrotic damage per suffering point expended on a failed saving throw, or half that amount on a successful one.

If you have temporary hit points from Eldritch Shroud when you expend your suffering points, increase those temporary hit points by an amount equal to the number of creatures damaged by this ability.

Draining Shroud

Beginning at 5th level, your Deadly Shroud deals 1d6 damage per point expended, and the ability affects all creatures within 15 feet of you. In addition, creatures who fail their saving throw have disadvantage on Strength and Dexterity-based attacks until the start of your next turn.

Defending Shroud

At 11th level, while you have temporary hit points from Eldritch Shroud, you have proficiency in Dexterity saving throws, and if you would take half damage on a successful Dexterity saving throw, you instead take no damage.

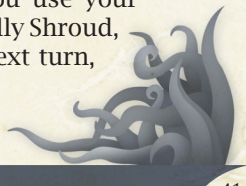
Visions of the Past

Upon reaching 15th level, you have a vision of your past life, and it imprints new strength on you. Choose one of the following past lives and gain the listed benefit.

Warrior in a Past Life. Whenever you miss a weapon attack, the target of the attack takes damage equal to your Strength or Dexterity modifier (your choice). The damage is the same type dealt by the weapon you missed with.

Mage in a Past Life. Your Revenant spells no longer have verbal or somatic components.

Soundrel in a Past Life. Whenever you use your action to expend suffering points from Deadly Shroud, you turn invisible until the start of your next turn, or until you make an attack or cast a spell.



CHAPTER 3: GUILDS AND DISTRICTS

Instead of the more standard background rules, heroes in Skyfall are typically defined by which guild they are a member of and which district of the city they hail from. Rather than get all your skills and tools from one place, in this system you choose 1 skill and 1 tool from both your guild and your district. Additionally you get the perk of being guilded and your district offers a small beneficial ability as well.

When generating traits you combine the tables from your Guild and your district. For instance on Personality when you roll the d8, a roll of 1 - 4 would be read off your guild while a roll of 5 - 8 from your district. In this way you generally become a mixture of both your job and your neighborhood. As always you are free to pick your own traits (or make up new ones).

If you elect to use this alternative option, do not use the starting equipment packages for your class. You will need to purchase equipment normally as your guild and district choices do not include equipment.

GUILDS

Before the Guild wars that rocked the foundations of the city social structure there were hundreds if not thousands of guilds. Most guilds were just a handful of members, while a few grew quite large.

After the upheaval Skyfall was left with only a few official guilds, each commanding huge numbers of members and vast resources. By necessity now each guild is very broad in terms of its "occupation".

Benefits of Membership

In addition to the serious social benefits of being guilded your guild training incorporated training in their preferred skills and tools. Choose one of each category. If you have different skill or tool in mind, discuss it with your gamemaster.

Thieves' Guild (The Twelve)

One of a number of guilds that survives by taking from others. Before the merge, most guilds focused on one type of crime like cat burglary, pick pocketing, or confidence games. Decide what type of criminal guild you used to belong to.

Skills. Acrobatics, Deception, Investigation, Performance Sleight of Hand, Stealth.

Tools/Languages. Any Language, Disguise Kit, Forgery Kit, Instrument, Thieves' Tools.

D8	Personality Traits (Continued on District)
1	I see everything as a potential score, and am always thinking about how to get ahead.
2	I believe the only way to fight injustice in the city is to bring the rich down to my level.
3	I believe anyone who can't stop me from stealing their wealth didn't deserve it anyway.

4	I got started in the life of crime by accident, but now I love it.
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D6 Ideals (Continued on District)

1	Quick. I believe bureaucracy and inaction are as dangerous as lingering at a crime scene.
2	Quiet. Noise and Flash are for bards and clowns, no one knows I am involved unless I want them to.
3	Clever. Brute Force is the tool of the weak minded. My tricks and schemes are masterfully thought out.

D6 Bonds (Continued on District)

1	I am dedicated to my guild, they saved my life and I would do anything to repay the favor.
2	I seek to go down in history as the most respected criminal the city has ever seen.
3	I secretly wish to steal the priceless artifacts housed in the senate vaults, just to say I have.

D6 Flaws (Continued on District)

1	I tend to dismiss simple plans out of hand. I strongly prefer subtle complex actions.
2	I rarely ask for help, I believe I am skilled enough to not need it.
3	I can't resist skimming money from the guild.

Mariner's Guild

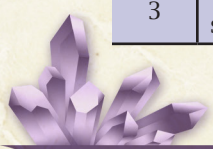
Before the merge there were more maritime guilds than all other guilds in the city combined. Dockworkers, Navigators, Captains, Deckhands, Riggers, Salvors, Stevedores: the list is too lengthy to name. Their common bond to the shipping trade unites them all in the Mariner's guild.

Skills: Animal Handling, Athletics, Acrobatics, History, Intimidation, Nature, Perception, Survival

Tools/Languages: Cartographer's Tools, Gaming Set, Instrument, Navigator's Tools, Vehicles (air), Vehicles (water).

D8 Personality Traits (Continued on District)

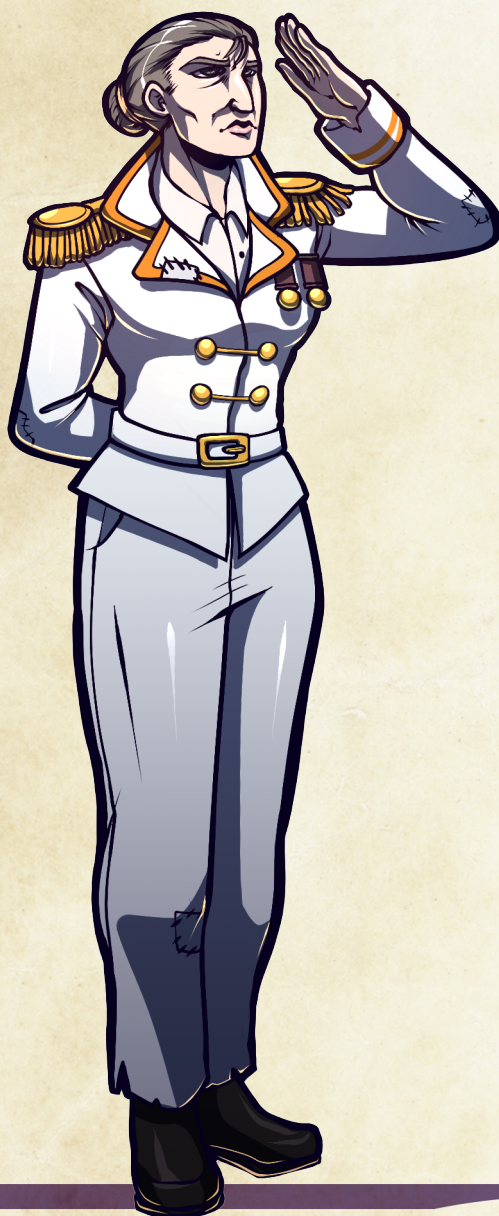
1	Life is a journey, I learn more for the voyage than the destination.
2	I have learned a lot from my time on the sea, I try to impart those lessons to those around
3	I have a sailing anecdote for nearly every situation.
4	The water is the only place I feel fully comfortable.



D6	Bonds (Continued on District)
1	My family has always worked the docks, I'm a mariner, through and through.
2	My ship and crew come first, always.
3	I have a girl in every port, but one of them has my heart.

D6	Bonds (Continued on District)
1	My family has always worked the docks, I'm a mariner, through and through.
2	My ship and crew come first, always.
3	I have a girl in every port, but one of them has my heart.

D6	Flaws (Continued on District)
1	I never really feel comfortable on land.
2	I tend to rely on an authority figure when faced with something new or strange.
3	I have trouble staying focused because I would rather be on the open sea.



Bankers

While the Smiths guild encompasses all the crafters, the bankers represent those who are in business. Merchants, Bankers, Insurers, Senators...

Skills: Deception, History, Insight, Investigation, Perception, Persuasion.

Tools/Languages: Any Language, Calligrapher's Tools.

D8	Personality Traits (Continued on District)
1	I know the relative worth of nearly everything, including my companions.
2	I am meticulous with my records, plans, and words.
3	I know everything is for sale and approach life as a series of transactions.
4	I don't like to get my hands dirty, money is the tool I use to get things done.

D6	Ideals (Continued on District)
1	Hard work. Anyone can get ahead by applying enough thought and effort.
2	Money. There is no finer thing in life than the pursuit of more wealth.
3	Obfuscation. To protect my true goals, I have layers of "perfectly legal" cover.

D6	Bonds (Continued on District)
1	My hirelings are honored and respected so long as they perform admirably.
2	My personal fortune includes several pieces of art in which I am deeply emotionally invested.
3	I love this city, I will tear out the rot and replace it with my glorious vision.

D6	Flaws (Continued on District)
1	It's all about the bottom line, always.
2	Sometimes I have to crack a few eggs to make my omelet
3	I believe the guild will bail me out, so I consider only short term gains.

Necromancers

Because they have existed since before Skyfall was founded, the Necromancers have always been a unified guild. These grim folk tend to the city's dead and guard against incursions from below. Not all Necromancers are spell casters, but all the leadership of the guild is.

Skills: Arcana, History, Medicine

Tools/Languages: Alchemist's Kit, Herbalism Kit

D8	Personality Traits (Continued on District)
1	I view death as a natural and beautiful thing, not a thing to be feared.
2	I have a truly dark sense of humor, I know what waits after life and I intend to fully live.
3	I am somber and grim, we have an image to maintain.
4	Death terrifies me, thus I will learn to undo it.

D6	Ideals (Continued on District)
1	Peace. I believe undead are the perfect tool to protect us.
2	Knowledge. There is so much to learn beyond this life, I will find those secrets.
3	Power. I crave the power over all things, including death.

D6	Bonds (Continued on District)
1	I am deeply dedicated to my Necromancer fellows.
2	I serve the city of Skyfall and am a natural part of life for the city.
3	I believe each of my Zombies is a real person with thoughts and feelings. Others just don't see it.

D6	Flaws (Continued on District)
1	I prefer the company of the dead to the living.
2	I know the end result of all life is death, this can make me seem cold and uncaring.
3	My lust to live life fully causes me to take dangerous risks.

Smiths

Any person that makes their living by creating or growing something or practicing a trade is probably a member of the smith's guild.

