

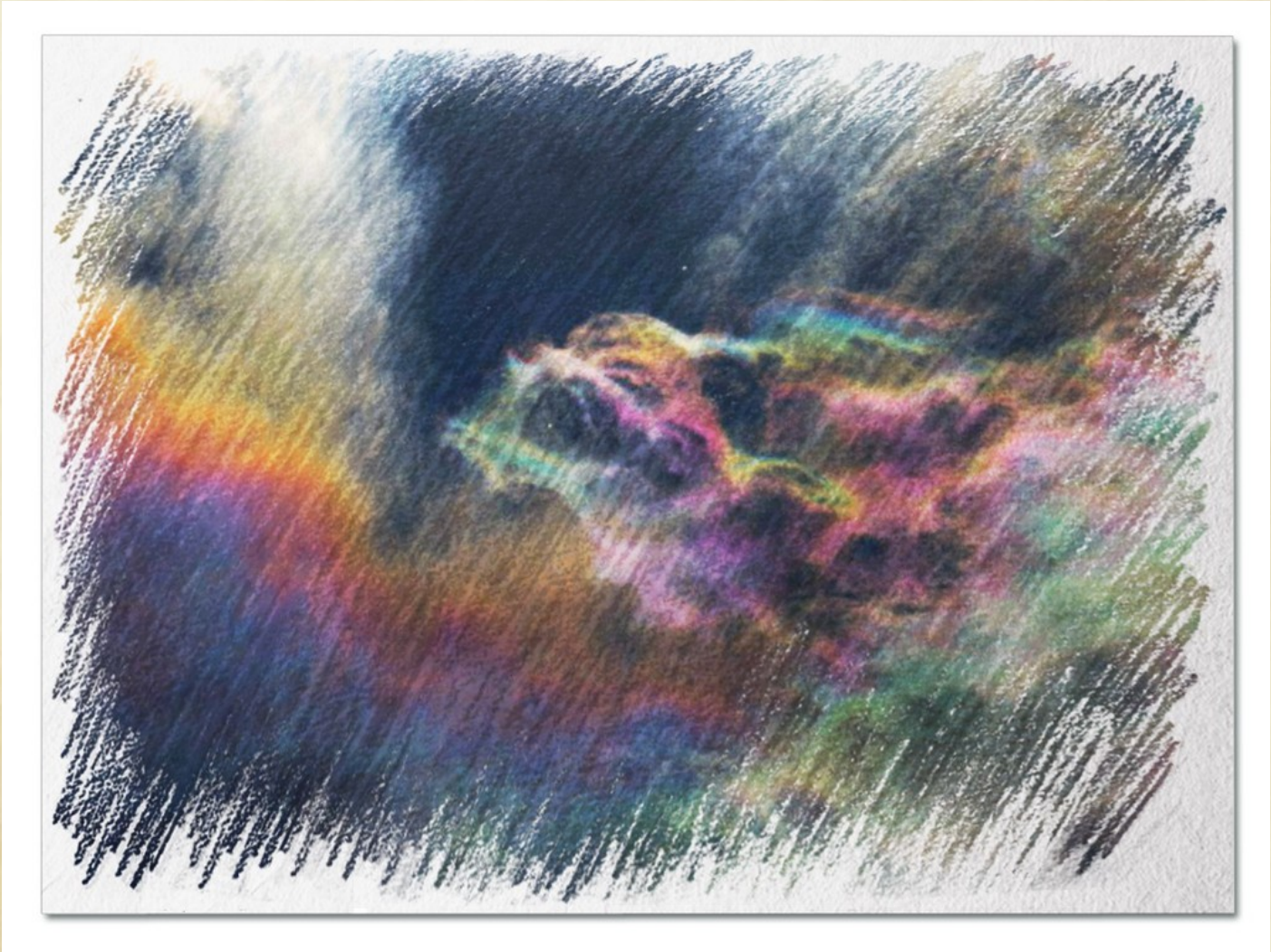


OLYNDAR

AGES OF ADVENTURE

Everything you need to create epic characters and take your adventures
to a world like you have never imagined

OLYNDAR, AGES OF ADVENTURE



Credits

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Based on the original game created by

E. Gary Gygax and Dave Arneson, with Brian Blume, Rob Kuntz, James Ward, and Don Kaye.

Dedications

This work dedicated to my long suffering wife, Joanne, for putting up with my late nights, random rants, and endless diatribes, as well as to my grandchildren, Annabelle and Dexter, in whom I see the future of this great game, and to all those who support me on Patreon at <https://www.patreon.com/user?u=4523848>.

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A FORWARD FROM THE WRITER

This is a living document. It is forever being updated, expanded, added to, and amended. Because of this, you may find mistakes. I apologise for those, but I have found over time that I am more concerned with getting content to players than I am with spelling mistakes. If you see any *big* errors, of course let me know, I can almost always be reached via kaceebunnsmith@gmail.com. From time to time, you may see pages pop into the table of content that are not quite finished, or you could see a heading appear without a link. If so, I promise to sort it as soon as I have time to... check back tomorrow. If however, today is tomorrow and I still haven't fixed it, maybe that email reminder will prove useful.

In all that I do here, I do it for love of the players and the game, with that in mind, by all means, **ENJOY!**

FOR THE NEW PLAYERS

The contents of this collection is **VAST**. Don't let that put you off. Sure, there is talk of Magic and Technology and worlds and spheres and ships flying through space, but that is the beauty of the "Ages of Adventure" setting. You can have everything, but you don't have to have it all *right away*. Take your time, digest this content in bite sized chunks. Start with what is easiest, a class or a race that you like, or if you are a new DM and want to explore, try out a game in the First Age of Olyndar, which by the way, is very much like most of the standard Dungeons & Dragons worlds, just with a bit more magic added for good measure.

FOR THE OLD TIMERS (LIKE ME)

I truly hope that this work brings back much of the nostalgia for games of old. I have been playing Dungeons & Dragons since the late 80's, Starting with *Advanced Dungeons & Dragons* and moving into *Advanced Dungeons & Dragons 2nd Edition* when it was published in 1989. I have continued on through 3rd Edition and 3.5, skipped 4th for the sheer horror it embodied, and now here I am, in an age of *5th Edition D&D*. There are a lot of rules changes and clarifications which I like about 5th edition. In many ways it seems much closer to the old games that D&D has for a while.

Still, there is much missing in this new edition, still in it's infancy. Many aspects of previous editions which we miss which do not yet exist.

FOR EVERYONE

Always remember, rules are not the game. D&D is not about rules, or even about classes or races or worlds. Dungeons & Dragons is an experience shared among friends... or even among people who meet to play a game and depart realising they have become friends.

In the immortal words of Gygax...

(presented in all caps, as originally published)

IT IS THE SPIRIT OF THE GAME, NOT THE LETTER OF THE RULES, WHICH IS IMPORTANT. NEVER HOLD TO THE LETTER WRITTEN, NOR ALLOW SOME BARRACKS ROOM LAWYER TO FORCE QUOTATIONS FROM THE RULE BOOK UPON YOU, IF IT GOES AGAINST THE OBVIOUS INTENT OF THE GAME. AS YOU HEW THE LINE WITH RESPECT TO CONFORMITY TO MAJOR SYSTEMS AND UNIFORMITY OF PLAY IN GENERAL, ALSO BE CERTAIN THE GAME IS MASTERED BY YOU AND NOT BY YOUR PLAYERS. WITHIN THE BROAD PARAMETERS GIVEN IN THE ADVANCED DUNGEONS & DRAGONS VOLUMES, YOU ARE CREATOR AND FINAL ARBITER. BY ORDERING THINGS AS THEY SHOULD BE, THE GAME AS A WHOLE FIRST, YOUR CAMPAIGN NEXT, AND YOUR PARTICIPANTS THEREAFTER, YOU WILL BE PLAYING ADVANCED DUNGEONS & DRAGONS AS IT WAS MEANT TO BE. MAY YOU FIND AS MUCH PLEASURE IN SO DOING AS THE REST OF US DO!

- Gary Gygax's Afterword (DMG 1E Pg 230)

The above passage is now commonly referred to as Dungeons & Dragons "**Rule 0**".

THE WORLD OF ROILS

Here you will find the history of a land called Olyndar, known to many as the Great Roil. Olyndar is a world for use by DMs who want to have a single land in which they can run many different types of games. Olyndar in the first age is a land of high fantasy, where magic exists in everything. The second age is a time of technology, and the third age exists in a balance between technology and magic, with each vying for dominance. It is even possible to reach beyond, and to see Olyndar as the "Shattered Sphere", one of many planets and many realms in the great swirling mass of the cosmos. From Olyndar you can go anywhere, and from anywhere you can reach Olyndar.

> Much of the following material is recommended for Dungeon Masters, and may contain some player spoilers (especially the "Beyond the Third Age" section). Please proceed in reading the history of The World of Roils with whatever innate level of spoiler aversion you possess, or take guidance from your DM on what you should or should not read.

THE FIRST AGE

A LAND OF MAGIC

In its early days, the world now known as the Roil was called Olyndar. Olyndar was a world of great magical power, home to powerful wizards, and where an abnormally high (about 90%) amount of the population possessed some level of sorcerous power. Items of magic were part and parcel of everyday life.

Life in Olyndar was one of comparative ease. Almost all middle class homes had indoor water (provided by an item with the Create Water spell), as well as a permanent Sending Stone. Many homes possessed "Ice Boxes" made possible by permanent cold spells. Lights and electricity were also mimicked using spells. Even indoor toilet facilities existed, provided through use of modified Bags of Devouring. Great floating caravans travelled from nation to nation through the sky, pulled by beasts of magic. Magic was integral to life, and people could imagine it no other way. There were few wars, as there was little that one nation had which another needed, because magic provided for all.

Notes on tone. The First age of Olyndar is constructed to be a very "High Fantasy" setting, full of magic and wonder, a golden age where the world is alive with enchantments. Magic items should be plentiful and powerful, and often solutions may involve magic even in cases where a perfectly mundane solution exists.

THE DAYS OF FIRST BLOOD

On what is known as the First Bloody Tuesday the citizens of Olyndar awoke to find an odd perpetual dawn in the air. The sky was cast in brilliant red, and it seemed for hours that the sun would never break free of the horizon. Worse even than the effect the red light had on the people of Olyndar, they began to find that their homes had betrayed them. Taps no longer produced water, Ice Boxes thawed. People tried to call out to their neighbors, but found that their sending stones were silenced.

It would be many days before they would hear the horrible tales told of the Caravans falling from the sky. The population tried their own cantrips, without effect. The greatest of wizards attempted their magics, and all failed. In the wild the beasts of magic cowered in their dens, suddenly weak, and many of the smaller mystic beasts kept as pets died in their cages.

The red light lasted a day, and a night, and another day. When the second night fell and the red sky faded to black, the people cheered... but then wailed, as the magic did not return. A week passed, then a month. Then three months. No magic could be found.

The countries of Olyndar soon came to the same conclusion. The issue of course is that the conclusion they all came to was false. Each country blamed their neighbor, thinking it must be some plot against them. As famine and starvation set in, almost as one the nations of Olyndar declared in a loud voice, "WAR!", and the days of blood truly began.

The wars lasted nearly 100 years before a tenuous peace was reached. Many nations had been swallowed up by others, and some had governments rise up within and take control from those who had led them.

THE SECOND AGE

A LAND BEREFT

Almost 4000 years passed on Olyndar. People began to forget about magic. The elves, lives shortened by the lack of magic, became more like their human neighbors, though still a bit taller and more handsome on average. Likewise, the dwarves found the need to blend more, and over time people stopping thinking of them as so different. Even the orcs began to mingle with humanity, over time becoming nothing more than another person with a different past.

The Aasimar blended and mingled with humanity to the point that few even knew of their heritage any more. The Tiefling seemed to vanish from the world. Some say they found their way into somewhere in the underdark, and others say they made their way back to the lower planes in search of their bloodlines, but the fact of the matter is that within the first 100 years, they were all gone.

Of the mystical races, it was the dragonborn who left the biggest mark on the world. The dragonborn, for years loners, solitary and aloof, realised too late that without magic their race was dying out. Many of them retreated to an island to wait out their days, but it was on that island that what became known as the last Ring of Scale formed.

A group of dragonborn, gathered by a Red Dragonkin called Necesses, decided that there must be someone who could save their race, and since no help was forthcoming, they would force the person to save them. The Ring of Scale carved a bloody swath of destruction across a quarter of the globe before they were wiped out.

Over time, technology began to replace magic. People found ways to do the things that they had heard of their ancestors doing. Steam was harnessed and other forms of power followed. Electric lights and gas engines became the way of life. Guns replaced bows, then were replaced themselves by the beginnings of laser weaponry.

Over the centuries, wars did occur, but over time they became less frequent, though this time because of the threat posed to life on both sides, rather than through a mutual happiness.

Notes on Tone. The Second age of Olyndar is constructed to be a very Modern world non-magical setting, where bows and arrows, then black powder weapons, followed by more and more modern and deadly weapons rule the day. Magic items should be non-existent, or if found, should be non-functional reminders of a lost age. The game's tone can change greatly depending on if the game is set early or late in the age. Early second age games could be tales of the dying mystic races desperately seeking a way to survive, while games set late in the Second age could be bright worlds where technology is used for the betterment of all.

THE UPHEAVAL

The morning began like any other. People awoke for work and school none the wiser. The news starting being broadcast about 10am. Slowly as the day progressed, it spread to all of the news networks, then the news starting to break in on all the networks. In a remote desert something unexplainable appeared. The sight was broadcast around the world. An eruption from the ground reaching into space, a column of swirling magenta light.

Over the next 5 days 6 more eruptions appeared, all across the globe, lights of Indigo, Cyan, Emerald, Aureolin, Amber, and Crimson. Then came the first roil. As one, the 7 columns seemed to pulse, as if reaching out for one another. This pulse became a wave of energy, rolling over the world. The

land itself vibrated under the power. The air was charged with static. This lasted only a few moments, but when it ended, the world had changed. In an instant, thousands of latent sorcerers erupted into their birthrights. The momentary flash of power drove many insane, and terrified the rest.

A month passed. The pulses continued, and with them, it seemed that the world grew more and more divided. Some areas embraced the new magic which seemed to be bursting from the world itself. Others lashed out at the power, calling it disruptive, even dangerous. Some migrated to be nearer the columns, where the roil was strongest, while others moved as far away as they could. Things became more complicated as people began to find that as one neared the columns, electronic or technological devices often ceased function. People began to choose sides. Technology, or magic?

THE THIRD AGE

A LAND IN TURMOIL

The third age of Olyndar was birthed in chaos. The world has solidified and a tenuous balance exists between the great steel cities and the realms of magic.

In the areas near the columns of mystic might, magic bleeds from the world like water from a fountain. Far from the columns, people seal themselves inside technological cities where magic will not function.

In the borderlands, people have found an eclectic mix of technology and magic. Lines of power exist that carry magic between the columns, and people have learned to use these conduits.

Notes on Tone. Games set early in the third age vary depending on which side of the divide the group is on. Are the characters a group of young, budding magic users seeking to discover what made magic choose them in this new world? Are the group defenders of the Steel Cities, set on stamping out the threat of this new magic on the world? Are the group a set of childhood friends, some "gifted" with the new magic, and some learned in the ways of technology, trying to find a balance in the chaos of things?

BEYOND THE THIRD AGE

A TALE OF OTHER WORLDS

Unknown to the inhabitants of Olyndar, their world is the crux of a matter of galactic import.

It is perhaps the world's greatest secret that the residents of Olyndar are not alone in the galaxy, and that they exist at the heart of a sprawling galaxy filled with realms of dragons, mind flayers, neogi, and a myriad of other races.

For 4000 years the races of the wider galaxy kept the world of Olyndar isolated, meanwhile using the world as a battery, siphoning its magic to power a great machine which kept peace between the realms amongst the stars.