Skills: Animal Handling, Athletics, Medicine

Tools/Languages: Any Artisan's Tools

D8	Personality Traits (Continued on District)
1	I do what I do for the beauty of the craft.
2	I make tools not art, their value is only in their utility.
3	Honest toil is the mark of a true person.
4	I build bridges that will surely outlast my children's children.

D6	Ideals (Continued on District)
1	Hard work. An honest day's work is its own reward.

2	Profit. By doing what I do I command a handsome fee.
3	Fame. Someday people will; talk about me as the greatest smith of Skyfall.

D6	Bonds (Continued on District)
1	Each of my pieces is unique I can tell you minute details about it.
2	My customers are my family, we watch out for each other.
3	I am very close to the sellers in the Bankers guild, we make each other a lot of coin.

D6	Flaws (Continued on District)
1	Nature makes horses for my horseshoes, not the other way around.
2	You're not paying me enough to make these items any better.
3	I make my way by stealing (and improving on) the designs of others.

Firewatch

A guild made of the combination of Firefighters and City Watch. The Firewatch is one of the most important guilds as they are paid to keep the city safe. There is some friction internally as the city watch is more concerned with watching the affluent parts of the city and the fire brigade takes a more encompassing view.

Skills: Athletics, Investigation, Insight, Intimidation
Medicine, Perception.

Tools/Languages: Any Artisan's Tools

D8	Personality Traits (Continued on District)
1	I am a natural leader, and citizens look up to me.
2	The Firewatch pays me pretty well, and I get to beat people up.
3	I am a natural protector.
4	Everyone deserves protection, but your level of service depends on your coin purse.

D6	Ideals (Continued on District)
1	Serve and Protect. I am honored to serve the great city of Skyfall.
2	Military. I believe the Firewatch should expand into a standing army for the city.
3	Improve. I can clean up the watch once I get to the top. I will do whatever it takes to get there.

D6	Bonds (Continued on District)
1	My fellow watchers are my true family.



2	I am in the Firewatch because it can be a lucrative business.
3	I am secretly in the pocket of another guild (choose or roll randomly).
D6	Flaws (Continued on District)
1	I let things get worse than they need to so that I can save the day.
2	I may not set fires, but I am strangely fascinated with flame.
3	I don't believe in turning on my fellows, regardless of what they have done.



Guildless

Not a true guild, but those few souls who live in the city without a guild tend to band together. Whether you are a member of a travelling band, a roaming scavenger, a holyman, or an unincorporated criminal, you don't survive long in the city without a few friends behind you.

Skills: Acrobatics, Animal Handling, Religion, Insight, Medicine, Perception, Performance, Sleight of Hand, Stealth, Survival.

Tools/Languages: Instrument, Herbalism, Tinker's Tools, Vehicles (air), Vehicles (land).

D8	Personality Traits (Continued on District)
1	While most in the city define themselves by their guilds, you feel freed by not belonging.
2	You have never felt at home in the city. You may be new in town or otherwise unable to fit in.
3	You believe the best way to deal with your enemies is to go into hiding and assume a new name.
4	You woke up one day in the city with strange scars and no memory of what happened.

D6	Ideals (Continued on District)
1	Freedom. The guilds are bringing the populace down. The guilds should be abolished.
2	Family. Without a guild to belong to you have attached onto your family. You will do anything for them.
3	Belonging. You want nothing more than to find a place to belong.

D6	Bonds (Continued on District)
1	You are a true and honest friend, you believe in protecting and helping those close to you.
2	With no guild to watch out for you, you cannot trust lightly. You keep people at arm's length.
3	You have lost your mind. You may be high functioning, but deep down, your mind isn't your own.

D6	Flaws (Continued on District)
1	Years of self-reliance and pain have made you hard to work with and abrasive to most.
2	You are always running a con, you don't really even know how to open up anymore.
3	Your longing for a guild makes you very susceptible to authority figures who could offer you a place.

Calling a Guild Favor

Any member of the guild can rely on their organization for basic room and board, as well as basic income. Additionally, any member in good standing can call in a favor. The outcome (and success) of this favor is left to the GM to decide, but generally as long as a guild member pays their dues, they can count on their organization to get them out of minor legal trouble, pass along rumors, or maybe even lend a hand with a noncombat task. Nothing in Skyfall comes free, you can bet any favor granted to the PC will be expected to be repaid threefold.

Guildless PCs can rely on their group for room and board and income, they may try calling in a favor, but the PC and GM should remember that those without Guilds are not citizens, and generally want to draw as little attention from the city as possible. Favors that put the group at risk are almost never granted, and on the off chance they are, the ultimate price the PC repays will be steep.

DISTRICTS

In Skyfall, it is not just about being a member of the city, it's about what party of the city you came up in. Each district of the city has its unique style or personality. Longtime residents can often guess the area of the city you grew up in, with an accuracy of about a block or two.

In game terms each district grants a skill and a tool similar to your guild. In addition each district offers a "perk" which is similar to a feat. It is a small added bonus to reflect your upbringing in Skyfall.

Topside

Above the city, on the plateau, the walled compound of Topside is responsible for funneling all the incoming overland trade goods into the city proper. Also inside its massive storm-walls are substantial farmlands that act as the city's breadbasket.

Skills: Animal Handling, Athletics, Nature, Perception, Survival

Tools/Languages: Herbalism, Vehicles (land).

Survival Instinct

You always know an armada storm is coming 1d4 hours before it arrives. Additionally you have a 50% chance to know at least a single fact about any fauna native to the area around the city.

D8	Personality Traits (Cont. from Guilds)
5	I am an industrious person, the city depends on the fruits of my labor to survive. I am a provider.
6	All the mixing and mingling is fine for those city folk. Out here, we don't like talking bugs,
7	I work as an honest farmer, I may not have much, but I am happy with my lot.

8	There is nothing more exciting than living on the edges of the city. There is so much to explore.
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D6	Ideals (Cont. from Guilds)
4	Bounty. I believe there are enough resources for all to share, and I will make that happen.
5	Survival. On the edge of the city, you have to be self-reliant. I will survive even if the city burns.
6	Fringe. I don't fit in city. My views and beliefs labeled me an outcast. Our here though, I belong.

D6	Bonds (Cont. from Guilds)
4	Without my family we would never bring in the harvest. They are my everything.
5	The city may shun the gods, but when you work the land, you learn there is something more.
6	I have a secret connection one of the threats that inhabit the surrounds of the city.

D6	Flaws (Cont. from Guilds)
4	What works in Topside, may not work in the city. I often don't realize this.
5	Topside is insular, I don't trust outsiders easily.
6	Despite my best efforts I did not have access to a decent education.

The Docks

Comprised of warehouses, shipyards, and a vast variety of other maritime businesses, the district also houses much of the city's working poor. As such it is an area of both opportunity and crime. The Docks were one of the first areas of the city to have been built, and many of its denizens consider it the one true Skyfall. At the very least, the lifeblood of the city certainly runs through it.

Skills: Athletics, Investigation, Stealth.

Tools/Languages: Gaming Set, Vehicles (air), Vehicles (water).

Dockspeak

You know "Dockspeak" a pidgin language that unites the district, you can communicate basic concepts with just about any humanoid that has a spoken language.

D8	Personality Traits (Cont. from Guilds)
5	I may be (very) rough around the edges, but I'm a good person... I just like to brawl sometimes.



6	The Docks is a dangerous place, someone's always moving on your territory, you have to stick together.
7	Just getting through the day is my primary goal. People want what I have, I have to survive.
8	I am canny, you will not pull a fast one on me.

D6	Ideals (Cont. from Guilds)
4	Pride. The docks are a place to be proud of, I am glad to be here.
5	Prejudice. If you aren't from the Docks, you aren't really from Skyfall.
6	Underdog. People tend to count you out, but you prove them wrong every time.

D6	Bonds (Cont. from Guilds)
4	My loyalty is to my district, it is my home and I love it.
5	My guild or employer is my lifeline. Without them I wouldn't be able to provide.
6	I don't advertise but my guild placed me here to spy for them.

D6	Flaws (Cont. from Guilds)
4	My pride is such that I boast and brag more than I ought to.
5	I don't trust folks from other districts.
6	I know that others are looking down on me even when they don't say something.

Palisades

In the heart of the city, the massive crystal palisade brings the light from above into the cavern. Surrounding its dropping spires are the homes and business of the city's wealthiest members. The senate building, the aquarium, and many other historic buildings are located in the area as well. Even coming from one of the less affluent areas of the Palisades District can give you a major leg up in the city.

Skills: Deception, History, Insight, Perception, Persuasion

Tools/Languages: Gaming Set, Language, any "refined" artisan's tool

Work the System

You can "work the system". You gain advantage on Charisma Checks with any upstanding members of the city, and you have disadvantage on persuasion checks with any less reputable residents.

D8	Personality Traits (Cont. from Guilds)
5	I am a noble scion of Skyfall. I am rightfully proud and others should respect me.

6	I care deeply about the poor of this city, I will do what I can to help them.
7	What's the point of being a noble if can't partake of all the finer things in life?
8	I am part of the responsible class, we are the stewards of the city.

D6	Ideals (Cont. from Guilds)
4	Duty. The higher I rise, the more I owe to the city.
5	Civic Pride. My family donates to the city generously, it is only right that they name the park after us.
6	Aristocratic. Skyfall may not have a true nobility, but I am a part of the unofficial aristocracy.

D6	Bonds (Cont. from Guilds)
4	My family has ties to the senate, I work to support their power.
5	My loyalty is to my house and family. We are important to the city.
6	I have a secret family I keep hidden in the Dregs, away from the rest of my family.

D6	Flaws (Cont. from Guilds)
4	I am by virtue of birth, better than most in Skyfall, you had best treat me as such.
5	My family only appears wealthy. In fact we are penniless and maintaining a facade.
6	In my circles, image is vital, I must follow the trends and always be seen as one of the important people.

The Dregs

A district only in the roughest sense of the word, The Dregs are where those who cannot live anywhere else seem to end up. Shanties, tents, and occasional rundown tenement buildings are the order of the day in the dregs. There is little law or order in the district, those occasionally guards might investigate a crime at the behest of one of the few denizens with coppers to spare.

Skills: Athletics, Deception, Insight, Intimidation, Sleight of Hand, Stealth, Survival.

Tools/Languages: Any "Honest Labor" artisan's tool, Disguise kit, Forgery Kit, Gaming Set

Born of the Bridges

You have advantage on any check that involves the rope bridges of the city (or similar such as a ships rigging) this could include checks to use them, repair them, destroy them, know something about them, etc. You also tend to get away with trifling crimes or misdemeanors, unless someone in the Fire Watch or the Twelve decides an example needs to be made...

D8	Personality Traits (Cont. from Guilds)
5	I do whatever I need to do to survive in the Dregs. Right and wrong are not my concerns.
6	I know I could die here at any moment. I have a very bleak outlook on the future.
7	I am always ready to solve a problem by violence, I have to be.
8	I want to tear down the status quo that tries to keep me oppressed.

D6	Ideals (Cont. from Guilds)
4	I believe I can elevate my station and make something of myself. I will not despair.
5	I know where to find what I need to survive. Where others see trash, I see the tools to keep me alive.
6	I am not likely to live long, I will live life fully and fast.

D6	Bonds (Cont. from Guilds)
4	My closest friend from childhood is still my confidant, we would do anything for each other.
5	My family has to work together to survive, I want to get them out of the dregs.
6	I believe in something bigger than myself and this city. If I work hard, this cause will elevate me.

D6	Flaws (Cont. from Guilds)
4	Anyone who tells me I am wrong is just prejudiced against the Dregs.
5	I look out for myself to the detriment of others. Looking out for them is their job, not mine.
6	I will die young, I pick fights needlessly and take what I want, because time is short.

Fenrot

Fenrot is the area of the caves beneath the city controlled by the generally benign Necromancer's guild. Here these dark mages practice their trade disposing of the city's dead and animating zombies to defend against the dark elf armies from the lightless depths.

Skills: Arcana, History, Perception, Survival

Tools/Languages: Any Instrument, Undercommon.

Familiar with Death

You have advantage on saving throws made to avoid the frightened condition from undead or necromancy spells. You also have a 50% chance to know a fact about any undead creature you encounter.

D8	Personality Traits (Cont. from Guilds)
5	The pioneer spirit is alive and well in me. The frontier of Fenrot is the perfect place for me to live.
6	I don't love working with zombies, but I do it because those zombies are Skyfall's best defense.
7	Civilians in Skyfall couldn't handle the truth, but I know how Fenrot's zombies are vital to the city's survival.
8	Second chances don't come often, I am grateful for mine, even if it means working with the dead.

D6	Ideals (Cont. from Guilds)
4	Protection. I serve the city by defending its darkest places.
5	Home. For better or worse the Necromantic town of Fenrot is my home, there's no place like it.
6	Warrior. The truth is Skyfall is decadent, the Necromancers should take over the city for its protection.

D6	Bonds (Cont. from Guilds)
4	My Sister was taken by Dark Elves, I serve here in hopes of finding her.
5	The living defenders of Fenrot are some of the bravest souls I ever met, I will recover their remains.
6	The lightless depths call to me, they always have, ever shift I stare into the darkness and wonder.

D6	Flaws (Cont. from Guilds)
4	Serving in Fenrot means I should have the latitude to ignore laws to accomplish my mission.
5	I have served out here so long I don't remember peace, I see ambushes around every corner.
6	The death (and undeath) I have seen has numbed me. I am distant, and disconnected from life.

Immigrant

This isn't a district but a catch-all for those residents who do not yet have attachment to a neighborhood. They may have a place to stay, but they do not identify with an area well enough to be considered a member. Some in the city may even take pride in their immigrant status, while others could simply be "passing through" for a few years.

Skills: Any

Tools/Languages: Any





Worldly Experience

Once per session you can relate something from your past to a task at hand and gain advantage on a noncombat check as long as you are not in combat when you attempt the check.

D8	Personality Traits (Cont. from Guilds)
5	Full of Hope: I am excited to be here in Skyfall.
6	Jaded: Despite the wonders of the city I put on that I am above it all, but I'm not as jaded as I act.
7	Curious: There is so much to see, do, and learn in the city. I eagerly try to soak it all in.
8	Scared: I am afraid of so many new things in Skyfall.
D6	Ideals (Cont. from Guilds)
4	Innovation: I bring new ideas to the city and cannot wait to share my knowledge.
5	Business: I am here for business, there is plenty of opportunity above and below the board.

6	Zealot: I have strong beliefs in religion and I think Skyfall would be better if they followed my god.
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D6	Bonds (Cont. from Guilds)
4	I was stranded in the city. I didn't plan on coming, but I have no idea how to get home.
5	I saved for years to come to the city. It was the most exciting voyage of my life.
6	I don't know how I got here or where I came from but I'll make the best of my situation.

D6	Flaws (Cont. from Guilds)
4	I am often confused by the workings of the city, it is all so different.
5	I feel confident I know who the city works; I'm genuinely shocked by how often I am wrong.
6	I don't understand how everyone here gets along with these monsters, I hate them.

CHAPTER 4: FEATS

This chapter details the customization options available to characters from Skyfall. Below you will find a number of new feats, as well as the rules for multiclassing into Revenant.

REVENANT MULTICLASSING

In order to multiclass into the Revenant class, you must meet certain ability score requirements. You also gain the listed proficiencies as shown below.

Revenant Multiclassing

To multiclass into or out of the Revenant class, you must have Strength and Charisma scores higher than 13. You gain proficiency in light and medium armor.

Spellcasting

When determining spell slots for a multiclass revenant, you add half your revenant levels rounded down.

FEATS

The following feats are available at your GM's discretion for Skyfall characters.

ADRENALINE RUSH

Prerequisites: Strength or Dexterity 13

You've learned to channel your energy into bursts of speed and prowess. You learn to use the Second Wind ability (it still uses your fighter level, if any). You must complete a long rest before you use it again. If you already have the Second Wind ability, increase your fighter level by 5 for the purposes of determining the effects of the ability.

In addition, whenever you use Second Wind, instead of regaining hit points you gain an equal number of temporary hit points. While you have temporary hit points remaining from Second Wind, your base speed increases by 10 feet and you have advantage on Strength checks.

DAGGER MASTER

Prerequisites: Dexterity 13

Your mastery of the dagger is virtually perfect. You gain the following benefits:

- Whenever you would roll damage on a melee attack using a dagger, you can choose to replace the roll with your Dexterity modifier.
- Whenever you make a thrown attack with a dagger, you can throw two blades at once. On a hit, you deal 2d4 damage instead of the normal 1d4 damage from a single thrown dagger. You only add damage modifiers such as your Dexterity modifier or the bonus from a magic weapon once.
- Your range increment is doubled for thrown daggers, and you can draw and throw two daggers as part of the attack you make.

DESTRUCTIVE

You are a force of destruction. You gain the following benefits:

- You deal double damage with melee attacks made against unattended objects.
- As an action you can attempt to damage an enemy's manufactured weapon or shield. When you do, choose the opponent's weapon or shield and make a Strength check opposed by your target's Strength or Dexterity check (their choice). If you succeed, you hinder the target's weapon or shield. A hindered weapon does not add Strength or Dexterity to damage, and a broken shield does not increase its wielder's Armor Class. Hindered weapons and shields can be repaired with minimal effort during a short rest.

DEVOTED TO MANY FAITHS

Prerequisites: Wisdom 13

You have a deep spiritual connection to the world around you. Even if you worship a specific deity, you revere many (or even all) other gods, goddesses, or other celestial beings. You gain the following benefits:

- You gain proficiency in the Religion skill.
- At the end of a long rest, choose a domain available to clerics. You gain the Channel Divinity feature from that domain, and can use it once before your next long rest. If you already have the Channel Divinity class feature, you can expend a use of Channel Divinity to use this ability again without needing to rest.

ELEMENTAL STEP

Prerequisites: Dexterity 13

You forge a mystical connection to the elements, granting you certain benefits. Once per round, when you take the Dash action on your turn, you can choose one of the following benefits. You cannot choose the same benefit two rounds in a row.

- Air: You can fly up to half your speed, rounded down, with this Dash action. You must end your flight on a solid surface or you immediately fall.
- Earth: If you use the Dash action but do not leave your current space this turn, you cannot be forced to leave your space or be knocked prone.
- Fire: Your movement leaves a trailing of flickering flames this turn. The first enemy to enter a space you moved through before the start of your next turn takes 1d8 fire damage, then the flames fade away.
- Water: You can move over liquid surfaces as though they were solid surfaces this turn. You must end your turn on a solid surface.



Feat	This feat...
Adrenaline Rush	...teaches you a Fighter's Second Wind, and improves that ability.
Dagger Master	...makes you a master of both thrown and melee attacks with daggers.
Destructive	...allows you to hinder your opponent's weapon or shield, and deal additional damage unattended objects.
Devoted to Many Faiths	...lets you gain a lesser version of a Cleric's Channel Divinity ability from any domain.
Elemental Step	...gives you a variety of elemental-themed movement benefits whenever you take the Dash action.
Flame Warden	...teaches you the <i>fire bolt</i> cantrip, and grants you additional benefits when you use it or other fire spells.
Hospitaler	...grants you the ability to heal others in combat using your own hit dice.
Loreseeker	...improves a your knowledge of ancient lore in a number of disciplines.
Molded by Shadow	...represents your training in the Lightless Depths, and makes you better at combat in near total darkness.
Shocking Assault	...gives you a benefit for charging into the fray, letting you knock people prone and kick them while they are down.
Skyfall Militia	...represents your weapon and shield training in the Skyfall Militia.
Survivor	...lets you stay standing even after being reduced to 0 hit points, and allows you to reposition in reaction to harmful magic.
Titan's Grasp	...grants you a number of benefits with Two-Handed and Versatile weapons.
Unstoppable	...lets you quickly shake off exhaustion during a short rest.

FLAME WARDEN

Prerequisites: Charisma 13

You have an innate connection to fire that manifests itself as you grow in power. You gain the following benefits:

- You learn the *fire bolt* cantrip.
- Whenever you cast *fire bolt*, you gain resistance to fire damage until the start of your next turn.
- Once per turn, when you deal fire damage to a creature, you can immediately move 10 feet without provoking attacks of opportunity.

HOSPITALER

Prerequisites: Wisdom or Charisma 13

You have received extensive training as a healer and battle chaplain. You gain the following benefits:

- You gain proficiency in the Medicine skill.
- As a bonus action, you can touch a creature and expend one of your hit dice. If you do, roll the die, and the creature you touch regains hit points equal to the amount rolled plus its Constitution modifier.
- Whenever you restore hit points to another creature, you gain a +2 bonus to AC until the end of your next turn.

LORESEEKER

Prerequisites: Intelligence 13

Your extensive studies have made you into a repository of hidden knowledge. You gain the following benefits:

- Your Intelligence score increases by 1, to a

maximum of 20.