Yet, the others are not just among the stars. The races of the stars exist on Olyndar, living in secret, seeking answers to what caused the grand machine to malfunction, the cause for magic returning to the world of Roil.

Notes on Tone. Games set beyond the third age offer perhaps the widest set of options for many groups. Are you investigators on Olyndar, oblivious to the aliens around you but seeking the truth? Are you aliens from the stars, sent to Olyndar to stealthily investigate? Are the adventurers heroes from the far reaches, fighting for some cause completely apart from the troubles of the tiny world of Olyndar?

OLYNDAR'S HISTORY

(CLIFF NOTES FOR 20-SOMETHINGS)

DISCLAIMER

The tone of this document is intended to be humorous and informative, **NOT** condescending. Please remember that and read in that mindset. - Thank you.

THE FIRST AGE

There was a 1st age (of course!). It was a long ass time ago. There was a LOT of magic. Like, a **WHOLE LOT** of Magic. People used magic for everything. Running water, magic "ice boxes" (refrigerators), lights. Flying from place to place. All the good stuff.

One day people woke up and the sky was red. All the magic stuff stopped working.

Most people were like "Oh shit! Its the end of the world!"

All the magical creatures were like "Oh shit! We are dying!"

The powerful creatures (like Dragons) were like "So long! I'm fucking out of here!"

The Dwarves were like **DOOR SLAMS CLOSED** "You're on your own humans!"

The Elves were like **Silence**

Some other Elves were like "We're still here, but where the fuck did the others go? ... also... I dont feel too good."

Two days later the sky went back to normal.

Most people were like "We're saved!"

A few people were like "Yea, but all our magic stuff is still broken!"

Some countries were like "You did this other country!"

Other countries were like "No! You did it!"

THE SECOND AGE

The 2nd age came after the 1st age (of course). There was NO magic in the 2nd age at all. A lot of countries were at war with each other for hundreds of years. They made a lot of new ways to kill each other. Things like "guns" and "missiles" and other kinds of "technology".

By the time the wars ended, all of the old "magical races" like Aasimar and Tiefling and all those were gone.

Before they died out, some Dragonborn got together and said "We are called the Ring of Scale" and killed a BUNCH of people.

People started to say things like "Hey, remember we used to have magic lights? I wonder if I can so that some other way?"

Other people were like "Have you heard of this new 'electricity' stuff? It's cool!"

A long time passed. Like, a *really* long time. A few thousand years.

One day, on the news, people started talking about some giant funky color cyclone that appeared and was staying in the same place.

Over the next few days, 6 more of these trippy cyclones appeared, all over the world.

Then one day **BOOM** and all of the cyclones pulsed with light and energy.

The normal 'techy' people were like "Oh no. Whats going on?"

The odd hippie strange people were like "Oh shit! I can do *magic!* Far out!"

THE THIRD AGE

In areas near the cyclones, tech stopped working right, and magic creatures started to appear again. The trippy people moved out near there and called them "Magic zones"

The techy people were like "I don't know what that thing is, but I dont trust it. And thats OUR LAND!"

The elves were like "Hey, we're back, and that actually used to be OUR land first"

The Dwarves were like "Shit... maybe we shoul open the door... A LITTLE!"

Most of the big cities were like "Magic = Bad! Stay away!"

The city of Titan though was like "Hey, I know a couple Magic type people who arnt that bad. Just don't do it while you are here and we won't shoot you."

We will begin the game 20 years after the start of the 3rd Age. You are part of the 1st generation to grow up with magic returned. You remember the arrival of magic as a child.

RACES OF OLYNDAR, REDUX

RACIAL "TYPES"

Racial Types are an abstract way of attempting to represent the relative rarity of some races on Olyndar.

TYPE CHART

Type Definition

- E "Everywhere". Type E races are completely unrestricted. Anyone and everyone can be a Type E race.
- R "Rare". Type R races are rare on Olyndar. Only 1 member of the group may be a particular Type R race. These races are recently returned, and may still be considered "odd" by most within the Steel Cities.
- RR "Rare & Restricted" The Type RR races are **very** few and far between on Olyndar. Only 1 member of the group may be a member of **ANY** Type RR race. These races are both newly returned and very noticeable or polarizing in some way or another, and as such may be ostracized in some areas, but may also invoke unique story elements.

RARE & RESTRICTED

Race

Aasimar

Changeling

Dragonborn

Quasi-Genasi

Shifter

Tiefling

RARE

Race

Dwarf (Traditional)

Elf (Roil)

Genasi

Human, Abbalaya

Human, Shou

Ogre

Para-Genasi

Warforged

EVERYWHERE

Race

Dwarf (Non-Traditional)

Elf-blooded

Gnome

Goliath

Half-Orc

Human

Orckin

UNCHANGED RACES

Some races are available within Olyndar with almost no change from the "standard" versions. Those are listed in the chart below, along with any notes or minor additions.

RACES

Race	Additions	Source
Aasimar	Gain the 'Mana Blooded' Background feat	VGM pg.104
Dragonborn	Gain the 'Mana Blooded' Background feat	PHB pg.32
Genasi	Gain the 'Mana Blooded' Background feat	ELM pg.7
Half-Orc	Gain either the 'Border Bum', 'Mana Blooded', or 'Wire-blooded' background feat	PHB pg.40
Tiefling	Gain the 'Mana Blooded' Background feat	PHB pg.42 or UA

CHANGELING

Changelings are subtle shapeshifters capable of disguising their appearance. Their ability to adopt other creatures' guises makes them consummate spies and criminals.

Changelings are a type **RR** race.

CHANGELING TRAITS

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

Background Feat. You gain 1 Background Feat of your choice. This can be Mana blooded or Border bum.

Size. Changelings are built much like humans, but a little leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Duplicity. You gain proficiency in the Deception skill.

Shapechanger. As an action, you can polymorph into any humanoid of your size that you have seen, or back into your true form. However, your equipment does not change with you. If you die, you revert to your natural appearance.

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



DWARF

Two Kinds of Dwarf

Dwarves in the land of Roil are a much more diverse lot than the dwarves of old. While many dwarves are still raised in a “traditional dwarven home”, with each generation there are more and more who are raised within the Steel Cities outside of their own culture.

A great divide has sprung up within the Dwarves. Those who live nearest the Roil tend towards a traditional viewpoint on the Dwarf race, “Proper Dwarven” they call themselves. This group includes both modern Dwarves who have kept tradition and Dwarves from under the mountain, known by the others as the “Deep Dwarves”. Dwarves in the Steel cities often do all they can to fit in, treating “Being Dwarvish” as more of a cultural or religious idiosyncrasy than as who they are.

Traditional Dwarves are a type **R** race, while Non-Traditional Dwarves are type **E**.

DWARF TRAITS

Ability Score Increase. Your Constitution Score increases by 1. Choose Strength or Wisdom Score, which increases by 1.

Tradition. You must choose a Traditional or Nontraditional upbringing.

Background Feat. You gain 1 Background Feat of your choice.

- For Traditional Dwarves this can be Mana blooded or Border bum.
- For Nontraditional Dwarves this can be Border Bum or Wire blooded.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 35. On average, they live about 150 years. Dwarves with the Mana blooded background tend to live longer, about 200 years.

Alignment. Traditional Dwarves tend to be lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order. Nontraditional Dwarves do not tend towards any specific alignment.

Size. Dwarves stand between 4 ½ and 5 ½ feet tall and average about 200 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in PHB Chapter 9).

Tool Proficiency. You gain proficiency with the artisan's tools of your choice.

Languages. You can speak, read, and write Common and one other language. Traditional Dwarves also speak, read, and write Dwarvish.

ELF

Holding on or letting go

Elves are perhaps the race who have taken the divided nature of their world the hardest. A race which has throughout history embraced nature has been forced to react to a world where it sometimes seems nature is attacking them, and other times seems as if nature is being erased.

Elves have developed into two distinct races. Those who lived through the Time Bereft no longer acknowledge themselves as “Elves”, but are simply “elf-blooded”, for they lost much of themselves in their departure from magic and in the long years without. The other group of Elves however, are a mystery to all, including themselves.

The Elves of the Roil never lived through the time Bereft. The oldest among them remember the time of magic, and they remember the Days of First Blood. To these elves however, the red light in the sky did not fade away as it did for the rest... instead the red light concentrated itself, leeching out of the sky into a solid column of magenta light... the first roil.

The Elf-blooded are a type **E** race, while the Elves of the Roil are a type **R** race.

ELF-BLOODED TRAITS

Ability Score Increase. Your Dexterity score and Charisma score increase by 1, and one other ability scores of your choice increases by 1.

Background Feat. You gain 1 Background Feat of your choice. This can be Border bum or Wire Blooded.

Age. Elf Blooded mature at the same rate humans do and reach adulthood around the age of 20. They live slightly longer than humans, however, sometimes reaching 130 years.

Alignment. Elf Blooded share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size. Elf Blooded are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fey Ancestry. You have advantage on saving throws against being charmed.

Skill Versatility. You gain proficiency in three skills of your choice.

Nature of Steel. The Elf blooded have embraced the technological aspect of the world, accepting it as the new natural order. Elf blooded heal at twice the normal rate when they spend 24 hours resting within a Steel City or other technological place.

Languages. You can speak, read, and write Common and three extra languages of your choice.

ELF OF THE ROIL TRAITS

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

Background Feat. You gain 1 Background Feat of your choice. This can be Mana blooded or Border bum. Roil Elves who choose the Mana Blooded background also gain the Eyes of Magic racial feat.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claim adulthood and an adult name around the age of 100 and can live to be 900 or more years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile into the Underdark has made them vicious and dangerous. D row are more often evil than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Vision. You possess one of two types of special vision. These vision types are innately tied to the magic of the roil, and as such, cannot be used by an elf who has spent more than 7 days continuously within one of the Steel Cities, or other highly technological place. After being dampened by time in the technological world, these abilities take 24 hours to return.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Roil Vision. Some elves who passed through the roil have found their vision altered. They have lost their ability to see without light, but have found that if they concentrate, they are able to see the flow of the roil, and how it touches all things. Roil sight takes 1 full round and a concentration check (DC 15 - class level + any damage taken in last round). Once activated you gain the benefits of Blightsight and can see magic as if you had cast a detect magic spell. A new concentration check is required each round to maintain this effect.

Keen Senses. You have expertise in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep. Because of your ties to the fey, you do not do well within the Steel Cities. After spending 7 days in the Steel cities, elves begin to suffer ill effects as per the table below. Spending 24 hours outside the technological centers will reset this counter.

STEEL CURSE

Days Effect

8-14 1 x (number of days spent - 7) damage per day

15-30 1d6 x (number of days spent / 7) damage per day

31+ 6d6 damage per day

You are able to mitigate the effect of the Steel Cities by spending time meditating in a sun lit natural garden of at least 30 feet diameter. Each full uninterrupted hour spent meditating in such a way subtracts 1 from the day count when calculating the steel curse for the following day.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Magic Blood & Tech Bane. You are considered to be 1 level higher when determining how many spells per day you are able to cast and when determining the difficulty to resist your spells.

You cannot start out with the Technical Proficiency feat or any feat with the [Tech] descriptor. Technological items cause damage to elves who attempt to use them. (Note, an elf can carry technological items without harm, but cannot use them without harm).

If you gain the Technical Proficiency feat you begin to break your tie to the magic of the world. Your elven vision will begin to fade, you immediately lose the additional level benefits from Magic Blood, and your trace will begin to require more time to allow you to feel rested (eventually requiring 8 hours), however technological items will no longer harm you, and damage taken from Fey ancestry is halved. This damage then halves again for each level gained after gaining Technical Proficiency, to a minimum of 1 damage.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar.



GNOME

The most inventive of inventors.

Gnomes have managed to fit right into the new world view of the 2nd age, but many are not transitioning well back to the return of magic. Many gnomes can be found in highly technical roles, such as manufacturing, or even office management.

GNOME TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Background Feat. You gain 1 Background Feat and 1 other feat of your choice.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Alignment. Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, whether caves or man-made tunnels, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. If you have the Technical Proficiency feat, you also gain advantage on similar roles regarding technology.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

GOLIATH

The Strongest Backs Around

The Goliath survived the transition into a world without magic better than most. Through the centuries the Goliath have blended into human society, making a name for themselves as a strong worker class.

GOLIATH TRAITS

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

Background Feat. You gain 1 Background Feat of your choice. Most Goliath tend to be Border Bums, completely at home neither in the Steel cities or the magic zones.

Skills. You gain proficiency in 1 skill of your choice.

Age. Goliaths reach adulthood in their late teens and live less than a century.

Alignment. Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

Size. Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Natural Athlete. You have proficiency in the Athletics skill, and have advantage on any check relating to a feat of strength.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

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

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



HUMAN

Masters of their own destiny

When magic failed and other races faltered, humanity adapted. When magic returned and other races were astounded, humanity got on with things. This devotion to “pressing on” is both humanities blessing, and it’s curse. It is no surprise that the vast majority of the globe is populated by humans, or that the other races have been slowly drawn into the wake of humanity’s destiny.

HUMAN TRAITS

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

Background & Bonus Feats. You gain 1 Background Feat and 1 other feat of your choice.

Skills. You gain proficiency in 3 skills of your choice. You may trade 2 proficiencies for 1 expertise.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Decidedly Average. A number of times equal to your class level, you can replace any called for die roll with a 10. The uses of this ability replenish 1 on a short rest or 4 on a long rest, up to your current maximum.

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

VARIANT HUMAN TRAITS

Variant humans share a bloodline with one of the other races. Perhaps your grandmother was a dwarf, or your great grandfather an elf.

Variant humans replace their standard ability increase with the listed value.

The Dwarf Touched. You gain 1 Constitution and 1 Wisdom.

The Elf Touched. You gain 1 Dexterity and 1 Charisma.

The Gnome Touched. You gain 1 Intelligence and advantage on all intelligence related skill checks.

The Orc Touched. You gain 1 Strength and 1 Constitution.

HUMAN, ABBALAYA

The Abbalayar (singular Abbalaya) were a tribe of humans in Calimshan known and feared for their divinatory powers. They were so unique both magically and physically that they were often considered a distinct subrace of human. It was long believed that the Abbalaya died out, but recently some have emerged once again.

Ability Score Increase: Your Wisdom increases by 3.

Background Feat: You gain 1 Background Feat of your choice. This must be Mana blooded.

Age: Humans reach adulthood in their late teens and live less than a century. The Abbalaya tend to be longer lived than many humans however, and can sometimes live to be one and a half centuries old.

Alignment: Most humans tend toward no particular alignment.

Size: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common and one extra Language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their Speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Second Sight. You can choose one spell from the following list. You are able to cast this spell at will. Your caster level for this spell is considered to be equal to your character level. Casting this spell causes you to take 1 level of exhaustion.

Choose from (a) guidance (b) comprehend languages (c) detect good and evil (d) detect magic (e) detect poison and disease (f) augury (g) detect thoughts

HUMAN, SHOU

The Shou were humans originally from the Empire of Shou Lung in the eastern lands of Kara-Tur, in the land that now surrounds Palad. The Shou language, High Shou, used the Draconic alphabet.

Ability Score Increase: Your Dexterity, Wisdom and Charisma each increase by 1. In campaigns where Honor is used, your Honor increases by 2.

Background Feat: You gain 1 Background Feat of your choice. This must be Mana blooded.

Age: Humans reach adulthood in their late teens and live less than a century. The Shou tend to be longer lived than many humans however, and can sometimes live to be one and a half centuries old.

Alignment: Most humans tend toward no particular alignment. The Shou however are raised in a very regimented, honor bound society, and as such most tend towards law.

Size: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common, High Shou, and one extra Language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their Speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Proficiency. Humans raised in the Shou culture are proficient with the katana, wakasashi, and tanto, or in games where these are not used, the longsword, shortsword, and dagger.



OGRE

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

OGRE TRAITS

Ability Score Increases: Your Strength increases by 6, your Constitution increases by 4, your Dexterity, Wisdom, and Charisma decrease by 2, and your Intelligence decreases by 4.

Size: Large

Type: Giant

Speed: 40ft

Alignment: Ogres tend towards chaotic alignments.

Darkvision: An Ogre possesses darkvision to a range of 60 feet.



ORCKIN

Civilised, not civil

The departure of magic and the coming of technology changed the orc perhaps more deeply than any of the other races. No longer isolated by magic, and no longer bound by the tribal shamans who had led them for so long, many orc made their way towards the human lands, where there strong backs were in dire need by humans more used to using magic to lift things. Over time, the orcs began to mingle and intermarry with humans, and by the dawn of the third age, the orckin, while still on average taller and wider than most humans, are no longer the hulking brutes of the past.

ORCKIN TRAITS

Ability Score Increase. Your Strength score increases by 3 and your Constitution increases by 1, but your Intelligence, Wisdom, and Charisma each decrease by 1.

Background Feat. You gain 1 Background Feat and 1 other feat of your choice. The background feat can be Border bum or Wire Blooded.

Skills. You gain expertise in 1 skill of your choice.

Age. Orc mature slightly faster than humans, but rarely live as long. Orc are considered “adult” by the age of 16, but rarely live longer than 75 years.

Alignment. Orcs tend toward no particular alignment. Years spent mingling with humans have washed away the majority of orc traits, though they do tend to be slightly more chaotic than lawful.

Size. Orcs vary widely in height and build but are normally larger than humans, from barely 6 feet to nearly 7 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

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

SHIFTER

Shifters are descended from humans and lycanthropes. Although they cannot fully change to animal form, they can take on animalistic features by a process they call shifting.

SHIFTER TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

Background Feat. You gain 1 Background Feat of your choice. This must be Mana blooded.

Size. Shifters are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your lycanthropic heritage grants you the ability to see in dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shifting. On your turn, you can shift as a bonus action. Shifting lasts for 1 minute or until you end it on your turn as a bonus action. While shifting, you gain temporary hit points equal to your level + your Constitution bonus (minimum of 1). You also gain a feature that depends on your shifter subrace, described below. You must finish a short or long rest before you can shift again.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Several subraces of shifter exist, each with its own animalistic features.

CHOOSE ONE OF THE OPTIONS BELOW.

BEASTHIDE

As a beasthide shifter, you are especially tough and persistent in battle.

Ability Score Increase. Your Constitution score increases by 1.

Shifting Feature. While shifting, you gain a +1 bonus to AC.

CLIFFWALK

Your cliffwalk heritage grants you the agility of a mountain goat.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you gain a climb speed of 30 feet.

LONGSTRIDE

Longstride shifters are fleet and elusive.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can use the Dash action as a bonus action.

LONGTOOTH

As a longtooth shifter, you are a ferocious combatant.

Ability Score Increase. Your Strength score increases by 1.

Shifting Feature. While shifting, you can make a bite attack as an action. This is a melee weapon attack that uses Strength for its attack roll and damage bonus and deals 1d6 piercing damage. If this attack hits a target that is your size or smaller, the target is also grappled.

RAZORCLAW

As a razorclaw shifter, you make swift, slashing strikes in battle.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can make an unarmed strike as a bonus action. You can use your Dexterity for its attack roll and damage bonus, and this attack deals slashing damage.

WILDHUNT

Your wildhunt heritage makes you a consummate tracker and survivor.

Ability Score Increase. Your Wisdom score increases by 1.

Shifting Feature. While shifting, you gain advantage on all Wisdom-based checks and saving throws.

WARFORGED

The War forged of Roil are a recent occurrence, weapons forged for a war not yet fought. Although they are constructs, they have much in common with living creatures, including emotions and social bonds, and perhaps even souls.

WARFORGED TRAITS

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

Size. Warforged are generally broader and heavier than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Composite Plating. Your construction is primarily metal, granting you a +1 bonus to Armor Class.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Armored Body. Warforged can purchase armor at ½ the market value, and attach it to themselves as an outer shell. Armor attached in this way can be removed, but cannot be resold (except as warforged armor).

Metal Mind. Warforged gain advantage on Sanity saving throws.

Soul Weapons. Warforged can choose to mount weapons to themselves, most normally on the arms. A warforged can choose to mount a 1 handed weapon in a wrist position (with hand in tact) or can choose to mount a 2 handed weapon in place of a lower arm (without a hand). A warforged with a mounted weapon is considered to always have a weapon drawn. These weapons (energy only) can be powered from the Warforged energy core, and as such do not consume ammunition, however, a warforged who fires more than 100 rounds from a mounted weapon is considered to have 1 fatigue level until they take a short rest.

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

PARA-GENASI

The para-Genasi are born of the inhabitants of the para-elemental planes of Ice, Ooze, Magma, and Smoke, which lie between the major elemental planes of Earth, Air, Fire, and Water. Para-Genasi fuse two of the classic elements into a single dangerous creature.

Types of Para-Genasi include ice (air and water), magma (earth and fire), ooze (earth and water), and smoke (air and fire).

Ability Score Increase. You gain an ability score increase based on your para-elemental type.

ABILITY SCORE INCREASE

Type	Bonus
Ice	+2 Dexterity & Wisdom
Magma	+2 Strength & Constitution
Ooze	+2 Constitution and Wisdom
Smoke	+2 Strength and Dexterity

Alignment. As a race, genasi tend towards chaos and freedom, though some types hold more rigid ideals.

Size. Para-genasi are human in size. Your size is Medium.

Speed. Your base walking speed is determined by your para-genasi type.

Elemental control. You have the ability to cast control element cantrips based on your para-genasi type.

PARA-GENASI TYPES

Type	Speed	Control
Ice	20 ft	Air & Water
Ooze	20 ft	Earth & Water
Magma	30 ft	Earth & Fire
Smoke	40 ft	Air & Fire

Languages. You can speak, read, and write the Common language as well as Primordial, and Auran, Aquan, Ignan, or Terran as appropriate to your type.

GREATER GENASI

Para and Quasi Genasi are eligible to take levels in the Greater Genasi racial class, which provides focused training to enable them to unlock more of their elemental nature.

QUASI-GENASI

The Quasi-genasi are born of the inhabitants of the planes of Earth, Air, Fire, and Water which have been tainted by bleed over from the plane of Radiance, or from the plane of Shadows.

Types of quasi-genasi infused with positive energy include lightning (air), mineral (earth), radiance (fire), and steam (water).

Types of quasi-genasi deriving from elements infused with negative energy include ash (fire), dust (earth), salt (water), and void (air).

Ability Score Increase. You gain an ability score increase based on your quasi-genasi type.

ABILITY SCORE INCREASE

Type	Bonus
Lightning	+4 Dexterity
Mineral	+4 Constitution
Radiance	+2 Wisdom and Charisma
Steam	+2 Dexterity and Charisma
Ash	+4 Strength
Dust	+2 Strength and Dexterity
Salt	+2 Intelligence and Charisma
Void	+4 Intelligence

Alignment. As a race, genasi tend towards chaos and freedom, though some types hold more rigid ideals. Within the quasi-elementals, many hold ideals based on the positive or negative element which they are attuned to.

Size. Para-genasi are human in size. Your size is Medium.

Speed. Your base walking speed is determined by your para-genasi type.

Elemental control. You have the ability to cast control element cantrips based on your quasi-genasi type.

Energy blast. You have the ability to create a blast of energy dealing 1d4 per level of either radiant or necromantic energy. This ability can be used a number of times equal to your constitution modifier and recovers after a short rest.

QUASI-GENASI TYPES

Type	Speed	Control	Blast
Lightning	50 ft	Air	Radiant
Mineral	20 ft	Earth	Radiant
Radiance	50 ft	Fire	Radiant
Steam	40 ft	Water	Radiant
Ash	20 ft	Fire	Necromantic
Dust	30 ft	Earth	Necromantic
Salt	25 ft	Water	Necromantic
Void	25 ft	Air	Necromantic

Languages. You can speak, read, and write the Common language as well as Primordial, and Auran, Aquan, Ignan, or Terran and Radiant or Shadow as appropriate to your type.

GREATER GENASI

There are genasi, and then there are the Greater Genasi, who are much more closely bound to their elements. Characters who choose any of the genasi races (air, earth, fire, water, or any of the para or quasi variants) become eligible for the following class:

THE GREATER GENASI

Level	Elemental Damage	Features
1st	1d6	Natural Weapons
2nd	1d8	Mutable form
3rd	1d10	Improved Natural Weapons, Improved Mutable form
4th	1d12	Ability Score Improvement
5th	2d6	Elemental Awakening

HIT POINTS

Hit Dice: 1d10 per Greater Genasi level

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

Hit Points at Higher Levels: 1d10 (or 7) + your Constitution modifier per Greater Genasi level after 1st

PROFICIENCIES

Armor: none

Weapons: Any two simple or martial weapons

Tools: none

Saving Throws: as per the Ability score increases you receive

Skills: Choose two from Insight, Survival, Perception, Persuasion, Intimidation

NATURAL WEAPONS

Beginning at 1st level, you are considered proficient with unarmed attacks, and can perform unarmed melee attacks that deal 1d8 damage based on your elemental type OR 1d4 each of your two types if you are a para or quasi genasi.

MUTABLE FORM

Beginning at 2nd level, your form is composed of more elemental particles than flesh, and is not wholly solid. As a reaction you are able to disperse yourself into an incorporeal swirling mass of your elements. Magical items travel with you but mundane items drop away and are left behind unless you succeed a concentration check (DC=15) to keep them with you.

While in this form you gain the abilities listed below:
Mutable Traits

- **Damage Immunity:** All Non-Magical Weapons
- **Damage Resistance:** All Damage
- You cannot attack or cast spells
- All attacks against you gain disadvantage
- Any creature that ends its turn occupying the same space as you takes damage from your elements as noted in the table "Elemental Damage by Level"

While incorporeal, you also possess a fly speed equal to your movement speed.

You can maintain an incorporeal form for 1 round per point of constitution modifier without requiring any checks. After these rounds have elapsed, you must make a Constitution check (DC 10 + number of rounds incorporeal) or become solid again.

IMPROVED NATURAL WEAPONS

Beginning at 3rd level, your unarmed attacks deal 1d12 damage based on your elemental type OR 1d6 each of your two types if you are a para or quasi genasi. Further, you are able to channel your energy to instead add 1d6 (or 2d3) elemental damage to any melee weapon you are proficient with.

IMPROVED MUTABLE FORM

From 3rd level, you are able to use your mutable form to do more than just become intangible. You can instead choose to shape your form to become one size category larger or smaller. This change functions as the Enlarge/Reduce spell. Additionally, while enlarged you gain +2 strength and while reduced you gain +2 dexterity.

You can maintain this altered form for 1 round plus 1 additional round per point of constitution modifier without requiring any checks. After these rounds have elapsed, you must make a Constitution check (DC 10 + number of rounds altered) or revert to your normal appearance.

Once you revert, you cannot change your form again until you have taken a short rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ELEMENTAL AWAKENING

Upon reaching 5th level, you experience an elemental awakening. Whenever you use your Mutable form or Improved Mutable form, you can maintain the ability for an additional number of rounds equal to your proficiency modifier before you are required to make concentration checks.

Additionally, you gain advantage on all concentration checks to maintain your Mutable form or Improved Mutable form.

CLASSES FOR OLYNDAR, REDUX

CLASS "TYPES"

Class Types are an abstract way of attempting to represent the relative rarity of some races on Olyndar.

TYPE CHART

Type Definition

- E "Everywhere". Type E classes are completely unrestricted. Anyone and everyone can be a Type E class.
- R "Rare". Type R classes are rare on Olyndar. Only 1 member of the group may be a particular Type R class. These Classes are less commonly found than others, and as such seldom travel together.
- RR "Rare & Restricted" The Type RR classes are **very** few and far between on Olyndar. Only 1 member of the group may be a member of **ANY** Type RR class. These classes are very noticeable or polarizing in some way or another, and as such may be ostracized in some areas, but may also invoke unique story elements.

For reference, any class referred to below as "PHB" refers to any published WOTC variant, Unearthed Arcana, or non-3rd Age homebrew, unless specifically mentioned elsewhere.

RARE & RESTRICTED

Class

PHB Cleric
PHB Paladin
PHB Warlock
3rd Warlock

RARE

Class

PHB Barbarian
PHB Bard
PHB Druid
PHB Monk
PHB Ranger
PHB Sorcerer
PHB Wizard
3rd Rogue

[Enclave Ranger](#)

[Experimental Medical Tactician](#)

[Shadow Knight](#)

[Techno-Paladin](#)

EVERYWHERE

Class

PHB Fighter
PHB Rogue
3rd Barbarian
3rd Bard
3rd Fighter
3rd Monk
[Demolitionist](#)
[Gambler](#)
[Hunter in the Dark](#)

TECHNOMANCY

Students of both magic and technology are few and far between, though they do exist. Arcane spellcasters who also possess the Technical Proficiency feat gain access to [Technomancy](#).

THE GUNSLINGER

While not included in the listing above, Matt Mercer's (from Critical Role) Gunslinger archetype would also be a great fit for the world.

RULES FOR PHB CLASSES:

Some PHB classes are usable in the world of Olyndar, but require minor changes. Errata for these classes is defined here.

Barbarian: A barbarian cannot begin play with the Wire Blooded background or with the Technical Proficiency feat. (2nd Age, 3rd Age)

Bard: A PHB bard in the 3rd age could only come from the Roil Elves, the Dwarves under the Mountain, or from a magical area. (See the 3rd Age Bard for technically skilled bards) (3rd Age)

Cleric: A PHB cleric in the 3rd age could only come from the Roil Elves or from the Dwarves under the Mountain. (3rd Age)

Druid: A PHB druid in the 3rd age could only come from the Roil Elves, the Dwarves under the Mountain, or from a magical area. (3rd Age)

Fighter: Fighters who begin play with the technical proficiency feat cannot choose Eldritch Knight as their archetype. (See the 3rd Age Fighter for technically skilled fighters) (2nd Age, 3rd Age)

Monk: PHB monks can be from any background, but are exceedingly rare. (Please work with DM regarding background) (2nd Age, 3rd Age)

Paladin: A PHB Paladin in the 3rd age could only come from the Dwarves under the Mountain. (3rd Age)

Ranger: A PHB ranger in the 3rd age could only come from the Roil Elves, the Dwarves under the Mountain, or from a magical area. (See the 3rd Age Ranger for technically skilled rangers) (3rd Age)

Rogue: Rogues who begin play with the technical proficiency feat cannot choose Arcane Trickster as their archetype, but do gain proficiencies with ballistic and laser weapons. (2nd Age, 3rd Age)

Sorcerer: A PHB bard in the 3rd age could only come from the Roil Elves, the Dwarves under the Mountain, or from a magical area. (3rd Age)

Warlock: Warlocks as they existed in the PHB do not exist in the 3rd age. Please see the 3rd Age Warlock for the updated class. (3rd Age)

Wizard: A PHB Wizard in the 3rd age could only come from the Roil Elves or the Dwarves under the Mountain. (See the 3rd Age Wizard for Wizards from other backgrounds) (3rd Age)

NEW CLASS OPTIONS

Below are presented some new class options for use in 3rd Age campaigns.

BARBARIAN

PATH OF THE GUN TOTING MANIAC

For some barbarians, rage is a means to an end—that end being violence. The Path of the Gun Toting Maniac is a path of gun smoke, loud noises, and the screams of those around you. As you enter the maniac's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Prerequisites: To follow the path of the Gun Toting Maniac the Barbarian must come from a background which includes firearms.

Added Proficiencies: Barbarians following the path of the Gun Toting Maniac gain Proficiency with Ultralight Armor and Ballistic Weapons.

Errata. For the purpose of Unarmored defense, wearing Ultralight armor counts as not wearing any armor.