- Choose Arcana, History, Nature, or Religion. You must be proficient in the skill you choose. You have advantage on skill checks made with the selected skill.
- The first time you see a creature type (such as seeing a Minotaur or red dragon for the first time, as opposed to seeing Torkill the Minotaur for the first time), you can make an Intelligence check. The DC equals 5 + the monster's Challenge Rating. If you succeed, you know one useful fact or feature about that creature type (determined by your GM).

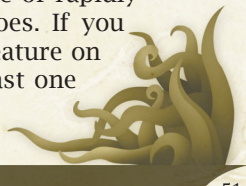
MOLDED BY SHADOW

You've spent countless hours training in the Lightless Depths, adapting yourself to the deep dark and the creatures it hides. You gain the following benefits:

- You gain darkvision out to 60 feet. If you already have darkvision, increase the range by 30 feet instead.
- You no longer suffer disadvantage when attacking targets you cannot see. You must still be able to identify which space your target is in.
- You have advantage on saving throws made to avoid disease.

SHOCKING ASSAULT

You are a terrifying shock trooper, capable of rapidly crossing the battlefield to assault your foes. If you move at least 20 feet straight toward a creature on your turn and hit that creature with at least one



melee weapon attack in the same turn, it must make a Strength saving throw or be knocked prone. The DC equals 8 + your proficiency bonus + your Strength modifier. If the creature is knocked prone, you can use your bonus action to stomp the creature. This is a melee weapon attack that deals 1d4 bludgeoning damage, and you are considered proficient in the attack.

SKYFALL MILITIA

You have received basic training in weapons and shields on the wall at Fenrot or Topside. You gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with one weapon of your choice.
- You gain proficiency with shields.

SURVIVOR

Prerequisites: Constitution 13

You are a true survivor. You gain the following benefits:

- Whenever you would fail a saving throw, you can use your reaction to move your speed without provoking attacks of opportunity. If the failed saving throw was from a spell or effect with an area of effect, you cannot move outside that area. You still suffer the effects of failing the saving throw.
- If damage would reduce you to zero hit points and you do not die from massive damage, you can choose to remain conscious. If you do so, your speed is reduced by half, and you cannot take bonus actions or reactions. You must still make death saving throws as normal, suffer automatic failures when taking damage, and you still die once you reach three failed death saving throws.

TITAN'S GRASP

Prerequisites: Strength 13 and Constitution 13

You've mastered the use of two-handed weapons. Whenever you wield a weapon with the Two-Handed property, or a weapon with the Versatile property in two hands, you gain the following benefits:

- As a bonus action, you can make a melee weapon attack to smash an enemy with the pommel of your weapon. You are considered proficient in this attack. If the attack hits, you deal damage equal to your Strength modifier (do not add anything to this damage), and you gain temporary hit points equal to your Constitution modifier.
- As a bonus action, you can empower your attacks and drive your enemies back. If you do, each time you hit a creature with a melee attack this turn, you push it 5 feet away from you.
- When you make a melee attack with advantage and both attack rolls would hit your target, if the target is a Large or smaller creature, it is knocked prone.

UNSTOPPABLE

Prerequisites: Constitution 13

You're practically immune to feeling tired. People tell stories about your spectacular endurance (possibly exaggerated). You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Whenever you complete a short rest, you can remove one level of exhaustion that you are suffering. You must complete a long rest before you can use this ability again.



CHAPTER 5: SPELLS

This chapter details over 60 new spells, as well as the Revenant's complete spell list. On the Revenant Spell List, all new spells are marked with an asterisk. On the remaining spell lists, all spells are new.

EXHAUSTING CANTRIPS

A new descriptor has been added for many of the new cantrips found in this chapter: **exhausting**. Any one exhausting cantrip can be cast once per short rest with no adverse effects. However, if you cast a second exhausting cantrip prior to taking a short rest (even if it is a different exhausting cantrip), you gain one level of exhaustion. The exhaustion gained from casting these cantrips can be removed through normal means. You can identify exhausting cantrips by the "(exhausting)" descriptor added after the spell school.

Bard Spells

CANTRIPS (0 LEVEL)

Alluring Visage
Empowered Magic
Scalding Insight
Vanish
Wind Step

FIRST LEVEL

Sea Legs
Stormsong

SECOND LEVEL

Rippling Thunder
Saltwater Blessing
Zone of Deceit

THIRD LEVEL

Harangue
Siren's Call

FOURTH LEVEL

Harmonic Bridge
Parch

FIFTH LEVEL

Embrace the Wind
Hysteria

SIXTH LEVEL

Pealing Thunder

SEVENTH LEVEL

Waters of Life

EIGHTH LEVEL

Forced March

NINTH LEVEL

Fey Mantle

Cleric Spells

CANTRIPS (0 LEVEL)

Desperate Ward
Empowered Magic
Scalding Insight
Sea Whip
Unerring Assault

FIRST LEVEL

Mind over Matter
Sea Legs
Silt Trap

SECOND LEVEL

Rippling Thunder
Saltwater Blessing
Temporary Insanity

THIRD LEVEL

Sandblast
Sigil of the Iron Bell

FOURTH LEVEL

Choking Fog
Iron Whirlwind

FIFTH LEVEL

Gibbering Horror
Sea's Embrace

SIXTH LEVEL

Drown

SEVENTH LEVEL

Waters of Life

EIGHTH LEVEL

Spell Replication

NINTH LEVEL

Leviathan's Bellow

Druid Spells

CANTRIPS (0 LEVEL)

Alluring Visage
Desperate Ward
Empowered Magic
Life Leech
Sea Whip
Wind Step

FIRST LEVEL

Wrath of the Ancients

SECOND LEVEL

Abrupt Animation
Creeping Frost
Withering Gaze

THIRD LEVEL

Crashing Lightning
Siren's Call

FOURTH LEVEL

Conjure Nightmare
Disfigure

FIFTH LEVEL

Bloodletting
Embrace the Wind

SIXTH LEVEL

Wave of Corruption

SEVENTH LEVEL

Ashen Blight

EIGHTH LEVEL

Soulgaze

NINTH LEVEL

Fey Mantle

Paladin Spells

FIRST LEVEL

Mind over Matter
Wrath of the Ancients

SECOND LEVEL

Saltwater Blessing

THIRD LEVEL

Harangue
Sigil of the Iron Bell

FOURTH LEVEL

Iron Whirlwind

FIFTH LEVEL

Sea's Embrace
Titanic Smite

Ranger Spells

FIRST LEVEL

Sea Legs
Stormsong

SECOND LEVEL

Creeping Frost
Rippling Thunder

THIRD LEVEL

Crashing Lightning
Sandblast

FOURTH LEVEL

Aura of Shadows

FIFTH LEVEL

Embrace the Wind

Revenant Spells

FIRST LEVEL

Bane
Desiccate*
False Life
Hex
Hideous Laughter
Necrotic Smite*
Protection from Evil
and Good
Ray of Sickness
Witch Bolt

SECOND LEVEL

Abrupt Animation*
Blindness/Deafness
Creeping Frost*
Darkness
Darkvision
Gentle Repose
Hoarfrost Smite*
Scorching Ray
Shatter
Withering Gaze*
Zone of Deceit*

THIRD LEVEL

Animate Dead
Bestow Curse
Fear
Feign Death
Fireball
Gangrenous Mantle*
Gaseous Form
Remove Curse
Stinking Cloud
Vampiric Touch
Venomous Smite*



FOURTH LEVEL
Aura of Shadows*
Black Tentacles
Blight
Conjure Nightmare*
Death Ward
Phantasmal Killer
Withering Smite*

FIFTH LEVEL
Antilife Shell
Circle of Death
Contagion
Create Undead
Destructive Wave
Dominate Person
Hysteria*
Insect Plague
Titanic Smite*

Sorcerer Spells

CANTRIPS (0 LEVEL)
Alluring Visage
Empowered Magic
Life Leech
Scalding Insight
Unerring Assault
Vanish
Wind Step

FIRST LEVEL
Mind over Matter
Silt Trap

SECOND LEVEL
Creeping Frost
Crystal Guardians

THIRD LEVEL
Sandblast
Sigil of the Iron Bell

FOURTH LEVEL
Conjure Nightmare
Harmonic Bridge

FIFTH LEVEL
Bloodletting
Hysteria

SIXTH LEVEL
Pealing Thunder

SEVENTH LEVEL
Mind Tap

EIGHTH LEVEL
Spell Replication

NINTH LEVEL
Crystalline

Transformation

Warlock Spells

CANTRIPS (0 LEVEL)
Alluring Visage
Empowered Magic
Life Leech
Unerring Assault
Vanish
Wind Step

FIRST LEVEL
Mind over Matter

SECOND LEVEL
Temporary Insanity
Withering Gaze

THIRD LEVEL
Gangrenous Mantle
Siren's Call

FOURTH LEVEL
Aura of Shadows
Disfigure

FIFTH LEVEL
Gibbering Horror
Hysteria

SIXTH LEVEL
Wave of Corruption

SEVENTH LEVEL
Mind Tap

EIGHTH LEVEL
Soulgaze

NINTH LEVEL
Leviathan's Bellow

Wizard Spells

CANTRIPS (0 LEVEL)
Alluring Visage
Desperate Ward
Empowered Magic
Life Leech
Scalding Insight
Sea Whip
Unerring Assault
Vanish
Wind Step

FIRST LEVEL
Sea Legs
Silt Trap
Sleg's Slashing Slicer

SECOND LEVEL
Abrupt Animation

Rippling Thunder

THIRD LEVEL
Sandblast
Sleg's Slathering
Slurry

FOURTH LEVEL
Choking Fog
Conjure Nightmare
Harmonic Bridge

FIFTH LEVEL
Bloodletting

Sleg's Slamming
Sledgehammer

SIXTH LEVEL
Pealing Thunder

SEVENTH LEVEL
Torvall's Demesne

EIGHTH LEVEL
Spell Replication

NINTH LEVEL
Torvall's Spell Box

SPELL DESCRIPTIONS

The spells are presented below in alphabetical order.

ABRUPT ANIMATION

2nd-level necromancy

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small piece of dried humanoid skin)

Duration: 1 minute

This spell temporarily forces undeath upon a recently deceased corpse. Choose a corpse within range that died within the past minute. For the duration of the spell, the corpse acts as a zombie under your control. When the spell ends the corpse is no longer animated and collapses in its current space.