TOMMY-GUN TORNADO

Starting when you choose this path at 3rd level, you can go into a Tommy-gun Tornado when you rage. If you do so, for the duration of your rage you can fire two ballistic weapons with the burst quality in burst mode as a single attack action. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

MANIA

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage. This effect ends if you choose to take cover for any reason.

THE FEAR EFFECT

Beginning at 10th level, you can adopt an intimidating firing position in order to frighten everyone with your menacing presence. When you do so, any creature that can see you and is within 100 feet of you who has not previously been affected by your intimidation is affected. The creature must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier + 5 for each weapon you burst fired in the last round) or be frightened of you until the end of your next turn. On subsequent turns, those frightened can attempt a new saving throw at the same difficulty.

MACHINE GUN MADNESS

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make an attack against that creature. Expend ammunition as you normally would for burst fire (ie 10 pieces of ammunition per gun). Roll to hit once versus the target's AC, then 1d10 per gun fired to determine how many of the 10 shots hit the target.

BARD

COLLEGE OF ROCK

Prerequisites: To study the College of Rock the Bard must come from a background which includes electric instruments.

Added Proficiencies: Bards studying the College of Rock gain Proficiency with Ultralight Armor, Ballistic Weapons, and Laser weapons.

Errata. Bards who study the College of Rock can choose technical skills and can apply Jack of all trades to technical skills.

BONUS PROFICIENCIES

When you join the College of Rock at 3rd level, you gain proficiency with three electric instruments of your choice.

VOLUME TO 10!

Also at 3rd level, you learn to make good use of the capabilities of electrical amplifying equipment. When using an electric instrument and an mAmp to cast a spell at a target within 30 feet, you can expend 1 use of bardic inspiration to maximise the roll for damage or healing.

DUET MYSELF!

Starting at 6th level, when using an mAmp and an electric instrument that is also a weapon, you can attack with both weapon and spell together. You cast the spell as normal, but count your weapon as the spells target, then as the spell completes immediately make 1 ranged attack with the weapon as a bonus action. If the weapon attack hits, the spell is transferred to the target. The target can still attempt to save against the spell effect, but suffers disadvantage to the attempt. If the attack misses, the spell is lost.

THE LIGHT FANTASTIC

At 14th level, you have mastered the art of the psychedelic rock show. You can expend all of your daily uses of Bardic Inspiration in a full round action to produce the following effects.

- Heal all allies within 120 feet 1d6 per Bardic Inspiration used
- Deal 1d6 per Bardic Inspiration used damage to all enemies within 120
- Grant all allies within 120 feet 1d6 per Bardic Inspiration used to 1 action they take within the next round
- 1 illusionary copy of the bard is created per Bardic Inspiration used

FIGHTER

TECHNO-SOLDIER

Prerequisites: To become a techno-soldier the fighter must come from a background which includes high tech weapons and armor.

Added Proficiencies: Fighters who become techo-soldiers gain proficiency in Ultralight and Powered Armor, as well as Ballistic weapons and the others from the following list: (a) Antimatter (b) Flame (c) laser or (d) tesla.

CLOSE QUARTERS FIGHTING

Beginning when you choose this archetype at 3rd level, you learn the techniques needed to fight high tech ranged weapons in melee without penalty. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

DEFENSIVE FIRE

Starting at 7th level, you add double your proficiency bonus to any attack made with a ranged weapon if the target of the attack is within 5 feet of one of your allies.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

STOPPING SHOT

Starting at 15th level, when you deal damage to a creature with a ranged weapon, that creature must succeed a Constitution save (DC = your level). On a failed save, the creature's movement is reduced to zero for one round.

TRIGGER DRILLS

At 18th level, you attain the pinnacle of efficiency in battle. In any round where you use your bonus action to make an additional attack, you may immediately take a 2nd bonus action to attack again. You may only ever gain a maximum of one additional bonus action per round in this way.

FIGHTING STYLES

Additionally, fighters who come from the high tech civilizations of the 2nd or 3rd age have available the following fighting styles:*

ANTIMATTER SPECIALIST

When fighting with an Antimatter weapon, you are considered to be proficient with it and additionally may choose to channel any attacks you would normally make beyond the first in order to deal additional damage. For each additional attack sacrificed this way, add 2 additional damage dice to your primary attack for this round.

DARK BRINGER

When fighting with a tesla weapon, you are considered to be proficient with it and additionally may choose to expend all of the charges of the weapon you're wielding to create an Electromagnetic pulse. The pulse extends 10 feet for each charge the weapon possesses, deals 2d6 damage per charge to anyone touching or wearing any item of technology, and disables all technological items for 1 minute per charge.

FIREBUG

When wielding a flame weapon, you are considered to be proficient with it and additionally may choose to replace the 15 ft cone with an attack which affects all foes 360 degrees around you up to 10 ft away.

LASER LANCER

When fighting with a laser weapon, you are considered to be proficient with it and additionally may take 1 extra attack as a bonus action when you take an action to fire a Laser Weapon. Additionally, reloading a laser weapon is a free action.

POWER ARMOR MASTER

You know exactly how to get the best out of power armor. When wearing a suit of power armor you are considered to be proficient with it and also gain +2 strength while making use of an additional 2 points of your dexterity bonus.

MONK

WAY OF THE GUN

Gundancers, the adherants of the Way of the Gun, are mystic warriors who master the spiritual discipline of the monk but follow the way of the gun. Others fight meerly to survive, but the gundancer elevates the firefight to an art form.

Gundancers are most effective in close combat, melding hand-to-hand fighting techniques with balletic gunplay in a symphony of destruction.

You gain the following benefits:

GUN-FU

Starting when you choose this tradition at 3rd level, your studies into the Way of the Gun allow you a number of benefits when fighting with one handed guns.

- Attacks made with one handed pistols are considered to be melee attacks if made against opponents within 5 feet.
- You are able to reload a 1 handed weapon even if you do not have a free hand to reload with.
- You can draw or stow two one handed pistols when you would normally be able to draw or stow only one.
- When fighting with two one handed pistols, you can consider the weapons to be light even if they normally are not.
- When you use the attack action and attack with a one handed weapon, you can use a bonus action to attack with a one handed pistol you are holding in your off-hand.

GUN-DANCE

At 6th level, you gain the ability to enter a combat stance which allows you to dodge incoming fire. As an action you can declare you are gun-dancing. While gundancing, any ranged attacks targetting you automatically miss until the start of your next turn.

Additionally at 6th level, you are able to deflect missles even if you do not have a hand free, using the pommels of your weapons.

FIRESTORM

Beginning at 11th level, you can focus your ki into a firestorm of attacks. As an action, you may fire one shot at each enemy within sight and within your weapons range up to a maximum of two enemies per gundancer level. You may not fire more shots than your remaining ammunition, although you can expend shots from both guns if fighting with two weapons. Once you have used this ability you cannot use it again until you have taken a short or long rest.

GUN MASTERY

At 17th level, you have mastered the art of gun-fu to the point that you are now able to reload a one handed pistol as a free action, up to a maximum of once per gun per round.

Additionally, yu are now able to begin a gun-dance and still make a single gunshot at one opponent within 30 feet and you may use your firestorm a number of times per rest equal to your Wisdom modifier.

Finally, you gain a bonus of +2 armor class whenever you are fighting with two one handed weapons.

ROGUE

THE FACELESS

The Faceless are a group of politically motivated independent spys who thrive of controlling actions from behind the scenes, striking only for maximum effect.

MIMICRY

Starting at 3rd level, you gain proficiency in the bluff, disguise and medicine skills. If you are already proficient in one of these skills you instead gain expertise in that skill.

Additionally, if you spend at least 1 day following and observing an individual, you gain advantage on all checks to impersonate that person until you take a long rest. Finally, if you spend multiple days studying an individual, you gain an additional +1 bonus to all impersonation checks for each day spent, and the bonus lasts a number of days equal to the days spent in study.

SKINCARVING

Upon reaching 9th level, the faceless are able to harvest the faces of defeated enemies in order to make use of them later. Removing the face from a body requires a sharp knife, about 1 hours time, and a medicine check, (DC=20 minus the faceless ones proficiency modifier.) Once removed, the faces will remain usable for 1d4+1 days, unless preserved. Preserving a face requires another medicine check (DC=12) and 100gp in preserving fluids.

SKINCHANGING

Starting at 9th level, The faceless are able to don masks worn from the skinned faces of the dead and to effectively become that person, as long as the person is within 1 size category up or down from your own. Donning a face takes an action, and allows the faceless the benefits of having shapechanged into the person whose face is worn.

In this form you are completely believable as the subject, and only the most keen observers who knew the person will have any cause to doubt that you are that person. This ability is a physical alteration and as such spells such as true seeing would not see through the effect.

You retain all of your class levels, and ability scores while skinchanged.

FACELESS SKINCHANGE

By 13th level, your mastery of skinchanging has improved greatly. Once you have claimed a face using skincarving, you no longer need to don the taken face to skinchange. The act of taking the face has familiarised you with the face so that you can simply take a bonus action to skinchange into the person.

REVEALING STRIKE

When you reach 17th level, you reach the pinnacle of the death dealing potential of the faceless. Whenever you sneak attack while concealed by skinchanging, as long as the attack is the first action you have taken to reveal your presence, the attack gains advantage to hit and your sneak attack damage is doubled.

Further, you can instead spend 1 hour to arrange a believable scene such as a feast in order to entrap a group of enemies. Enemies who are lured into the trap each take 2d6 plus sneak attack damage on the round the trap is revealed.

REVEALING SCENES

The revealing strike ability provides the rogue with the ability to arrange a trap scene for enemies.

What *is* a trap scene really? It could be almost anything really.

- A feast arranged by a friend or ally where the guests are served poisoned food or drink.
- A stage performance where the backdrop is rigged to fall, crushing the audience.
- A meeting where the doors are sealed once everyone enters and the room is set on fire.

Any of these would be suitable for a revealing scene. For the most part this ability is left for a discussion between the DM and the player. Should the damage be poison? Fire? Would the enemies get a saving throw? Would resistances apply?

WARLOCK

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence — not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE BUILDER

Your patron is a being of great age and power... one of the very builders of creation. Long thought extinct, this being of agelessness and might chooses a select few to carry the torch of creation through the ages.

EXPANDED SPELL LIST

The Builder 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.

BUILDER EXPANDED SPELLS

Spell Level Spells

1st	Detect Magic, Mending
2nd	Levitate, Locate Object, Shatter
3rd	Glyph of Warding, Leomund's Tiny Hut
4th	Arcane Eye, Fabricate, Leomund's Secret Chest
5th	Creation, Legend Lore, Teleportation Circle

AURA OF CREATION

Starting at 1st level, your patron bestows upon you the ability to project the power of order and creation. As an action, you can cause each chaotic creature in a 10-foot radius originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are considered Restrained until the end of your next turn.

If you wish, you can choose to instead cause all lawful creatures in a 10-foot radius originating from you to heal 1d6 hit points. Additionally, while this aura is active, inanimate objects in range are affected as if by a mending spell. While infused with the spark of creation you also gain the ability to temporarily enhance an item with magical properties. (See Magical Creation Rules next page).

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

ARMOR OF CREATION

Starting at 6th level, you can instinctively defend yourself in response to taking damage. When you take damage, you can use your reaction to instantly create an armored cube around yourself.

While within this cube, you can breath and act normally, but you cannot see out and nothing can see in. the cube is considered to have AC 20 and 10,000 hit points.

You remain in this room for up to 1 turn per point of charisma modifier, or until you attack or cast a spell.

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

FAITH IN CREATION

Beginning at 10th level, your patron teaches you how to tap into the deeper secrets of creation. Any spells which you cast which would normally be temporary (such as with the Creation spell) become permanent.

Additionally, you gain an uncanny ability to resist any changes made to your form. When targeted by any spell which would change your form (such as Alter Self or Polymorph) you receive a saving throw even if you normally would not. If you normally receive a saving throw, you gain advantage on the roll.

TRUEST CREATION

Starting at 14th level, you have learned from your patron some of the truest secrets of the creation of all things. You have learned the secret of creating life.

Using this ability, you can touch a non-living object and bring it to the barest semblance of life. This functions much like the Animate Object spell but it naturally permanent.

Alternately, this spell can be used to restore life to the recently dead. You may use this ability on a creature who has died in the last minute in order to restore the creature to life as if with the Revivify spell. A creature which has been dead more than 1 minute is instead affected as if by the Create Undead spell, except that the created undead retains memory of who it was.

You must finish a short or long rest before you can use this feature again.

You must finish a short or long rest before you can use this feature again.

ELDRITCH INVOCATIONS

New Invocations Available for those whose patron is the Builders.

SHIELD OF CREATION

You invoke a shield made of the very essence of reality, which defends you from foes. You are able to case the Shield spell at will.

AXIOMATIC BLAST

Prerequisite: eldritch blast cantrip

When you cast eldritch blast, if the target is not lawful, the target must make a Constitution save or be held for 1 round per point of proficiency bonus.

MAGICAL CREATION RULES

While infused with the aura of creation, the Warlock gains access to the barest touch of the power of the builder. This gives you the ability to instantly infuse items with magic... ..at a price. This price can be paid in coin, or can be paid through other means, often gems, raw materials, or offerings. As part of the item creation, the offering dissolves into a fine dust and melds into the item to be made magical.

MAGICAL ITEM OFFERING COST

Item Rarity	Creation Cost	Minimum Level
Common	100 gp	1st
Uncommon	500 gp	3rd
Rare	5,000 gp	6th
Very rare	50,000 gp	9th
Legendary	500,000 gp	12th

In order to infuse a spell into a magic item, you must know the spell, or, if there is no spell with the specific effect desired, you must work with the DM in order to determine a spell, spells, or spell level which would result in the effect.

THE LIGHT

Your patron is a being of light, not a god, but an otherworldly manifestation of all that is good and pure.

EXPANDED SPELL LIST

The Light 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.

AURA OF LIGHT

Starting at 1st level, your patron bestows upon you the ability to project the light of good from within your soul. As an action, you can cause each evil creature in a 10-foot radius originating from you to make a Wisdom saving throw against your warlock spell save DC.

As a guideline, spells being added to an item follow general guidelines as below, although the DM is free to adjust this based on the specific spell or effect.

MAGICAL ITEM RARITY BY SPELL LEVEL

Spell level	Item Rarity
1st & 2nd	Common
3rd & 4th	Uncommon
5th & 6th	Rare
7th & 8th	Very rare
9th	Legendary

Further, you must invest some of your personal essence into the creation. This is represented with a hit point investment, as listed below. These hit points are considered to be permanently removed for the duration of the enchantment, and cannot be recovered by any means, short of ending the items enchantment early.

MAGICAL ITEM INVESTMENT

Hit Point Investment	Duration of Magical Effect
1	1 Day
2	1 Week
3	1 Month
4	1 Year
5	Indefinite

Once invested, the items behave exactly as any other magical item, however there are some limits.

A created item which is on a separate plane of existence from its creator will have its power begin to fade in 2d12 hours.

An identify spell will reveal a tether to another being (the item creator)

The creatures that fail their saving throws are all frightened of you until the end of your next turn. If you wish, you can choose to instead cause all good creatures in a 10-foot radius originating from you to become immune to fear until the end of your next turn.

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

BEING OF LIGHT

Starting at 6th level, you can become a being of light in response to harm.

When you take damage, you can use your reaction to turn into a form of light and smoke. While in this form you shed bright light to 100 feet.

Additionally, you take half damage from all attacks and have a fly speed of 300. You remain in this form for up to 1 turn per point of charisma modifier, or until you attack or cast a spell.

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

LIGHT EXPANDED SPELLS

Spell Level	Spells
1st	Cure Wounds, Light
2nd	Blindness/Deafness, Zone of Truth
3rd	Beacon of Hope, Daylight
4th	Aura of Purity, Divination
5th	Geas, Sunbeam

FAITH OF THE LIGHT

Beginning at 10th level, your patron teaches you how to turn the mind-affecting magic of your enemies against them. You are immune to all fear effects and spells, and when another creature attempts to frighten you, you can use your reaction to attempt to turn the fear effect back on that creature.

The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be feared by you for 1 minute or until the creature takes any damage.

BLINDING RADIANCE

Starting at 14th level, you can project a blinding radiance directly into the soul of another creature. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature is considered to be blinded as well as stunned for 1 minute or until your concentration is broken (as if you are concentrating on a spell).

This effect ends early if the creature takes any damage. Until this illusion ends, the creature sees you as the source of a blinding light, which they cannot look away from. The creature can see and hear only itself, you, and the light. You must finish a short or long rest before you can use this feature again.

ELDRITCH INVOCATIONS

New Invocations Available for those whose patron is the light.

ARMOR OF LIGHT

You invoke armor made of light which repels evil foes. Any evil creature has disadvantage to strike you with a melee attack.

RADIANT BLAST

Prerequisite: eldritch blast cantrip When you cast eldritch blast, if the target is undead you deal maximum damage (take the maximum possible result of all damage die rolls).

THE GREAT THULIAN

Prerequisites: The 3rd Age Warlock can come from any background, but must have been exposed to a situation where they could encounter and make a pact with a being from the lower realms or the beyond.

GREAT OLD ONE ADDITIONAL GIFTS

BLOOD SACRIFICE

At first level the 3rd Age Warlock may choose to sacrifice permanent hit points in exchange for magical knowledge. Each permanent hit point sacrificed this way provides the warlock with knowledge of 1d4 additional spells.

At 4th level, 8th level, 12th level, and 16th level, the warlock may again sacrifice permanent hit points, but only those gained in the most recently obtained hit die. Each permanent hit point sacrificed this way provides the warlock with knowledge of 1d4 additional spells.

FORBIDDEN KNOWLEDGE

At 3rd level, 3rd Age Warlocks with the Great Old One as a patron gain Otherworldly Technical Proficiency as a bonus feat and R'lyehian as a bonus language. Additionally, the Warlock can choose 1 spell from Otherworldly Magic. Another spell can be chosen from this list at 6th, 9th, 12th, or any level 15th+.

PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WGAH'NAGL FHTAGN

The knowledge bestowed by the Great Old One does come at a price. Upon reaching 3rd level, the 3rd Age Warlock with the Great Old One as a patron gains an additional Ability Score - Sanity. The Character's Sanity score starts out as per the formula below.

$$12 + 2d6 - \text{Int Mod} - \text{Wis Mod}$$

From time to time you may be asked to make a Sanity check or save. A Sanity check or save is made in the same way any standard ability check or save is made. Sanity cannot be increased when leveling up. Additions or Subtractions to your sanity score can be awarded at DM discretion.

NON-EUCLIDEAN MAGIC

The Great Old One sometimes grants the Thulian Warlock the ability to do amazing things. Starting at 3rd level, the Thulian Warlock can take a full round action to attempt to cast ANY spell, of ANY level, from ANY spell list. The warlock immediately takes 1 damage per level of the spell they wish to cast. After 24 hours, hit points equal to the maximum level spell the Warlock can cast return. The remaining hit points are permanently erased and can never be regained.

Make a sanity check. If the check is passed, then Cthulhu smiles and the spell goes off. If the check is failed, make another sanity check. If this check is passed, Cthulhu laughs, and the spell goes off with critical success. (Critical success for a specific spell can be determined by the DM).

If the second sanity check is failed, the character loses 1d4 Wisdom, then make a final sanity check.

If the third check is passed, the character regains 1d6+Spell level permanent hit points. If the third check is failed, the DM rolls on the Cthulhu related calamity table. After 1 year, the Warlock makes a sanity check. If the check is passed, the Wisdom & hit points are regained. The great old ones do not care to be disturbed, and as such, this spell can possess other repercussions (or in rare case, benefits).

LUNAMANCY

Devotees of the Great Old Ones are granted access to [Lunamancy](#), one of the most dangerous and unpredictable powers to have ever been spawned from the dark recesses of nothingness.

WIZARD

SCHOOL OF COUNTERMAGIC

The Countermage is a wizard who has devoted his/her field of study to the art of countering the spells of others.

OBSERVATIONAL LEARNING

Beginning at 2nd level when you select this tradition, you gain the ability to learn new spells simply by seeing them cast. Whenever you see an arcane spell cast, make an Arcana check DC 15 minus your proficiency bonus. On a successful check, you know exactly which spell was just cast. The following morning, make another Arcana check DC 10 plus the spell level. If you succeed, you may add the spell to your spell book.

COUNTER SPELL

Starting at 2nd level, if you see an arcane spell being cast and you are able to determine what spell it is, you are able to spend your reaction to cast a Counterspell. This spell functions exactly as the 3rd level spell Counterspell, except that you are able to cast the spell without having it prepared and you may use any spell slot equal to or greater than that of the spell being cast.

SCHOOL OF CHRONOMAGIC

Not all Wizards study the standard schools of magic, some aspire to understand another form of power, time itself. Wizards who study such a power are called Temporal Scholars. Instead of specializing in any particular school to meet their desired goals, Temporal Scholars achieve their end through striving to understand the the past and the flow of time in order to steer the future towards accomplishing their goals.

PERFECT PUNCTUALITY

Beginning at 2nd level when you select this tradition, you gain an almost uncanny sense of time. You always know what time of day it is, regardless of whether you are under or above ground, or indoors. You also gain expertise in the history skill.

SPELL CONVERSION

Starting at 2nd level, you have access to a number of time related spells, which are added to your spellbook if you did not know them already. Further, you may always swap a spell of equal level for one of these spells, without having to have it memorised. This ability does not grant the ability to cast spells of a higher level than you could normally cast, but imparts the knowledge of the spells for use in casting.

CHRONOMANCY

Students of Chronomagic are granted access to [Chronomancy](#), one of the most powerful magicks to have ever been discovered.

REFLECT SPELL

Starting at 6th level, if you use your reaction to counter a spell as it is being cast, you may use your next action to cast the spell as if it was your own. To do this, you must pay spell levels equal to the level of the spell minus the level of the counterspell you used.

DIVINE INSPIRATION

Beginning at 10th level, you gain the ability to attempt to discern arcane versions of divine spells. This functions like Observational Learning, except the checks are made with disadvantage. Additionally, if you are able to identify a divine spell, you are able to attempt to counter it.

MASTERFUL COUNTERMAGIC

Starting at 14th level, you can attempt Observational Learning and Counterspell reactions a number of times per round equal to your Intelligence modifier (minimum 1).

TEMPORAL DOMAIN SPELLS

Level Spells

Cantrips Mending, True Strike

1st level Expeditious Retreat, Feather Fall, Longstrider

2nd level Blur, Gentle Repose, Hold Person

3rd level Blink, Haste, Slow

5th level Hold Monster, Modify Memory

6th level Contingency, Disintegrate

7th level Finger of Death*, Sequester

8th level Clone

9th level Time Stop

* A creature killed by a finger of death by a Temporal Scholar rises as an aged and decrepit version of its previous self

GLIMPSE OF THE TEMPORAL PRIME

Starting at 6th level, you gain the ability to briefly glimpse a small moment in the flow of the Temporal Prime. You may use this glimpse to “undo” any single action (an attack, or a saving throw, or a skill check) after seeing the result. You may then choose not to have taken the action, or can choose to take the action again, gaining advantage on the roll. This ability is usable once per long rest.

FORESIGHT

Beginning at 10th level, your studies into the flow of time grant you glimpses of the immediate future. As such, you are never surprised. You may also add your Intelligence modifier to your Initiative rolls.

Further, you are able to Glimpse the Temporal Prime once per short rest rather than once per long rest.

Finally, at 10th level, you cease aging naturally.

TEMPORAL FORTITUDE

Beginning at 14th level, your ability to make minor manipulations to the flow of time allows you to protect yourself from most harmful moments. Any time you fail a dexterity related save or check where failure causes you to come to harm, you may immediately re-roll the save or check, with advantage. Additionally, the first time each turn you are struck with a melee weapon, the attacker must immediately re-roll the attack with disadvantage.

SCHOOL OF PLANAR STUDIES

Some wizards devote themselves to the study of planar rifts, the small tears that exist almost unseen across most of the planes of existence.

RIFT SENSITIVITY

Starting at 2nd level, you develop a knack for finding shortcuts in the fabric of reality. The material plane is filled with minute rifts to other planes. These rifts are formed from natural stresses or ambient magical energy released after planar travel spells. The Planar Scholar learns to locate and exploit them.

Through study, you develop a sensitivity to these rifts. You can search an area within 30 feet to attempt to discover planar rifts. Locating a rift requires a Perception check against a DC based on the plane's proximity to the Planar Scholar within the context of the four groups of planes (material, transitive, inner, and outer). The DC is then adjusted by how quickly the Planar scholar is attempting to locate the rift.

RIFT PERCEPTION DIFFICULTIES

Increments	DC
Same Increment	5
One Increment	10
Two Increments	15
Three Increments	20
5 Minute Search	DC -10
1 Minute Search	DC -5
3 Round Search	DC +0
1 action search	DC +5

For example, finding a rift to a transitive plane (ethereal, shadow, or astral) from the material plane during a 1 minute search would be DC 5, whereas finding a rift to an outer plane would be DC 15. Once the Planar Scholar travels to the ethereal plane, it's DC 5 again to find a rift back to the material, or DC 10 to find a rift to the outer planes from the ethereal plane (since they're now closer).

Note that this ability doesn't let the Planar Scholar use the rift to travel the planes (yet). It simply lets him find them. It also doesn't let him look through the rift to see what's on the other side. Travel through such rifts is generally safe, but not always.

RIFTWALK

Starting at 6th level, you can use these rifts to transport yourself between planes. Doing so requires locating the appropriate portal, then expending spell energy to shift through it. A shift requires one spell level per increment (moving between planes on the same increment is treated as a cantrip). The Planar Scholar must have the requisite spell energy available and sacrifice it.

A spell counts toward levels as its spell level. For example, magic missile is a 1st-level spell. A Planar Scholar with magic missile memorized twice (or otherwise available twice) could surrender two castings of it to riftwalk two increments, or he could sacrifice one casting of it, plus web (a 2nd-level spell), to surrender three spell levels and travel three increments.

At this level, the Planar Scholar can transport only himself through the rifts. Riftwalking is a full-round action (one standard action to expend the spell energy, then one movement action to move through). Other creatures see the Planar Scholar seemingly step into an invisible door, then disappear.

Distances traveled on other planes often cover much greater distances on the material plane. A Planar Scholar may be able to riftwalk to the astral plane, travel for a few rounds on the astral plane, and then riftwalk back to appear miles away from his former material location.

The Planar Scholar has a 1% noncumulative chance per riftwalk that he will step through the rift into a dangerous area (that is, even more dangerous than the usual state of planar travel). This could include walking into a solid object, entering a lava flow, or appearing inside the acidic belly of a great astral whale. If this occurs, the Planar Scholar takes 1d6 damage per increment traveled and is immediately shunted back to the plane he was attempting to leave.

RIFT DOOR

Beginning at 10th level, you can make the rifts large enough for other creatures to travel with you. By expending as much spell energy as for your initial riftwalk, the you can hold open the rift long enough for someone else of up to Medium size to pass. Expending double the spell energy lets a Large creature walk through, quadruple lets a Huge creature go through, and so on. The rift automatically closes when the you go through, so you must be the last to exit.

Other creatures who riftwalk must use a move action to reach the portal and walk through it. You may also use a standard action to concentrate and move the rift itself. This requires a Concentration check each round (DC 10). If successful, the rift can move by up to 20 ft. You can use this ability to make a rift envelop an entire house or tower, sending it to another plane.

SUBCONSCIOUS WALKER

Beginning at 14th level many Planar Scholars develop a habit of subconsciously identifying nearby rifts and using them to constantly flicker in and out of existence on the material plane. You gain the rogue's evasion ability as a supernatural ability, not as a result of terrific reflexes, but because you has a good chance of not being present at the instant of any area effect. This works even against opponents from another plane — as the odds that you step into the specific plane that creature is from are quite low.

Finally, having become an expert at locating rifts, the you are able to subtract your proficiency bonus from the perception check to locate a rift.

SCHOOL OF SOUL FIRE

Wizards who delve into the mysteries of the technique called soul fire are considered by most to be only scant moments short of insanity, flirting with the point of no return with every spell that they cast.

SOUL FIRE

Starting at 2nd level, you develop the ability to power your magic using the very essence of your soul.

Whenever you cast a spell, you may choose to cast the spell at a level higher than you would normally be able to by using your own soul energy.

Consult the chart below and confirm the level which you would like to cast the spell at. The damage dealt from soul fire cannot be reduced, redirected, or prevented in any way, although it can be healed as normal.

SOUL FUEL

Level added	Damage taken
+1	1d4
+2	2d4
+3	2d6
+4	5d6
+5	8d8

For example, you cast magic missile. Magic missile is normally a first level spell which creates 3 darts that deal 1d4+1 each. You declare that you want to cast magic missile at 4th level, adding 3 additional darts. You then take 2d6 damage which cannot be prevented.

Casting spells in this way does allow you to cast spells at higher levels than you normally have access to, and the damage dealt to you is considered to happen *before* the spell resolves, meaning that no concentration check is required.

SOUL FUEL

By 6th level, you have learned enough about the nature of your soul fire that you can use it to call forth energy for spells above and beyond those you could normally cast in a day.

You can use Soul Fuel in order to cast a spell which you have not memorised, or to cast a spell which you have no further spell slots available for.

If you choose to cast a spell in this way, you take damage. You take 1d4 points for a 1st level spell, and 1d6 per level for spells above first level.

For example, you did not prepare fireball today (though it is a spell known to you) *or* you did prepare it, but have already used up all of your 3rd level spells, and you really need to cast it again. You take 3d6 damage and cast the spell as normal.

SOUL CINDERS

Beginning at 10th level, you have learned the secret of unleashing the power and fury of your own soul in the most destructive way possible.

You can choose to make an unarmed melee attack or grapple. Your opponent is denied any bonus from worn armor to AC for the purpose of this attack. If the attack succeeds, you can activate your soul fire, dealing from 1d6 to 10d6 damage to yourself. Your opponent takes twice as much damage.

If the damage from Soul Cinders renders you unconscious (zero hit points), your opponent must make a constitution save (DC = 5 + your class level) or be knocked unconscious and reduced to 0 hit points as well.

SOUL WARD

Beginning at 14th level, you gain resistance to your own Soul fire damage.

Further, when you are the subject of a spell which normally allows a save, you may always choose to roll an Intelligence save in place of whatever the save normally is.

SCHOOL OF ROIL MAGIC

The Roil Wizard has embraced the unpredictability of the Roil and all of the power it can sometimes bring.

CHAOS ROIL

Beginning at 2nd level when you select this tradition, you can allow the unpredictability of the Roil to seep into your magic, to varied results. When casting a spell, you may choose to roll 1d20 and consult the chart below. Additionally, you gain the cantrip Ley Line Detection for free.

CHAOS EFFECTS

Roll Metamagic Effect

1	Spell Failure	the spell is used, but does not occur
2	Crippled Spell	the spell deals half damage
3-4	Shortened Spell	the spell's duration is halved
5-8	Lessened Spell	spell's target has advantage of save
9-11	Empowered Spell	re-roll chosen damage dice
12-14	Extended Spell	the spell's duration is doubled
15-17	Heightened Spell	spell's target has disadvantage of save
18-19	Quickened Spell	spell takes only a bonus action to cast
20	Twinned Spell	spell affects an additional target, or the same target twice

HEALING ROIL

Starting at 2nd level, you can use the power of the Roil to heal yourself and those around you. When you are within 120 feet of an active Roil or Ley line, you can meditate to regain an additional 1d6 per level hit points. This healing can be focused on yourself or shared between any targets with 30 feet.