On each of your turns, you can mentally command the creature as a bonus action as long as it is within 60 feet of you. You can also issue one command as part of casting the spell. You decide the creature's action and movement during its next turn, or issue a general command such as guarding a specific area. If you don't give it a command, the creature only defends itself against hostile creatures. Your GM will have the statistics for zombies.

At Higher Levels. Whenever you cast this spell using a spell slot higher than 2nd level, you can increase the zombie's Strength, Dexterity, or Constitution score by 4 points for each level of the spell slot above 2nd. You can choose a different ability score for each spell level. For instance, if you cast this spell using a 5th level spell slot, you could increase the zombie's Strength score by 12, or increase its Strength by 4 and its Constitution by 8, or increase all three scores by 4, etc.

ALLURING VISAGE

enchantment cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round



Melee attacks against you have disadvantage until the start of your next turn. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

ASHEN BLIGHT

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (ash from a funeral pyre)

Duration: Concentration, up to one minute

You conjure a massive burning cloud of ash into being. Choose a point within range. Burning necrotic ash fills an area with a 30-foot radius centered on that point. Each creature in the area must make a Dexterity saving throw versus this spell or take 8d6 fire damage, or half that damage on a successful save. For the remaining duration of the spell, whenever a creature enters the area or starts their turn in it, they must make a Constitution saving throw or take 4d6 necrotic damage and become incapacitated until the start of their next turn. A successful saving throw avoids the damage and the incapacitation. While the spell is active, you can use an action on your turn to move the cloud up to 30 feet in one direction.

AURA OF SHADOWS

4th-level illusion

Casting Time: 1 action

Range: Self (15 foot radius)

Components: V, S, M (bat guano)

Duration: Concentration, up to 10 minutes

Upon casting this spell, magical darkness emanates from you in a 15-foot-radius aura, spreading around corners. You can see through this darkness as though it were normal darkness and you had darkvision. However, other creatures with darkvision can't see through it, nor will non-magical light penetrate it. The aura is centered on you, and moves with you at all times.

If any of this spell's area touches an area of light created by another spell of 4th level or lower, the spell that created the light is dispelled.

BLOODLETTING

5th-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a drop of blood from a poison victim)

Duration: Concentration, up to one minute

Using this spell, you create a violent illusion in the minds of your enemies, causing them to believe that they have begun bleeding profusely from their pores. When you cast this spell, each enemy within 30 feet

of you must make a Wisdom saving throw against this spell. Creatures that fail immediately take 5d6 psychic damage and are frightened. Creatures that succeed on the save are not frightened, but still take half damage as the spell assaults their mind. A creature frightened by this spell that takes damage is no longer frightened.

CHOKING FOG

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of charcoal)

Duration: Concentration, up to ten minutes

This spell creates a 20-foot radius sphere of acrid, choking fog centered on a point within range. This sphere's area is considered heavily obscured, and spreads around corners. As long as the spell is active, whenever a creature enters the sphere, or starts its turn within it, it must make a Constitution saving throw. On a failed save, that creature is incapacitated as long as it remains inside the sphere of fog.

CONJURE NIGHTMARE

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a strand of hair from the mane of a pegasus)

Duration: Concentration, up to 1 hour

You call a nightmare into your service, which appears in an unoccupied space with range that you can see. The nightmare disappears when the spell ends or whenever it drops to 0 hit points.

The nightmare is friendly to you and your allies for the duration of the spell. You roll initiative for the nightmare, which has its own turns. It will obey any verbal commands issued by you, which does not require an action. If it does not receive any commands, it will only defend itself from other hostile creatures. Your GM will have the nightmare's statistics.

CRASHING LIGHTNING

3rd-level evocation

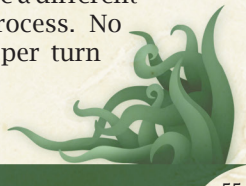
Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, and again at the start of each of your turns while the spell is active, you call one or more flickering bolts of lightning from the heavens. When you do, choose a creature within range that you can see and make a ranged spell attack with advantage. On a hit, that creature takes 1d6 lightning damage. If both dice would have resulted in a hit, choose a different creature within range and repeat this process. No creature can be targeted more than once per turn by this spell.



CREEPING FROST

2nd-level conjuration

Casting Time: 1 action

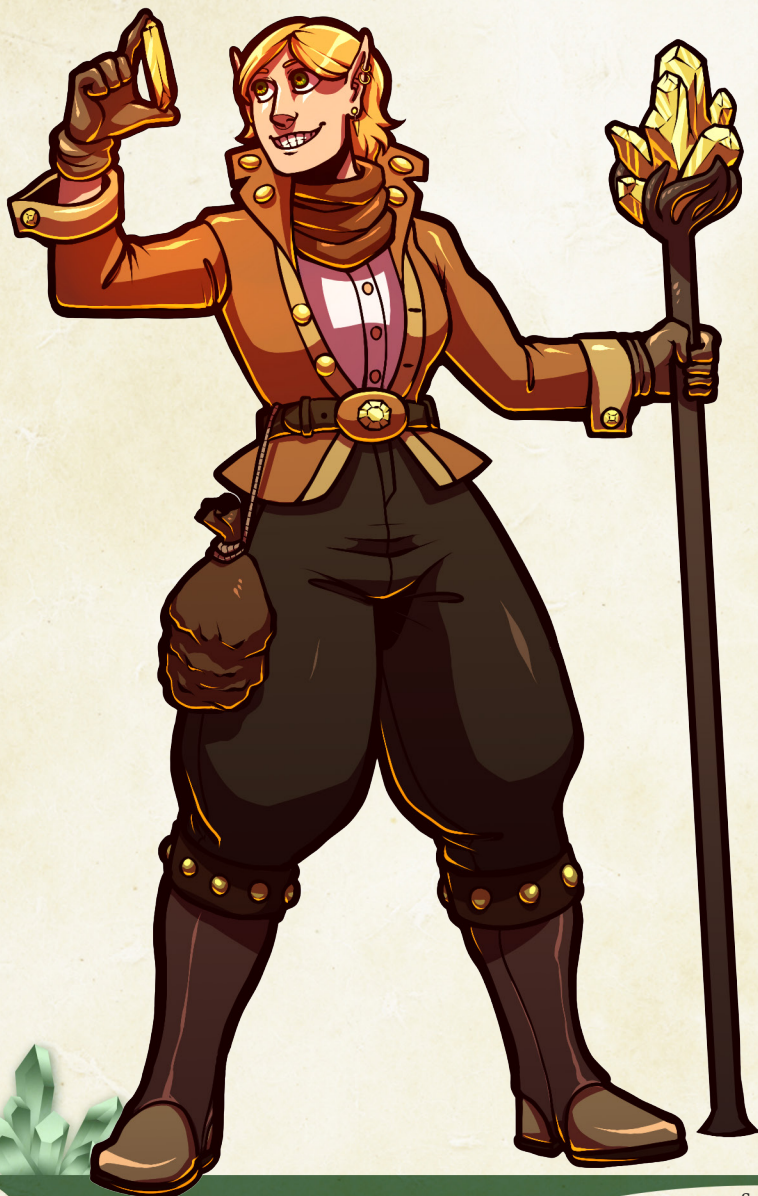
Range: 60 feet

Components: V, S,

Duration: 1 minute

Choose one creature you can see within 60 feet. When you cast this spell, creeping ice and rime forms over their joints and begins spreading. The targeted creature must make a Constitution saving throw against this spell when you cast it, as well as at the start of each of their turns for the duration. For each failed saving throw, the target takes 1d8 cold damage and its speed is reduced by 5 feet until the spell ends. If a failed saving throw against this spell causes a creature's base land speed to reach 0 feet, the spell ends immediately and the target takes 3d8 cold damage as the ice shatters.

At Higher Levels. If you cast this spell using a higher level spell slot, the cold damage the target takes the first time it fails a saving throw against this spell increases by 1d8 for each spell level above 2nd.



CRYSTAL GUARDIANS

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of quartz)

Duration: Concentration, up to 1 minute

When you cast this spell, you surround yourself with 3 shimmering crystals that weave to interpose themselves between you and your attackers. While the spell is active, your Armor Class is increased by two, and whenever a creature within 30 feet of you hits you with an attack, one of your crystals slams into it, shattering and dealing 1d8 piercing damage. This destroys the crystal, and the spell ends if there are no crystals remaining.

At Higher Levels. If you cast this spell using a higher level spell slot, you create two additional crystals for every spell level above second. If you use a spell slot of at least 5th level to cast this spell, the Armor Class bonus increases to four as well.

CRYSTALLINE TRANSFORMATION

9th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (diamond and ruby dust worth 500g)

Duration: 1 minute

When you cast this spell, choose a creature within range that you can see. Their body begins to be covered in crystalline protrusions that painfully restrict movement. The targeted creature takes 6d8 piercing damage and is restrained for 1 minute. While the spell is active, the target must make a Constitution saving throw at the start of each turn. If at any time the creature has succeeded on three saving throws, the spell ends. On the first failed save, the target takes 6d8 piercing damage and has disadvantage on all attack rolls, ability checks, and skill checks, as well as Strength and Dexterity saving throws. On the creature's second failed save, it takes another 6d10 damage and is incapacitated. On the third failed save, the creature is completely transformed into crystal, and is petrified until it is removed (such as by greater restoration).

DESICCATE

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S,

Duration: Instantaneous

Casting this spell, you attempt to violently remove the moisture from a small area. Choose a point within range. Each creature within 10 feet of that point must make a Constitution saving throw against this spell or take 3d4 necrotic damage. Creatures that succeed on this saving throw take half damage.

At Higher Levels. If you cast this spell using a higher level spell slot, the necrotic damage increases by 1d4 for every level of the spell slot above 1st. If you use at least a 3rd level spell slot, creatures who fail the save also gain one level of exhaustion. If you use at least a 5th level spell slot, the spell affects all creatures within a 20-foot radius of the point you select, rather than a 10-foot radius. If you use at least a 7th level spell slot, creatures who fail the save gain two levels of exhaustion instead of one. If you use a spell slot of 9th level, the spell affects all creatures within a 40-foot radius of the point you select, rather than a 20-foot radius. Any exhaustion caused by this spell ends after the creature takes a short rest.