ROIL RIDER

Starting at 6th level, you are able to travel through the ley lines much more easily than others. You may use Personal Ley Line Transmission with any load you can carry, and your movement speed / range with any ley line spell is increased.

ROIL ELEMENTAL

Beginning at 10th level, you can merge yourself with the power of the Roil for short periods. Once per day, for 1 round per level, you may transform yourself into a Roil elemental. When the duration of this ability ends, you are considered exhausted and can cast no spells other than cantrips until you take a short rest. At levels above 10th, the elemental gains +1 to hit and +1d10 hit points per level.

When you transform into a Roil elemental, your hit points are replaced with the elementals, just as your physical statistics and charisma are. When you return to elven form, your hit points return to what they were before you changed. If you are incapacitated while in elemental form, you return to your previous hit points but are still unconscious.

ROIL ELEMENTAL

Armor Class 16 (natural armor)

Hit Points 160 (20d10 + 40)

Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (2)	20 (5)	14 (2)	INT	WIS	6 (2)

Damage Vulnerabilities: Any non-magical damage

Damage Resistances: Any magical damage

Damage Immunities: Any typeless magical damage

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

Senses Roil Vision 90 ft., blind beyond

Languages any

Large Elemental, Chaotic

Magic Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Multitattack. The elemental makes two slam attacks

Actions

Slam. Melee weapon attack: +10 to hit. Reach 10ft. One target. Hit (3d8+5) bludgeoning damage.

Roil bolt (Recharge 1d6). You lash out using Roil energy to strike a foe within 100 ft. The target must make a Dexterity saving throw. The target takes 12d6+12 magic damage on a failed save, or half as much damage on a successful one. If within 120 ft of an active Roil or ley line, damage is maximised.

SCHOOL OF TECHNOMANCY

The New Age Wizard has embraced the benefits that technology can bring to magic. Many Border bums fall into this category, though it is not unheard of for a wire blood to be exposed to magic and take up the study, or for a mana blood to discover technology and find it useful.

PAPERLESS WIZARD

Beginning at 2nd level when you select this tradition, you no longer need to carry a traditional spellbook. You can instead upload your spells into some form of digital device (which must be purchased or acquired). Copying a spell onto a digital spellbook from a normal spellbook takes ½ the normal time. Copying spells from one digital spellbook or from the world spell database to another digital spellbook takes 1 minute per spell level.

KEYBOARD WIZARD

Starting at 2nd level, you can use the collected knowledge of the wizard's net to your advantage. You may use any device with a connection to the world spell database in order to locate knowledge relevant to your situation. You spend 10 minutes researching the topic at hand in the WSD, and you receive an automatic 15 (+int bonus) on an arcana or knowledge roll, even if you do not possess the relevant knowledge skill. For each additional 10 minutes spent, you may add a cumulative +1 to the roll. There is a 5% chance that information in the WSD may be misleading or incorrect. An insight check (DC=10) will help you to weed out obvious inaccuracies.

DIGITAL MINDSET

Starting at 6th level, you are able to make use of the improved efficiency of digital study in order to gain more control over what spells you want to have available. When you are first memorising your spells for the day, you may choose any number of higher level spell slots to break down. For example, you could surrender a 5th level spell slot in order to memorise an additional level 2 and level 3 spell.

RAY GUN WIZARD

Beginning at 10th level, you can perform the somatic components to your spells while wielding an energy weapon with which you are proficient even if the weapon is 2 handed. Additionally, if the weapon is equipped with a Spellgun Adaptor, you may use the weapon to deliver spells far beyond their normal ranges. You cast the spell as normal, using the Spellgun adaptor as the spells target, then as the spell completes immediately make 1 ranged attack with the weapon as a bonus action. If the weapon attack hits, the spell is transferred to the target. The target can still attempt to save against the spell effect, but suffers disadvantage to the attempt.

DEMOLITIONIST

VERSITILE & DEADLY

Level	Explosives	Damage	Features
1	6	2d6	Makeshift Explosives (Explosive Grenade)
2	6	2d6	Versatile Explosive, Duck & Cover
3	6	3d6	Font of Demolition Feature
4	6	3d6	Ability Score Improvement
5	8	4d6	Makeshift Explosives (Smoke Grenade), Extra Attack
6	8	4d6	Versatile Explosive
7	8	4d6	Font of Demolition Feature
8	8	4d6	Ability Score Improvement
9	8	5d6	Makeshift Explosives (Phos Grenade)
10	8	5d6	Ability Score Improvement
11	10	5d6	Font of Demolition Feature
12	10	5d6	Ability Score Improvement
13	10	6d6	Makeshift Explosives (Tesla Grenade)
14	10	6d6	Versatile Explosive
15	10	6d6	Font of Demolition Feature
16	10	6d6	Ability Score Improvement
17	12	7d6	Makeshift Explosives (Omni Grenade)
18	12	7d6	Master Dungeoneer
19	12	7d6	Ability Score Improvement
20	12	7d6	Demolitions Expert

Prerequisites. The Demolitionist must come from a technologically advanced society (aka, one which has discovered things such as gunpowder and explosives).

CLASS FEATURES

As a Demolitionist, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per demolitionist level

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

Hit Points at Higher Levels: 1d8 (or 6) + your Constitution modifier per demolitionist level after 1st

PROFICIENCIES

Armor: Ultralight (if available), Light, medium

Weapons: Simple weapons, Martial Weapons, Technological Weapons (except heavy, if available)

Tools: Alchemist's Kit, Tinkering Kit, Explosive's Kit

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Medicine, Stealth, Technology, (and Otherworldly Technology if available).

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) light armor with bomb disposal upgrade, (b) medium armor with bomb disposal upgrade

- Alchemist's Kit, Tinkering Kit, Bomb Making Kit

CLASS FEATURES

MAKESHIFT EXPLOSIVES

Beginning at 1st level, you have developed a way to create small explosives that are an effective means of combat. You are proficient with the explosives, which are simple ranged weapons that weigh 1/2 pound and have the thrown property with a range of 20/70.

On a hit, the explosive deals damage as listed on the Demolitionist class chart. Hit or miss, each creature within the radius listed for the explosive type must succeed on a Dexterity saving throw or take damage as listed on the Demolitionist class chart. The DC for the saving throw equals 8 + your Intelligence modifier + your proficiency bonus.

You may spend at least 30 minutes during a long rest to make up to as many explosives as listed in the demolitionists class chart using alchemist's supplies and your explosive kit, which is a pouch containing the specialized ingredients that you have perfected through your studies. The explosives lose potency after 48 hours, due to the different components settling.

The damage of the explosives, as well as the number of explosives you can make during a long rest, increases as you gain demolitionist levels, as shown on the Damage and Explosives columns of the Demolitionist table.

Additionally, you learn to duplicate the effects of different types of grenades as you gain levels. You can duplicate the effect of a Smoke Grenade at 5th level, a Phos Grenade at 9th level, and a tesla grenade at 13th level.

You must specify how many of which grenade you are creating during each rest.

At 17th level, you learn the secret of creating omni grenades, which can duplicate the effect of any of the previous grenades. An omni-grenades type does not have to be chosen until it is thrown.

EXPLOSIVES

Type	Target	Area	Radius	Other Effects
Explosive Grenade	Fire	Piercing	15 ft	Dexterity save for half area damage.
Smoke	none	none	30 ft	Area counts as heavily obscured. Lasts 1 minute or until dispersed by heavy wind.
Phos	Fire	Radiant	10 ft	Deals double damage to area. Dexterity save for half area damage.
Tesla	Electric	Electric	30 ft	Constitution save or be stunned for 1d4 rounds.

CONTROLLED BLAST

Also at 1st level, you know how to place explosives in such a way that you can manipulate the environment around you without causing too much calamity. You can spend 10 minutes to study an object or area of an object no larger than 1 foot on any side (a lock on a door, the lid of a small chest, a set of bars on a window, etc.), granting you insight into the weak points of that object or area. You can then use one of your explosives to destroy that object or area of an object without causing any damage to surrounding objects or creatures.

You can use this feature twice, regaining any expanded uses when you finish a short or long rest.

VERSATILE EXPLOSIVE

By 2nd level, you learn ways to modify the way you craft your explosives, giving them special properties. Choose an option from the list detailed at the end of the class description. When you craft explosives during a long rest, you can choose to substitute your normal materials for the options you have chosen. An explosive can only be modified by one option at a time. If you choose to substitute a material, you can make that substitution for up to half of the explosives crafted during that long rest.

You gain a new option when you reach 6th level, and again at 14th level. When you gain a level in this class, you can also replace an option you have with a different one.

DUCK AND COVER

Also at 2nd level, your time around your own explosives has made you adept at knowing when and how to avoid getting hurt by the blasts. When you are subjected to a saving throw by the effect of an explosive you have thrown, you can choose to automatically succeed on the saving throw, and if you do, you take no damage if you would normally take half damage on a successful save.

FONT OF DEMOLITION

At 3rd level, you adopt a particular style of your trade that more closely defines the way you handle combat. Choose Font of the Arcane, Font of the Combatant, Font of the Engineer, or Font of the Combat Medic, each of which are detailed at the end of this class description. The font you choose grants you features at 3rd level and again at 7th, 11th, and 15th level.

EXTRA ATTACK

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

MASTER DUNGEONEER

By 18th level, you have become so educated in the ways of architecture and tactical layout that you are able to discern the details of a structure with uncanny accuracy. You can spend 1 hour studying the perimeter of a building to create a passable map of the inside, so long as you can see any floors that you are trying to map. Additionally, you experience with traps allows you or any friendly creatures to gain a bonus to any check made to find traps equal to your Intelligence modifier.

DEMOLITIONS EXPERT

By 20th level, you have perfected your art, in both efficiency and effectiveness. You can spend 30 minutes during a short or long rest to create explosives. You can also use a Versatile Explosive option on any number of explosives you make.

Additionally, you can use your Controlled Blast feature an unlimited number of times, so long as you have one explosive per cubic yard of material.

FONTS OF DEMOLITION

FONT OF THE ARCANE

SPELLCASTING

When you reach 3rd level, you enhance your knowledge of explosives with the ability to cast spells. See chapter 10 of the Player's Handbook for general rules of spellcasting and chapter 11 for the wizard spell list.

CANTRIPS

You learn two cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level. Spell Slots. The Font of the Arcane Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *longstrider* and have a 1st-level and a 2nd-level spell slot available, you can cast *longstrider* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level wizard spells of your choice, two of which you must choose from the divination and transmutation schools from the wizard spell list. The Spells Known column of the Font of the Arcane Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic. Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell attack modifier = your proficiency bonus + your Intelligence modifier

REMOTE DETONATION

Also at 3rd level, you can set an explosive down as an action and expend a 1st-level spell slot to magically charge the explosive. You can then use your reaction to cause the explosive to detonate. The magic used enhances the explosive, doubling the area damage caused. An explosive charged by this feature loses potency after 8 hours, instead of 24 hours.

ARCANE INVESTIGATOR

Starting at 7th level, you become proficient in the Arcana skill, if you aren't already. In addition, your proficiency bonus is doubled when you make an Intelligence (Arcana) check.

ELEMENTAL EXPLOSIVE

Beginning at 11th level, when you throw an explosive, you can expend a spell slot to imbue the explosive with elemental energy. Choose a damage type: acid, cold, fire, lightning, or thunder. On a hit, the fire and piercing damage dealt by the explosive is changed to the chosen damage type, and the damage is increased by 1d6 for every slot level.

SPELL DIFFUSER

At 15th level, you learn the *dispel magic* spell, if you don't know it already, and it doesn't count against your spells known. If you already know *dispel magic*, you can learn another spell from the wizard spell list. You can cast *dispel magic* twice without expending a spell slot, regaining any expended uses when you finish a short or long rest.

FONT OF THE COMBATANT

FIGHTING STYLE

Beginning when you choose this font at 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

RANGED COMBAT

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

SURVIVALIST

Beginning at 7th level, you can use your Wisdom score in place of a d20 roll when you make a Wisdom (Survival) check. You must choose to do this before you make the roll.

QUICK THROW

Starting at 11th level, when you take the Attack action, you can make three attacks instead of two, as long as one of those attacks is made with an explosive.

DIETICIAN

By 15th level, you know the interactions of chemicals well enough that you can find nutrition in almost anything. You automatically succeed on Wisdom (Survival) checks to find food, no matter the environment or condition.

FONT OF THE ENGINEER

IMPROVED VERSATILITY

When you choose this font at 3rd level, you gain an additional option from the Versatile Explosive feature. Additionally, when you make explosives and choose to use the Versatile Explosive feature, you can use two options on the same set of explosives. Some options cannot be combined. Incendiary Explosive cannot be combined with Spiked or Sticky Explosives, and Sticky Explosive cannot be combined with Volatile Explosive.

NOXIOUS SMOKE

Beginning at 7th level, when crafting smoke grenades, you can choose to craft them with Noxious smoke. A creature who begins its turn in an area filled with smoke, or enters smoke during their action, it takes 2d6 poison damage. The can attempt a Constitution save for half damage. On a failed save, they take an additional 1d6 at the beginning of their following turn.

EVASION

By 11th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

By 15th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

FONT OF THE COMBAT MEDIC

HEALING DRAFT

When you choose this font at 3rd level, you learn how to use your alchemist's supplies to make a special draft that carries some restorative properties. You can make one of these tonics when you make explosives during a long rest, or by spending 10 minutes during a short rest. The tonic loses potency after 24 hours. You can only have one tonic made at a time. You can drink a tonic using a bonus action, and it heals you for (1d8) + your Intelligence modifier per Demolitionist level.

HEALING SMOKE

Beginning at 7th level, when you craft smoke grenades, you can choose to infuse these grenades with a mist similar to your healing draft. The smoke from these grenades only lightly obscures those within it, but everything within the mist heals 1d4 + your Intelligence modifier per Demolitionist level when the grenade lands and again for each turn they begin the round within or enter the smoke during their turn. The smoke dissipates in 1d4+1 rounds.

PROLONGED EFFECTS

By 11th level, you have imbibed enough of your own healing drafts that some remains almost constantly in your system. You gain healing per round equal to your constitution modifier. Additionally, your healing smoke grenades take 2d4+2 rounds to dissipate.

ADVANCED HEALING SMOKE

By 15th level, you have mastered the art of using healing mists to prolong your allies lives. You can spend 1 hour creating a breathing mask which when worn provides the wearer with healing per round equal to your constitution modifier. This device lasts 8 hours before expiring. Refilling an expired device takes half as long as creating a new one. Additionally, you can spend 1 hour to create a device which will infuse a 15 foot radius with a healing mist. Anyone who takes a short rest (30 minutes) in such a mist, is healed to full. Each of these devices expires 7 days after creation.

VERSATILE EXPLOSIVE OPTIONS

Aerodynamic Explosive. This streamlined casing increases the range of the explosive to 50/150.

Incendiary Explosive. This flammable powder doesn't cause shrapnel to spread or cause damage on a hit, but it creates a fire within a 10-foot space that lasts for 1 minute. A creature that enters the fire or ends its turn there must make a Dexterity saving throw, taking the explosive's normal fire damage on a failed save, or half as much damage on a successful one.

Light Explosive. This lighter casing is easier to throw, allowing you to throw explosives made with it as a bonus action.

Potent Explosive. This powerful component increases the damage dice of explosives made using it from d6s to d8s.

Spiked Explosive. This dangerous casing pierces the target and surrounding creatures with spikes. On a hit, the target takes piercing damage equal to the ability modifier you used to throw the explosive. The damage caused by the shrapnel is increased by the same modifier.

Sticky Explosive. This adhesive causes an explosive to stick to the target. Explosives made with this component don't cause shrapnel to spread around the target, but you roll double the damage dice for the fire damage on a hit.

Volatile Explosive. This powder doesn't cause fire damage to the target, but the area of the shrapnel is doubled.

ARMOR UPGRADES

The following upgrades can be applied to armor with a successful tinkering check and spending an appropriate amount of time, along with materials costing the listed amount.

BOMB DISPOSAL ARMOR UPGRADE

The Ablative quality of this armor blunts the force of explosive blasts. Any time you are allowed a save for half damage against an area effect, you will instead take half damage on a failed save and quartered damage on a success.

Cost: 500 gp

STABLE STORAGE ARMOR UPGRADE

This armor contains specially designed storage compartments to store explosives. Up to 12 explosives can be stored at a time. Explosives stored in this way keep their potency twice as long before falling inert.

Cost: 200 gp

GRENADE LAUNCHER ARMOR UPGRADE

This armor contains specially designed shoulder mounted grenade launcher. This launcher can fire 1 explosive as a bonus action each round, using grenades stored in the Stable Storage.

Cost: 250 gp

3RD AGE RANGER

aka Enclave Ranger

Prerequisites: The 3rd Age Ranger must come from or have spent a great deal of time in an area influenced by technology. Starting 3rd Age Ranger's must take the Border Bum or Wire Blooded Background feat.

As per the standard Ranger except:

PROFICIENCIES

Armor: Add Ultralight Armor **Weapons:** Add Ballistic Weapons, then Choose 2 from (Antimatter, Flame, Laser, or Tesla)

SPELLCASTING

3rd Age Rangers do not gain the ability to cast spells. Instead, at certain levels the Ranger is permitted to requisition unique equipment from the Rangers Enclave or from one of their outposts.

REQUISITIONS

Level Requisition

2	1 Type 1 requisition
4	1 Type 1 requisition
6	1 Type 2 requisition
8	1 Type 1 requisition and 1 Type 2 requisition
10	1 Type 3 requisition
12	1 Type 1 requisition and 1 Type 3 requisition
14	1 Type 2 requisition and 1 Type 4 requisition
16	1 Type 3 requisition and 1 Type 4 requisition
18	2 Type 5 requisitions
20	3 requisitions of any level 1 through 5

RANGERS ENCLAVE GEAR

The Rangers Enclave is an elite group of citizen soldiers. The Enclave is not part of, and does not report to, any specific government. The missions of the Enclave are their own, although often the Enclave does agree to work with a specific government, in cases where the goals or financial desires of the two meet.

The goal of the enclave is simple, "Seek out new places, new things, & new challenges". Everything that the Enclave does is to fulfil at least one of these three goals.

TYPE 1

Combat Medic - You can activate Combat Medic as a bonus action to heal 1d6 damage. Range - Touch. Usable 3/day.

Field Medic - Activating the Field Medic is a full round action. In the round following the Field Medics activation, you heal 1d6 hit points per ranger level. Range - Touch. Usable 2/day.

Fog Grenade - The Fog Grenade can be thrown as a bonus action. The grenade emits a 20-foot-radius sphere of fog centered on where it lands. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once thrown, a Fog Grenade can be retrieved and reused. Recharging the Fog Grenade for use requires 1 minute.

Goodness Pills - This small handheld dispenser can dispense 1 tablet per round. Eating a tablet is a bonus action. Eating a tablet restores 1 hit point and provides sustenance as if the character had eaten a day's rations.

Laser Pointer - The laser pointer can be fitted to any ranged energy weapon. Activating the pointer is a bonus action. When you activate the pointer, designate a target within 300 feet. Holding the pointer on a target is a full round action. While the pointer is held on a target, all other attacks made on the target gain advantage and deal an additional 2 dice of damage.

Perimeter Alarm - You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. For 8 hours, an alarm alerts you whenever a Tiny or larger creature touches or enters the defined area. When you define the perimeter, you can designate up to 6 creatures that won't set off the alarm. This alarm awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet. Usable 2/day.

Proximity Mine - Setting a proximity mine takes 1 minute. While the mine is set, whenever a creature other than you comes within 30 feet of the mine for the first time on a turn or ends its turn there, the mine detonates. The creature must succeed on a Dexterity saving throw or take 4d6 piercing damage. An undetonated mine can be disarmed in 1 minute. An initial requisition is for 10 mines. More can be requisitioned from the Enclave.

Vinebomb - The vine bomb can be thrown as a bonus action. A writhing mass of razor wires explodes from the bomb at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the wires. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the wires cannot grasp on and retract back into the vinebomb. While restrained by these wires, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the wires or one that can touch the creature can use its action to make a Strength check against your DC 15. On a success, the target is freed. Once thrown, a vinebomb can be retrieved and reused. Recharging the vinebomb for use requires 1 minute.

TYPE 2

Armor Projector - Activating the armor projector is a standard action and can target yourself or another target within 30 feet. The projection can last up to 1 hour, and while the projection is active, the target's armor is always at least 16. Additionally, attacks made against the target gain disadvantage. To maintain the projection, the target must remain within 30 feet for the duration. Usable 2/day.

Camo cloak - The camo cloak can be activated as a bonus action. While the cloak is active, the wearer is invisible and benefits from total concealment, as long as they do not take more than a 5 foot step and do not take any aggressive action. If the wearer moves or makes aggressive action, or if someone spots the wearer (Spot DC=25) any attacks made against the wearer suffer disadvantage. The cloak can be used for up to 10 minutes at a time, 3 times per day. There must be at least 1 hour between uses.

Darkvision Goggles - When worn, these goggles grant the wearer the ability to see in up to complete non-magical darkness.

Sound Dampener - For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on this device. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Trap Detector - You detect the presence of any trap within 60 feet that is within line of sight. A trap, for the purpose of this device, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. This device reveals that a trap is present. You learn the general location of each trap (within 15 feet), but you do learn the general nature of the danger posed by a trap you detect.

TYPE 3

Barrage Grenade Launcher - The Barrage Grenade can be fired as a standard action. The launcher has a range of 200 feet. Each creature in a 60-foot diameter must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. Upon obtaining, the launcher is loaded with 50 grenades. Reloads can be requisitioned from the Enclave.

***Combat Medic, Advanced** - You can activate Combat Medic as a bonus action to heal 3d6 damage. Range - Touch. Usable 3/day. If you possess both a Combat Medic and Advanced Combat Medic, they may be wired together to increase the healing of Combat Medic to 3d6 as well.

Flight Pack - When activated, this set of glider wings allows the wearer to fly at speed 60, for a maximum of 10 minutes. This can be a continuous duration or a series of small jumps. After 10 minutes, the Pack requires 4 hours before it can be used again.

Lantern - Upon activation, a 60-foot-radius sphere of light spreads out from the lantern. The sphere is bright light and sheds dim light for an additional 60 feet. The light floats under its own power and will keep a position behind the shoulder of the person who activated it.

Tactical Tesla - The TacT can be mounted to any ranged energy weapon. Activating the TacT is a free action when you are attacking in the same round. Upon activation, your next ranged weapon attack is enhanced with a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, in addition to the weapon's normal damage. Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The TacT can be activated once every 8 hours.

TYPE 4

Holographic Projector - You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. Usable 2/day

Force Projector - Activating or Deactivating the Force Projector is a bonus action. The Force Projector creates a bubble around the person carrying it. The person within the bubble has resistance against all energy attacks. The force projector can function for a maximum of 10 rounds per day.

Firewall Staff - You can drop the firewall staff into an area within 10 feet of you to activate it. The staff creates a wall 60 feet long, 20 feet high, and 1 foot thick. If the staff is prevented from creating a wall of appropriate size (for example if activated in a corridor only 10 feet wide and 10 feet high) for each dimension magnification restrained add +1d6 (in the previous example 60 long is restrained 5 times and 20 high is restrained 1 time, resulting in an additional 6d6) The wall is opaque and lasts for 10 minutes. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, designated when you drop the staff, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. This item can be activated once per day. The item cannot be deactivated until its duration expires.

TYPE 5

Camo cloak, Advanced - The camo cloak can be activated as a bonus action. While the cloak is active, the wearer is invisible and benefits from total concealment, as long as they do not move more than 30 feet per round. If the wearer moves more than 30 feet, or if someone spots the wearer (Spot DC=30) any attacks made against the wearer suffer disadvantage. The cloak can be used for up to 10 minutes at a time, 3 times per day. There must be at least 1 hour between uses.

Combat Medic, Experimental - You can activate Combat Medic as a bonus action to heal 5d6 damage. Before applying healing, roll 1d20, and consult the chart below. Range - Touch. Usable 3/day. If you possess a Combat Medic or Advanced Combat Medic, they may be wired together with the Experimental to increase the healing of The lesser devices to 4d6.

EXPERIMENTAL MEDIC

Roll	Result
1-5	Re-roll all 5s and 6s.
6-15	Re-roll all 4s.
16-20	Re-roll all 1s, 2s, and 3s.

Hellfire Assembly - The Hellfire Assembly can be added to any ranged energy weapon. The process takes 1 hour but once completed does not need to be completed again unless you choose to remove the Assembly. When you attach the assembly to a weapon, you may wire the weapon to a chosen backpack. All ammunition carried in the backpack is considered loaded into the weapon. The Assembly also provides a number of other benefits.

- When you take the attack with the equipped weapon as action on your turn may make 1 additional attack with the same weapon (maximum once per round)
- When you make an attack with the equipped weapon as a bonus action you may make an additional attack with the same weapon (maximum once per round)
- Additionally, You may choose to make an additional number of attacks with the equipped weapon in a round equal to your Dexterity modifier. If you do, ALL attacks this round suffer disadvantage. Once you have done so, you cannot do so again until you have taken a short rest.

GAMBLER

Level	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	Lucky Touch (d6)	2	2	4	—	—	—	—	—	—	—	—
2nd	Gambler's Wager, Jack of All Trades	2	3	5	—	—	—	—	—	—	—	—
3rd	Card Trick, Expertise	2	4	6	3	—	—	—	—	—	—	—
4th	Ability Score Improvement	2	5	6	4	—	—	—	—	—	—	—
5th	Lucky Touch (d8)	2	6	6	4	3	—	—	—	—	—	—
6th	Double Down	2	7	6	4	3	—	—	—	—	—	—
7th	Master Gambler	2	8	6	4	3	2	—	—	—	—	—
8th	Ability Score Improvement	2	9	6	4	3	2	—	—	—	—	—
9th		2	10	6	4	3	2	2	—	—	—	—
10th	Lucky Touch (d10)	2	11	8	5	3	2	2	—	—	—	—
11th	House of Cards	2	12	8	5	4	3	2	1	—	—	—
12th	Ability Score Improvement	2	13	8	5	4	3	2	1	—	—	—
13th	Well Travelled	2	14	8	5	4	3	2	1	1	—	—
14th		2	15	8	5	4	3	2	1	1	—	—
15th	Lucky Touch (d12)	2	16	8	5	4	3	3	2	1	1	—
16th	All In	2	17	8	6	5	4	3	2	1	1	—
17th		2	18	8	6	5	4	3	2	1	1	1
18th		2	19	8	6	5	4	3	2	1	1	1
19th	Ability Score Improvement	2	20	8	6	5	4	3	2	1	1	1
20th	Always Lucky	2	21	9	6	5	4	3	2	2	1	1

CLASS FEATURES

As a gambler, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per gambler level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per gambler level after 1st

PROFICIENCIES

Armor: Light, medium

Weapons: Simple weapons, Martial Weapons

Tools: Gambling Set

Saving Throws: Constitution, Charisma

Skills: Choose two from Medicine, Intimidation, Stealth, Insight, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- 10 lint fluffs

SPELLCASTING

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See PHB chapter 10 for the general rules of spellcasting and PHB chapter 11 for the bard spell list.

SPELL SLOTS

The Gambler table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell and have a 1st-level and a 2nd-level spell slot available, you can cast your 1st-level spell using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the gamblers spell list. The Spells Known column of the Gambler table shows when you learn more gamblers spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table.

For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the gamblers spells you know and replace it with another spell from the bard or gambler spell list, which also must be of a level for which you have spell slots.

SPELL CASTING ABILITY

Charisma is your spellcasting ability for your gamblers spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a deck of cards as a spellcasting focus for your spells and abilities.

LUCKY TOUCH

You can inspire others to feats of luck with your very presence. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear or see you. That creature gains one Inspiration die, a d6.

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

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

GAMBLER'S WAGER

Beginning at 2nd level, you can use a wager in order to aid an ally or allies for a coming combat. During a short rest, place a wager with one or more allies. You and any friendly creatures who agree to your wager gain a bonus to the ability of their choice at the end of the short rest. You and each ally gain a bonus equal to half your gambler level to a chosen ability score.

CARD TRICK

Beginning at 3rd level, you may choose to focus your energies in order to create specific effects from the deck. You spend 1 minute focusing on the effect you desire and then draw a card. This card will always produce the desired effect. You spend a spell level which varies depending on the effect.

- Detect Magic (1st level)
- Identify (2nd level)
- Legend Lore (3rd level)
- See Invisibility (4th level)

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DOUBLE DOWN

At 6th level, You may draw an additional card the next time you use an effect which allows you to draw a card. If the 2nd card drawn is an effect of equal or lesser level than the first card, both effects can be triggered as a single action. If the second effect is higher level than the first, both effects fail.

MASTER GAMBLER

Beginning when you reach 7th level, you regain all of your expended uses of Lucky Touch when you finish a short or long rest.

HOUSE OF CARDS

By 11th level, you have learned the secret of activating the deck in order to shape it into an extradimensional retreat. It takes 10 minutes to deal the cards into the correct formation to summon the House. At the conclusion of this time, you conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast.

The entry point is a formation of cards forming a door 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond.

The atmosphere is clean, fresh, and warm. You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Any items which you leave in the House of Cards will remain there and will be available when you later return.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

WELL TRAVELLED

At 13th level, your travels mean that you have seen or heard of nearly anything. Your "Jack of all Trades" ability is replaced with full proficiency in all skills.

ALL IN

At 16th level, you can take an action in order to go "All In". As part of this action, you may cast all of your remaining spells available for the day, one after another, starting with the highest first.

As you cast the final spell, you suffer 3 levels of exhaustion. (Exhaustion recovers at 1 level per long rest).

THE GAMBLER'S MAJOR DECK

d20	Card	Ability
1	5 of Blades	Bigby's Hand
2	5 of Lights	Scrying
3	5 of Wizards	Animate Objects
4	5 of Jesters	Mislead
5	6 of Blades	Chain Lightning
6	6 of Lights	Disintegrate
7	6 of Wizards	Globe of Invulnerability
8	6 of Jesters	Otto's Irristible Dance
9	7 of Blades	Mordenkainen's Sword
10	7 of Lights	Delayed Blast Fireball
11	7 of Wizards	Plane Shift
12	7 of Jesters	Mirage Arcane
13	8 of Blades	Antimagic Field
14	8 of Lights	Sunburst
15	8 of Wizards	Mind Blank
16	8 of Jesters	Feeblemind
17	9 of Blades	Power Word Kill
18	9 of Lights	Prismatic Wall
19	9 of Wizards	Wish
20	9 of Jesters	Weird

ALWAY'S LUCKY

At 20th level, when you roll initiative and have no uses of Lucky Touch left, you regain one use.