DESPERATE WARD

abjuration cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of your own blood)

Duration: 1 round

You gain 15 temporary hit points. Any temporary hit points remaining from this spell fade at the start of your next turn. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

DISFIGURE

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (any tiny human bone or flesh)

Duration: Concentration, up to one hour

When you cast this spell, choose a creature within range. That creature must make a Wisdom saving throw. On a failure, choose one of the following options:

Bone. You disfigure a bone in the creature's body. Choose a physical ability score (Strength, Dexterity, or Constitution). The afflicted creature has disadvantage on attack rolls, skill checks, and ability checks using the chosen ability score.

Flesh. You disfigure the creature's flesh, leaving it in intense pain. The creature has disadvantage on all Charisma skill and ability checks, and takes 1d6 necrotic damage whenever it moves on its turn.

DROWN

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell forces seawater directly into a targeted creature's lungs. Choose a creature within range. That

creature must make a Constitution saving throw or immediately begin suffocating. Each round at the end of its turn, a creature can make another saving throw against this spell, ending the effect on a success.

EMBRACE THE WIND

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a tree's leaf)

Duration: Concentration, up to 1 minute

You transform yourself into a whirling gust of wind for the duration of the spell, along with anything you are wearing or carrying. While in this form, your only form of movement is a fly speed of 40 feet. You have resistance to non-magical damage, and advantage on Strength, Dexterity, and Constitution saving throws. You can move through or occupy enemy or ally spaces, and can squeeze through narrow openings, cracks, and small holes with ease. You cannot fall and will hover even when stunned or incapacitated. While in this form, you cannot talk or manipulated objects, nor can you cast spells or make attacks, with one exception. For the duration of this spell, you can cast the *gust of wind* spell at will without expending a spell slot, and it does not require concentration. The spell uses your primary spellcasting ability score, and you do not have to know or have the *gust of wind* spell prepared. All instances of the *gust of wind* spell that you cast while in this form end when this spell ends.

EMPOWERED MAGIC

evocation cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

The next cantrip you cast this turn deals maximum damage to one target of the spell. Cantrips that can deal damage to the same target multiple times or have multiple rays or bolts only deal maximum damage once or on one ray or bolt. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

FEY MANTLE

9th-level enchantment

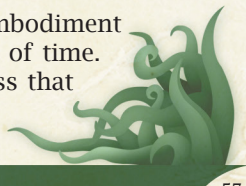
Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a blade of grass from a plane with native fey inhabitants)

Duration: One minute

When you cast this spell, you become the embodiment of a powerful fey noble for a short period of time. Your spellcasting ability score (for the class that



granted you access to this spell) increase by 4 for the duration (to a maximum of 24). In addition, you gain the ability to expend unused spell slots in order to channel magical energy from the fey noble, depending on its court. You also gain a fly speed of 60 feet. Choose one of the following when you cast this spell:

Winter Court Noble. As a bonus action while this spell is active, you can expend an unused spell slot to cast any of the following spells: fog cloud, ray of enfeeblement, sleet storm, ice storm, or cone of cold. The expended spell slot must be at least as high as the level of the spell you are casting.

Summer Court Noble. As a bonus action while this spell is active, you can expend an unused spell slot to cast any of the following spells: burning hands, gust of wind, fireball, greater invisibility, or conjure elemental (fire only). The expended spell slot must be at least as high as the level of the spell you are casting.

FORCED MARCH

8th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: One minute

When you cast this spell, choose a point within range. Each creature within a 15-foot-radius of that point is forced to march in place for the duration of the spell. On an affected creature's turn, it must spend all of its movement marching in place (it cannot leave its space). It can take actions as normal. At the end of each of its turns, an affected creature receives a Wisdom saving throw, ending the effect for itself on a successful save. However, after successfully saving against this spell, the creature immediately gains one level of exhaustion for each round spent marching due to this spell.

GANGRENOUS MANTLE

3rd-level necromancy

Casting Time: 1 action

Range: Self (15 foot radius)

Components: V, S, M (a tiny vial of blood from a person suffering from gangrene)

Duration: Concentration, up to 1 minute

This spell causes you to radiate a 15-foot-radius aura of gangrenous rot. Your enemies treat the area as difficult terrain, and any enemy that enters or starts their turn in the aura must make a Strength saving throw. On a failed save, that enemy takes 2d6 necrotic damage and their speed is reduced to zero until the start of their next turn. On a successful save, they instead take no damage and their speed is not reduced. Enemies that stay in the area will continue to make the save each round.

At Higher Levels. Whenever you cast this spell using higher level spell slots, the damage increases by 1d6 necrotic damage per level of the spell slot above

3rd.

GIBBERING HORROR

5th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S,

Duration: Concentration, up to one minute

This spell causes a horrifying figment of roiling tentacles from the murky depths to appear in a space within range. Once chosen, the figment cannot move. Each enemy that starts its turn within 30 feet of the figment or enters that area on its turn must make an Intelligence saving throw against this spell or be frightened. Creatures frightened by this spell will make every effort to move away from the figment. At the start of a frightened creature's turn, if it is not within 30 feet of the figment, it receives a new Intelligence saving throw, ending the frightened affect for itself and granting immunity to the fear effect of this spell for 24 hours.

In addition, as a bonus action on your turn, you can cause one of the figment's tentacles to lash out at a creature. Make a melee spell attack against a creature within 30 feet of the figment. On a hit, that creature takes 3d6 psychic damage. The figment is capable of attacking creatures that have successfully saved against the frightened effect.

HARANGUE

3rd-level enchantment

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

By casting this spell, you harangue your allies or enemies into doing what you want. Choose one of the following effects:

Allies. Each ally within 20 feet of you can spend its reaction to move 15 feet. In addition, they gain a +1 bonus to attack rolls on their next turn.

Enemies. Each enemy within 20 feet of you must make a Charisma saving throw against this spell. On a failed save, that enemy immediately drops anything it is holding, and must move at least 15 feet further from you on its next turn.

HARMONIC BRIDGE

4th-level transmutation

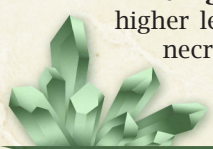
Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, choose an ally within range and another spell you know that is 2nd level or below. The selected spell must have a duration greater than "Instantaneous" and a range of "Self", and you must



expend an unused spell slot matching the level of the selected spell as a part of casting this spell. The chosen spell affects both you and the target as though you had each cast it individually. If the chosen spell requires concentration, you must each maintain concentration for your own instance of the spell.

At Higher Levels. If you cast this spell using a higher level spell slot, the level of the spell you can choose increases by one level for each level of the spell slot above 4th.

HOARFROST SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the duration of this spell, your weapon releases a blast of hoarfrost as you strike. The attack deals an extra 2d6 cold damage, and if your target is a creature, it must make Dexterity saving throw against the spell. On a failed saving throw, the creature is restrained for the duration of the spell. A creature restrained by this spell can take an action to break free of the rime, ending the spell.

At Higher Levels. Whenever you cast this spell using a spell slot higher than 2nd level, the attack deals an additional 1d6 cold damage for each level of the spell slot above 2nd.

HYSTERIA

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a preserved adrenal gland)

Duration: Concentration, up to one minute

By casting this spell, you cause an overwhelming sense of panic in an area. Choose a point within range. Each creature within 15 feet of that point must make a Wisdom saving throw against this spell. Each creature that fails this saving throw has only two movement options during its turn while the spell is active: cower in place (no movement this turn), or to move its speed in a random direction. In addition, a creature that fails this save has a 50% chance of losing its action for the duration of the spell. If a creature loses its action due to this spell, it receives a new Wisdom saving throw, ending the spell for itself on a success.

IRON WHIRLWIND

4th-level evocation

Casting Time: 1 action

Range: Self (15 foot radius)

Components: V, S, M (a shard of iron from a shattered weapon)

Duration: Concentration, up to 1 minute

You surround yourself with a whirlwind of magical jagged iron shards. Creatures that enter a space adjacent to you or start their turns adjacent to you take 2d8 slashing damage. While the spell is active, on your turn you can use a bonus action to forcefully expel and contract the whirling shards. When you do, each creature within 15 feet of you must make a Dexterity saving throw against this spell or take 4d8 slashing damage.

LEVIATHAN'S BELLOW

9th-level evocation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

This spell unleashes the massive, terrifying bellow of an ancient leviathan. Each enemy within a 60-foot radius of you takes 20d6 thunder damage, and must make a Charisma saving throw against this spell. Creatures that fail this save gain the frightened condition and will not move closer to you or attack you in any way, for the duration of the spell.

LIFE LEECH

necromancy cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a live leech)

Duration: 1 round

The next time you deal damage this turn with a cantrip or weapon, you regain hit points equal to half the damage dealt. If you have multiple attacks or the spell has multiple attack rolls or rays, only the first instance of damage heals you. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

MIND OVER MATTER

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

When you cast this spell, choose one damage type from the following list: bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder. While the spell is active, you gain resistance to that damage type. However, once this spell has caused you to resist damage a number of times equal to your spellcasting ability score modifier, the spell ends.

At Higher Levels. If you cast this spell using a higher level spell slot, choose an additional damage type from the list of types above for each spell level above first. You gain resistance to those damage

types as well. If you use a spell slot of at least 4th level to cast this spell, you add radiant, necrotic, and force to the list of damage types that you can choose from.

MIND TAP

7th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 8 Hours

When you cast this spell, choose a willing creature within range. For the duration of the spell, you have a deep mental connection to each other, as long as you are on the same plane of existence. You can sense one another's surface emotions, and tell the general direction in which to find the other creature. If you are within sight of each other, you can also communicate simple messages telepathically. Additionally, while this spell is active, whenever you or the linked creature are forced to make an Intelligence, Wisdom, or Charisma saving throw (and the other is not), instead both of you make the saving throw. If either of you pass the save, the creature actually affected is considered to pass the save. However, if both of you fail the save, you each suffer the effects.

NECROTIC SMITE

1st-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the duration of this spell, a glimmer of enervation shimmers along your weapon. The attack deals an extra 2d6 necrotic damage. If your target is a creature, it must also make a Strength saving throw against the spell. On a failed save, the target has disadvantage on attack rolls until the end of its next turn.

At Higher Levels. Whenever you cast this spell using a spell slot higher than 1st level, the attack deals an additional 1d6 necrotic damage for each level of the spell slot above 1st.

PARCH

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of seawater)

Duration: Concentration, up to one minute

Originally designed to punish truculent sailors or pirates, this spell causes a creature to go nearly mad with thirst, even causing some victims at sea to make the fatal mistake of diving overboard to drink seawater. Choose one creature within range that you can see, who must make a Wisdom saving throw against this spell.

On a failed save, the creature is overcome with an

overwhelming need to consume water. If the creature spends its action each round gulping down fresh water, there are no other adverse effects. If it does not drink (or cannot drink) on each of its turns, it immediately takes 5d6 necrotic damage. A creature affected by this spell gains a new saving throw at the end of each of its turns, ending the spell for itself on a success.

PEAL OF THUNDER

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny cymbal)

Duration: Concentration, up to 1 minute

When you cast this spell, you create a massive peal of thunder in an area. Choose a point within range. Each creature with a 20-foot radius of that point must make a Constitution saving throw against this spell or take 8d6 thunder damage and be deafened until your next turn. On a successful save, creatures take half damage and are not deafened. For the duration of the spell, you can create another peal of thunder as an action on your turn.

RIPPLING THUNDER

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (rainwater)

Duration: Concentration, up to one minute

This spell allows you to call regular bursts of concentrated thunder in a small area. When you cast this spell, choose a point within range. Each creature within 10 feet of that point must make a Constitution saving throw, taking 2d6 thunder damage on a failed save, or half that damage on a successful one. While the spell is active, you can spend an action on your turn to cause another burst of thunder at any point within range.

At Higher Levels. If you cast this spell using a higher level spell slot, the damage increases by 1d6 for every spell slot above 2nd. If you use a spell slot of at least 5th level, any creature that fails its save against this spell is deafened until the spell ends.

SALTWATER BLESSING

2nd-level transmutation

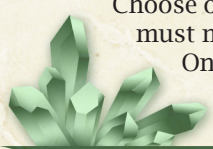
Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of blessed seawater)

Duration: Concentration, up to 1 minute

One willing creature you touch gains a swim speed of 20 feet. The target also has advantage on Athletics checks made to swim, and can hold its breath 4 times longer than normal. For the duration of the spell, if the target starts its turn at least half submerged in saltwater it also regains 2 hit points.





At Higher Levels. If you cast this spell using a higher level spell slot, you can touch one additional target for each level of the spell above 2nd.

SANDBLAST

3rd-level evocation

Casting Time: 1 action

Range: Self (20-foot cone)

Components: V, S, M (ordinary sand)

Duration: Instantaneous

You cause a massive blast of blinding sand and grit to erupt from your outstretched palms in a 20 foot cone. Each creature in the area must make a Dexterity saving throw. A creature that fails this save takes 5d8 piercing damage and is blinded until your next turn. On a successful save, the creature takes half this damage and is not blinded.

At Higher Levels. If you cast this spell using a higher level spell slot, it deals an additional 1d8 piercing damage for every spell level above 3rd.

SCALDING INSIGHT

divination cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

The next time you make a skill or ability check this turn, you have advantage. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

SEA LEGS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to one hour

By casting this spell, you cause an ally within range (or yourself) to gain incredible grace and balance. For the duration, the target has advantage on Dexterity skill and ability checks and cannot be knocked prone.

At Higher Levels. When you cast this spell using a higher level spell slot, you can target one additional ally for each spell level above 1st.

SEA WHIP

transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of seawater)

Duration: Instantaneous

You create a long, violently thrashing whip of

sea water that lashes out at your enemies. Choose one creature within range and make a melee spell attack. If the attack hits, the creature takes 1d6 bludgeoning damage. If the creature is Large or smaller, you also push the creature up to 10 feet away from you.

The damage from this spell increases by 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) level.

SEA'S EMBRACE

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tiny sea shell)

Duration: Concentration, up to 10 minutes

When you cast this spell and touch a willing creature, that creature is imbued with immense grace under water. The touched creature gains the ability to breathe water and a swim speed of 60 feet. In addition, as long as the creature is fully submerged in water, it gains all the benefits of freedom of movement.

At Higher Levels. If you cast this spell using a higher level spell slot, you can target an additional two creatures for each level of the spell above 5th.

SIGIL OF THE IRON BELL

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny iron bell)

Duration: Concentration, up to 1 minute

When you cast this spell, you mark out a sigil on your armor or clothing. Whenever you are attacked in melee, you can use your reaction to activate the sigil. If you do, your armor or clothing rings like a massive bell, and your attacker takes 1d8 thunder damage and is deafened until the start of its next turn. You can activate the sigil once per round for the duration of the spell.

If you take damage while concentrating on this spell and fail the resulting concentration check, the sigil erupts with concussive force and an ear splitting bell toll. Each creature within 15 feet of you must make a Constitution saving throw against this spell or take 3d8 thunder damage and become incapacitated until the end of their next turn. If a creature succeeds on this save, it takes half damage and is not incapacitated.

At Higher Levels. You can cast this spell using higher level spell slots. If you cast this spell using a 5th-level spell slot, both the activation and eruption damage increase by 1d8 (to 2d8 and 4d8 respectively). The damage increases by 1d8 again with 7th-level spell slots (3d8 and 5d8) and 9th-level spell slots (4d8 and 6d8).

SILT TRAP

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (silt from a sea bed)



Duration: 1 minute

When you cast this spell you transport sand and silt into a small area, creating difficult terrain. Choose a point within range. Each space within a 10-foot radius of that point is filled with sand and silt, and is treated as difficult terrain for the duration of the spell.

At Higher Levels. If you cast this spell using a higher level spell slot, the radius of silt and sand increases by 10 feet for every spell level above 1st. If you use a spell slot of at least 3rd level, the duration increases to 1 hour. If you use a spell slot of at least 5th level, the duration increases to 8 hours. If you use a spell slot of at least 7th level, the spell lasts until the sand and silt are physically removed from the area.

SIREN'S CALL

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small tarnished bell)

Duration: Concentration, up to one minute

You create an irresistible siren's call that only one creature can hear. Choose a creature within range, who must make a Wisdom saving throw or be charmed by you. At the end of each of its turns, it receives a new saving throw to shake off the charm, ending the spell on a successful save. While the creature is charmed by you, it must use its movement each round to move closer to you by the most direct route. If it enters a space adjacent to you on its turn, the spell ends immediately and the creature takes 8d6 psychic damage from the backlash.

SLEG'S SLAMMING SLEDGEHAMMER

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a goblin firecracker)

Duration: Instantaneous

Sleg's ultimate creation, the pinnacle of his wizardly research, this spell mostly does what Sleg intended it to do (albeit on a slightly larger scale than a meat tenderizer). When you cast this spell, a massive hammer of force slams into a creature of your choice. Make a ranged spell attack against a creature within range that you can see. On a hit, the target takes 6d10 force damage. Then, whether or not the attack hits, each creature within 10 feet of the target (including the target itself) must make a Dexterity saving throw against this spell. On a failed save, that creature takes 3d6 force damage and is knocked prone.

SLEG'S SLASHING SLICER

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a goblin-made kitchen knife)

Duration: Concentration, up to one minute

Sleg originally intended to create this spell to carve various meats and de-bone carcasses. In his usual way, he went a bit overboard. When you cast this spell, two spectral daggers of force form and float around your person. When you cast the spell, and as an action on each turn while it is active, you can make a ranged spell attack with any number of the daggers remaining against a creature within 60 feet of you that you can see. Attacking with a dagger consumes it. For each dagger that hits a creature, that creature takes force damage equal to 1d4 + your spellcasting ability score modifier. In addition, as long as you have at least one dagger active, you have a +1 bonus to AC.

At Higher Levels. When you cast this spell using a higher level spell slot, it creates an additional two daggers of force for every spell level above 1st.

SLEG'S SLATHERING SLURRY

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a spoonful of mud)

Duration: Concentration, up to one minute

Another of Sleg's "success" stories, this spell was intended to encase a trimmed carcass in hardened clay for cooking. Whenever you cast this spell, choose a point within range that you can see. The ground within a 20-foot radius is deluged with thick mud. All spaces within the area are considered difficult terrain. When the spell ends (either from the duration ending, failing a concentration check, or you spend an action to dismiss it), the mud instantly hardens. Each creature inside the area when it hardens must make a Dexterity saving throw against this spell or become restrained. Creatures restrained by this spell can break free by making a Strength (Athletics) check on their turn as an action.

SOULGAZE

8th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

Casting this spell, you lock eyes with one creature you can see within range. That creature must immediately make an Intelligence, Wisdom, and Charisma saving throw against this spell. If the creature fails all three saving throws, it dies immediately. If the creature only fails one saving throw, it takes 6d10 psychic damage, regardless of which saving throw it failed. If the creature failed two saving throws, the failed saves determine the effects of this spell, as shown below.

Intelligence and Wisdom failed. The target has a 50% chance of losing its action each turn for the duration of the spell, and takes 6d10 psychic damage.



Charisma and Intelligence failed. The target cannot speak or communicate in any way, cannot cast spells, and will attack its nearest ally when possible for the duration of the spell, and takes 6d10 psychic damage.

Wisdom and Charisma failed. The target gains the frightened condition, and must use its movement to move directly away from you every turn for the duration of the spell, and takes 6d10 psychic damage. If the creature cannot move away from you without endangering itself, it will not move that turn.

SPELL REPLICATION

8th-level conjuration

Casting Time: 1 reaction, taken whenever a creature within range casts a spell

Range: 120 feet

Components: V

Duration: 24 hours

You cast this spell as a reaction whenever a creature within range casts a spell. You immediately know the spell being cast, and if the spell is 8th level or below, it is automatically counterspelled. In addition, for the next 24 hours, that spell is added to your list of prepared or known spells, and you can cast it as though it were a class spell for you.

STORMSONG

1st-level transmutation

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S, M (twig from a lightning-struck tree, a drop of rainwater)

Duration: Concentration, up to one minute

Your low chant calls upon the power of the Armada storm to enhance the attacks of you and your allies. Each ally (including you) within 30 feet of you that can hear you deals additional damage with weapon attacks while this spell is active, based on the damage type of their weapon as shown below.

Bludgeoning. Additional 2 points of thunder damage

Piercing. Additional 2 points of lightning damage

Slashing. Additional 2 points of cold damage

At Higher Levels. If you cast this spell using a higher level spell slot, the bonus damage increases by 1 point for each spell level above 1st.

TEMPORARY INSANITY

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a snapped wishbone)

Duration: One round

Casting this spell, you assault a creature's mind,

making it believe that its allies are enemies. Choose a creature within range. It must make a Charisma saving throw against this spell. On a failed saving throw, the creature instantly considers all of its allies as dire enemies, and will spend its next turn making weapon attacks against its nearest ally to the best of its ability.

TITANIC SMITE

5th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the duration of this spell, a massive blast of force explodes from your weapon. The attack deals an extra 5d10 force damage. If your target is a creature, it must also make a Strength saving throw against the spell. On a failed save, the target is stunned for the duration of the spell. On each of the creature's turns, it can attempt another saving throw, ending the spell on a success.

TORVALL'S DEMESNE

7th-level illusion

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (soil from any other plane of existence)

Duration: Concentration, up to one hour

This powerful illusion creates an incredibly realistic sensation of being transported to a chaotic demiplane designed by the caster. Whenever you cast this spell, each enemy within 120 feet of you suffers the effects of this illusion. Once when you cast the spell, and again at the start of each of your turns for the duration, you can choose one of the following effects:

Change Gravity. Each enemy affected by the illusion must make an Intelligence saving throw or suffer the sensation of wild, uncontrolled gravitational changes. If a creature fails this save, it has disadvantage on Dexterity based attack rolls, skill checks, and saving throws, and are restrained until the start of your next turn.

Extreme Temperatures. Each enemy affected by the illusion must make a Wisdom saving throw, taking 6d6 fire or cold damage (your choice) on a failed save. Creatures that pass this save take no damage.

Alien Atmosphere. Each enemy affected by the illusion must make a Charisma saving throw or begin suffering the effects of oxygen deprivation. If a creature fails this save, it has disadvantage on Strength based attack rolls, skill checks, and saving throws, and cannot concentrate on spells, until the start of your next turn.

TORVALL'S SPELL PRISM

9th-level evocation



Casting Time: 10 minutes

Range: Self

Components: V, S, M (a small crystal box)

Duration: 24 hours

This spell creates a small glowing prism that floats around your head. This prism cannot be targeted or interacted with in any way. The next 5 spells you cast while this spell is active (regardless of when you cast it) expend their appropriate spell slot, but do not take effect. They are instead absorbed entirely by the prism. These 5 spells must each have a casting time of 1 action, and must be 5th level or lower. For the duration of this spell, you are entirely immune to the effects any spell stored in the prism, unless you choose to be affected. In addition, you can expend one of the spells from the prism and cast it as a bonus action without expending a spell slot, as long as the spell is still active. Once a spell is expended from the prism, you are no longer immune to it. If you take a long rest while this spell is active, it ends even if there is still time left in the duration.

UNERRING ASSAULT

transmutation cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a flint arrowhead)

Duration: 1 round

Your next attack this turn gains a +5 bonus to the attack roll. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

VANISH

illusion cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a tiny pane of glass)

Duration: 1 round

You become invisible until the start of your next turn. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

VENOMOUS SMITE

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the duration of this spell, your weapon

erupts with poisonous energy. The attack deals an extra 3d8 poison damage. If your target is a creature, it must also make a Constitution saving throw against the spell. On a failed save, the target gains the poisoned condition until the spell ends.

At Higher Levels. Whenever you cast this spell using a spell slot higher than 3rd level, the attack deals an additional 1d8 poison damage for each level of the spell slot above 3rd.

WATER OF LIFE

7th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (vials of holy water)

Duration: Instantaneous

Casting this spell creates three small vials of water filled with powerful healing magic. These vials retain their magic for 8 hours, after which they revert to normal holy water. You can use or distribute these vials as you see fit, and they can be used by other creatures. An individual can drink the water as a bonus action, or administer the water to another creature as an action. The effect is the same either way. A living creature imbibing the water of life is immediately cured of 1d4+1 levels of exhaustion, any diseases, and any poisons. In addition, it immediately regains a number of hit points equal to 6d8 + your spellcasting ability modifier.

At Higher Levels. If you cast this spell using a higher level spell slot, you create one additional vial of water for every spell level above 7th.

WAVE OF CORRUPTION

6th-level necromancy

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S, M (a vial of polluted sea water)

Duration: Instantaneous

Casting this spell, you create a massive wave of corrupted sea water 60 feet long and 15 feet wide, emanating from yourself. Each creature in the area must make a Dexterity saving throw against this spell or be pushed 15 feet away from you and knocked prone. Creatures that succeed on this save are not pushed or knocked prone. Additionally, creatures that fail the Dexterity save must also make a Constitution saving throw, taking 8d10 necrotic damage on a failed save, or half as much damage on a successful one.

WIND STEP

conjuration cantrip (exhausting)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (mongoose fur)

Duration: 1 round

You summon a burst of wind at your back. Your



base walking speed is tripled until the start of your next turn. Each time you cast an exhausting cantrip after the first, you gain a level of exhaustion. This count resets after completing a short or long rest. The exhaustion gained from casting exhausting cantrips can be removed as normal.

WITHERING GAZE

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dried eyeball)

Duration: Instantaneous

When you cast this spell, choose a creature within range that you can see, and that can see you. Make a ranged spell attack. On a hit, the target takes 2d8 necrotic damage and must make a Constitution saving throw against this spell. On a failed save, the target takes an additional 2d8 necrotic damage and has disadvantage on all weapon attack rolls, as well as Strength, Dexterity, and Constitution saving throws until the start of your next turn.

At Higher Levels. If you cast this spell using a higher level spell slot, the initial necrotic damage when you hit the target increases by 1d8 points for each spell level above 2nd.

WITHERING SMITE

4th-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the duration of this spell, your weapon rips the moisture from your target and the surrounding area in a burst of necromantic energy. The attack deals an extra 4d6 necrotic damage, then each creature (including the target of your attack) within 15 feet of you must make a Wisdom saving throw against the spell. On a failed save, the creature takes 2d6 necrotic damage and its speed is halved. On a successful save, the creature takes no damage and its speed is not halved.

WRATH OF THE ANCIENTS

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (branch from a twig blight)

Duration: Instant

You call upon ancient natural magics to assault your enemies with writhing, thorn-covered vines. Choose a creature you can see within range. That enemy must make a Dexterity saving throw or be restrained as spiked vines erupt from the ground and entangle them. A creature restrained by this spell can

make an Athletics check against your spell save DC as an action on its turn. If that creature succeeds, it is no longer restrained. If it fails, it takes 1d8 piercing damage and remains restrained.

At Higher Levels. If you cast this spell using a higher level spell slot, you can choose an additional target for each level of the spell slot above 1st, and the piercing damage increases by 1d8 for each level of the spell slot above 1st. All creatures targeted by this spell must be within 30 feet of each other.

ZONE OF DECEIT

2nd-level enchantment (ritual)

Casting Time: 1 action

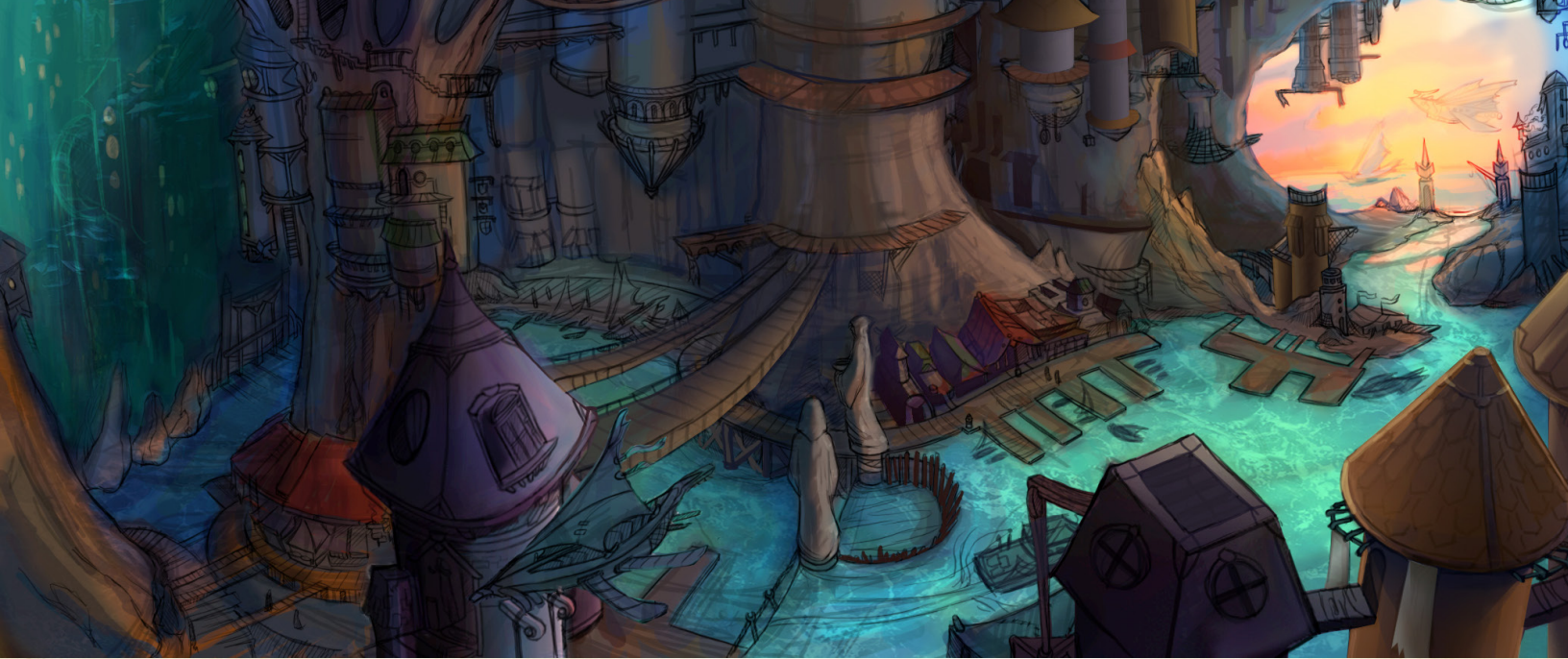
Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a 15-foot-radius magical zone centered on a point of your choice within range that enables you and your allies to lie and deceive with panache. Whenever you or your allies are within the zone, you make Deception skill checks with advantage, Enemies that enter or start their turns within the zone must make a Charisma saving throw against the spell. On a failed save, they are not aware of the spell, and are willing to believe any lie told with a successful Deception check, even if the lie is outrageous or generally unbelievable. They will continue to believe the lie for the duration of the spell, but will immediately know they were deceived by magic as soon as the spell's duration ends. No lie you or your allies tell will cause an affected creature to act outside their alignment or perform any suicidal or otherwise harmful actions, and any attempt to cause such a result will end the spell on that creature.





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