THE GAMBLER'S MINOR DECK

d%	Card	Ability
01-06	0 of Zeroes	Prestidigitation
07-11	0 of Blades	Blade Ward
12-16	0 of Lights	Dancing Lights
17-21	0 of Wizards	Mage Hand
22-26	0 of Jesters	Minor Illusion
27-31	1 of Blades	Thunderwave
32-36	1 of Lights	Faerie Fire
37-41	1 of Wizards	Burning Hands
42-46	1 of Jesters	Tasha's Hideous Laughter
47-51	2 of Blades	Cloud of Daggers
52-55	2 of Lights	Scorching Ray
56-59	2 of Wizards	Silence
60-63	2 of Jesters	Invisibility
64-67	3 of Blades	Magic Weapon
68-71	3 of Lights	Lightning Bolt
72-75	3 of Wizards	Fireball
76-79	3 of Jesters	Blink
80-83	4 of Blades	Mordenkainen's Faithful Hound
84-87	4 of Lights	Greater Invisibility
88-91	4 of Wizards	Polymorph
92-95	4 of Jesters	Dimension Door
96-97	Joker of Wizards	Wall of Force
98-99	Joker of Jesters	Rope Trick
00	Joker of Jokers	Draw again from the Major Deck

THE ELEMENTAL DECK

d10	Card	Ability
1	Card of Corrosion	Acid damage
2	Card of Flames	Fire damage
3	Card of Ice	Cold damage
4	Card of Toxins	Poison damage
5	Card of Skulls	Necrotic damage
6	Card of Stars	Radiant damage
7	Card of Striking	Lightning damage
8	Card of Minds	Psychic damage
9	Card of Crashing	Thunder damage
0	Card of Force	Force damage

HUNTER IN THE DARK

The hunters in the dark are an elite group of warriors drawn from many lands and races. The hunter's work outside the law, following their own codes and traditions.

The hunters blend some elements of other roguish types, but set themselves apart in their dedication to the hunt and the bounty.

Level	Features	Damage
1st	Expertise, Prey Strike	3d6
2nd	Cunning Action	3d6
3rd	Hunter's Path feature	3d6
4th	Ability Score Improvement	3d6
5th	Uncanny Dodge	4d6
6th	Blend into Darkness	4d6
7th	Evasion	4d6
8th	Ability Score Improvement	4d6
9th	Hunter's Path feature	5d6
10th	Ability Score Improvement	5d6
11th	Reliable Talent	5d6
12th	Ability Score Improvement	5d6
13th	Hunter's Path feature	6d6
14th	Blindsense	6d6
15th	Slippery Mind	6d6
16th	Ability Score Improvement	6d6
17th	Hunter's Path feature	7d6
18th	Elusive	7d6
19th	Ability Score Improvement	7d6
20th		7d6

CLASS FEATURES

As a Hunter in the Dark, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per Hunter in the Dark level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Hunter in the Dark level after 1st

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: Simple, Martial

Tools: none

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception,

Insight, Intimidation, Investigation, Perception,

Performance, Persuasion, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) two masterwork daggers or (b) two light martial weapons
- (a) two hand crossbows or (b) a ranged martial weapon
- leather armor

EXPERTISE

At 1st level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

PREY STRIKE

Beginning at 1st level, you learn how to strike hard when it counts most. Once per turn, you can deal an extra 1d10 damage to one creature you hit with an attack if the target of the attack is someone you have been appointed to hunt, or is in possession of an item you have been sent to hunt. Alternatively, you can use the Prey Strike a number of times per day equal to your Intelligence modifier against any foe who you have advantage against. The attack must use a weapon you are proficient with. The amount of the extra damage increases as you gain levels in this class, as shown in the Prey Strike column of the Hunter table.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action, OR can be used to activate an armor ability.

HUNTERS PATH

At 3rd level, you choose an archetype that you emulate in the exercise of your hunters abilities. Your path choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

BLEND INTO DARKNESS

Starting at 6th level when you use your cunning action to hide, you can treat a d20 roll of 18 or lower as a 19.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

PATH OF BLOOD

SERRATED BLADES

Starting at 3rd level, you have trained to deal greater damage with every strike of your small, fast blades. When wielding one or a pair of light weapons, the damage die of the weapon is increased by 1 step (for example from 1d4 to 1d6). When you strike with a blade and successfully deal damage, the target damaged will take an additional 1d6 bleeding damage on the following round.

BLOCKING BLADE

Starting at 9th level, you are able use lightning strikes of your blades to deflect attacks before they even begin. Once per round, if an opponent would make an attack of opportunity against you, instead you make an attack with your blade against them. If the successfully deals damage, the opponent cannot make any attacks of opportunity for the remainder of this round.

FLYING BLADES

Starting at 13th level, you are able to throw any light weapon with an effective range of 30/75. Blades thrown this way return in a manner similar to a boomerang. You can choose to throw the blade directly at the opponent, granting advantage, or you can choose to attempt to strike the opponent on the blades return flight. This manner of strike cannot gain advantage by any means, but if successful, the target must succeed an acrobatics check (DC = damage dealt) or be knocked prone.

RAZORS EDGE

When you reach 17th level, your blades have become even more dangerous. Attacks with blades have their damage increased by an additional die (for example from 1d6 to 2d6), followed by 2d6 bleeding damage the following round.

HUNTER'S PATHS

PATH OF THE MIND

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 (PHB) for the general rules of spellcasting and chapter 11 (PHB) for the wizard spell list.

Cantrips. You learn four cantrips: On/off and three other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spell Slots. Refer to the Path of the Mind Spellcasting table which shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell charm person and have a 1st-level and a 2nd-level spell slot available, you can cast charm person using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice. The Spells Known column of the Path of the Mind Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

PATH OF THE MIND SPELLCASTING

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
1st	3	3	2	-	-	-
2nd	3	4	3	-	-	-
3rd	3	4	3	-	-	-
4th	3	4	3	-	-	-
5th	3	4	4	-	-	-
6th	3	4	4	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

The spells you learn at 8th, 14th, and 20th level can come from any source. Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Intelligence modifier Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELL THIEF

At 9th level, you gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster. Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn't need to be a wizard spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed. Once you use this feature, you can't use it again until you finish a long rest. During the 8 hours duration, you can choose to spend 4 hours meditating, and commit the spell permanently to memory.

PATH OF THE GUN

TWO BARRELS, ONE TARGET

Starting at 3rd level, you can choose to fire both your handguns as a single attack against a single target. Roll 1 attack with advantage. If the attack hits, roll damage for both guns.

STOPPING SHOT

Starting at 9th level, you can choose to aim an attack with ranged weapons in order to stop a target, rather than wound them. Make an attack roll with advantage. If the attack hits, the ground ahead of your opponent explodes. The opponent takes no damage, but cannot move until your next action unless they succeed in a wisdom save (DC 15 + your level).

DEADEYE

Starting at 13th level, when you attack with a pair of handguns, you gain advantage. If a condition would cause you to gain disadvantage when firing with handguns, you do not.

ALL OUT FOR DEAD

When you reach 17th level, you gain the ability to once per day attack all out with your handguns. As a full round action, you may attack with both handguns, making attacks until the weapons run out of ammunition. All attacks have disadvantage. Opponents within 10 feet of the intended target must make a sanity save (DC 5 + number of shots fired) or be stunned for 1d4 rounds. You take 3 levels of exhaustion.

PATH OF THE DARK

When you reach 3rd level, you gain benefits as if you had gained a level in the 3rd Age Warlock class. This includes a pact with the great old ones (possibly brokered on your behalf by the Illthoi), and the ability to cast spells as per the Warlock class (PHB). You also gain the Forbidden Knowledge warlock ability.

If you already have levels in the Warlock class, you instead gain benefits as if you had gained another level in that class.

Your Warlock level increases again at 6th, 9th, 12th, 15th, and 18th.

SHADOW KNIGHT

A figure clad in black armor swoops down from the night sky, lashing about in the darkness, slaying an entire band of travelers in moments. Observing the carnage around him, the man slowly fades from view and disappears, his body pulsing with dark energy.

A hulking black Dragonborn stands in the road, surrounded by a group of town guards. As they release a volley of arrows his cloak seems to take on a mind of its own, dancing around him, absorbing the projectiles as they fly. A low chuckle emanates from him as he charges into the fray.

By the dark of night a lone Drow watches over a camp site. Muttering to herself, she suddenly convulses, black flame leaping from her mouth and eyes, streaking out to slay the sentries posted to keep someone just like herself away.

These are all Shadow Knights. Changed forever by darkness, these warriors have been gifted (or cursed) with the ability to manipulate the shadows and dark forces of this world to their whim. Some use this power for conquest, others for survival. But all Shadow Knights have one thing in common. They're exceedingly dangerous. They are generally bound to violence, be it by the will of the entity that created them, or through the lack of understanding of their own unholy power.

Many label shadow knights as *evil* simply by association. The truth is far more complicated. The shadow knight wields dark necromantic power it is true, but this power can be turned to the purpose of good or evil.

THE SHADOW KNIGHT

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Dark Sense, Touch of Pain	-	-	-	—	—
2nd	+2	Fighting Style, Spellcasting	1	-	-	—	—
3rd	+2	Dark Oath, Dead Mans Health, Shadow Touch	2	-	-	—	—
4th	+2	Ability Score Improvement	2	-	-	—	—
5th	+3	Extra Attack	2	-	-	—	—
6th	+3	Ability Score Improvement, Aura of Enfeeblement	2	1	-	—	—
7th	+3	Dark Oath feature	2	1	-	—	—
8th	+3	Ability Score Improvement	2	1	-	—	—
9th	+4	-	2	1	1	—	—
10th	+4	Aura of Fear	2	1	1	—	—
11th	+4	Improved Shadow Touch	3	2	1	—	—
12th	+4	Ability Score Improvement	3	2	1	—	—
13th	+5	-	3	2	2	1	—
14th	+5	Purge Arcane	3	2	2	1	—
15th	+5	Dark Oath feature	3	2	2	1	—
16th	+5	Ability Score Improvement	4	3	2	1	—
17th	+6	-	4	3	3	2	1
18th	+6	Aura Improvements	4	3	3	2	1
19th	+6	Ability Score Improvement	4	3	3	2	1
20th	+6	Dark Oath feature	4	3	3	3	2

CLASS FEATURES

As a Shadow Knight, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Shadow Knight level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Shadow Knight level after 1st

PROFICIENCIES

- **Armor:** All armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None

Saving Throws: Strength or Intelligence, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A Black Steel Sword
- A (a) simple melee weapon or (b) 5 javalins
- A suit of heavy armor

DARK SENSE

The presence of strong evil calls to you like a sirens song, and powerful good blares to you like a klaxon bell. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or Undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the Vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a Long Rest, you regain all expended uses.

TOUCH OF PAIN

Your cursed touch can cause wounds. You have a pool of necrotic power that replenishes when you take a Long Rest. With that pool, you can deal a total number of hit points equal to your Shadow Knight level x 3.

As an action, you can touch a creature and draw power from the pool to deal a number of necrotic damage to that creature, up to the maximum amount remaining in your pool.

This feature has no effect on Undead and constructs.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC, or if the armor is power armor, you gain a +2 bonus to AC instead.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SHADOW TOUCH

Starting at 3rd level, when you hit a creature with a melee weapon Attack, you can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each Spell Level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an Undead or a fiend.

SPELLCASTING

By 2nd level, you have learned to draw on Necrotic Magic through meditation and prayer to cast Spells as a wizard does. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

PREPARING AND CASTING SPELLS

The Shadow Knight table shows how many Spell Slots you have to cast your Spells. To cast one of your Shadow Knight Spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

You prepare the list of Shadow Knight Spells that are available for you to cast, choosing from the wizard (necromancy) spell list. When you do so, choose a number of Shadow Knight Spells equal to your Charisma modifier + half your Shadow Knight level, rounded down (minimum of one spell). The Spells must be of a level for which you have Spell Slots.

For example, if you are a 5th-level Shadow Knight, you have four 1st-level and two 2nd-level Spell Slots. With a Charisma of 14, your list of prepared Spells can include four Spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared Spells.

You can change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Shadow Knight Spells requires time spent in prayer and meditation: at least 1 minute per Spell Level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Shadow Knight Spells, since their power derives from your knowledge and understanding of the darkness. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when Setting the saving throw DC for a Shadow Knight spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell Attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

Your Black Blade is considered a spellcasting focus for your Shadow Knight Spells.

DEAD MANS LIFE

By 3rd level, the necromantic magic flowing through you makes you immune to disease.

DARK OATH

When you reach 3rd level, you swear the oath that binds you as a Shadow Knight forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose an oath, such as the Oath of the Bonebreaker.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath Spells and the Channel Darkness feature.

OATH SPELLS

Each oath has a list of associated Spells. You gain access to these Spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath Spells don't count against the number of Spells you can prepare each day. If you gain an oath spell that doesn't appear on the shadow knight spell list, the spell is nonetheless a shadow knight spell for you.

CHANNEL DIVINITY

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or Long Rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

AURA OF ENFEEBLEMENT

Starting at 6th level, whenever you or a friendly creature within 10 feet of you is attacked with a melee weapon, the damage dealt is reduced by an amount equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

AURA OF FEAR

Starting at 10th level, any creature within 10 feet of you at the start of its initiative is considered frightened unless they make a wisdom saving throw (DC = your spell save) while you are conscious. At 18th level, the range of this aura increases to 30 feet.

IMPROVED SHADOW TOUCH

Upon reaching 11th level, you can add your shadow touch to melee or ranged attacks. Additionally, if you declare you are using shadow touch with an attack before rolling to hit, you gain advantage.

PURGE ARCANE

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

SACRED OATHS

OATH OF THE BONEBREAKER

The Oath of the bonebreaker is the calling of all Shadow Knights who seek to fight the forces of undeath with their own foul might. The epitome of fighting fire with fire, the Bonebreaker knows better than any other the darkness inherent in the shadows, for they use the power themselves. Most Bonebreakers seek the day when only they remain as the darkness, when they can then snuff their own shadow and know they leave a world of only light behind them.

Sometimes called undead slayers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might. Some of these shadow knights form nihilistic orders with pacts of self destruction set aside for after their grand work is finished.

TENETS OF BONEBREAKING

Judge Your Own Soul first and last. Understand the darkness, for the darkness consumes. Know your place in the order, and burn away as much darkness as your soul allows before you are consumed.

Suffer no undeath save that which you create. Undeath is an abomination. It is also often necessary. Permit it only in cases where you can yourself control the undeath, and destroy any not of your own creation. When threat is past, destroy even those of your own creation.

In the end, all that is dead must die. Know in your own heart that we are lost. We use the darkness, but it uses us as well. In the end, we will be lost to it, and this is well and good. We deserve death for what we do, but that death must come after our work is done.

OATH SPELLS

You gain oath spells at the shadow knight levels listed. Spells listed which exceed the maximum level spell a Shadow Knight can normally cast are always considered to be cast using a 5th level spell slot.

OATH OF THE BONEBREAKER SPELLS

level spells

- 3rd spare the dying, inflict wounds, ray of sickness, animate dead
- 5th bestow curse, feign death
- 9th blight, raise dead
- 13th create undead, revivify
- 17th harm, finger of death

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Conquering Strike. You can use your Channel Divinity to break a foe's will. When you hit a creature with a melee weapon attack as part of the Attack action, you can also use your Channel Divinity to force the target to make a Wisdom saving throw. On a failed save, the target becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Death Cursed Blade. You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to charge the attack with necromantic energy. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

If the attack hits add 1d6 additional necrotic damage for each point of proficiency you possess and if the attack is against a humanoid who is killed by this attack, the humanoid rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

AURA OF UNDEAD DOMINATION

Starting at 7th level, you emanate an aura which attempts to dominate undead near you while you're not incapacitated. The aura includes your space, extends 10 feet from you in every direction, and is blocked by total cover.

Any undead enemy in the aura has disadvantage on attacks against you and each time the undead deals damage to you they must succeed a wisdom save (DC = your spell attack save) or fall under your control for 1d4 rounds.

At 18th level, the range of this aura increases to 30 feet.

INDOMINDABLE SPIRIT

Once you reach 15th level, you can no longer be charmed.

INVINCIBLE CONQUEROR

At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of undeath, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- Necrotic damage dealt to you heals rather than harming you.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks deal double damage and all damage is considered necrotic.

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

BLACK STEEL SWORD

The Black Steel Sword is the item which most shadow knights hold most dear to them above all things. This weapon is normally created using necromantic power from the Shadow Knights own life force and soul.

The Black Steel Sword is considered a Masterwork Longsword. Upon reaching 5th level the Shadow Knight can undergo a ritual which takes 8 hours, 10,000 gold pieces in materials, and 1d10 permanent hit points to enchant the blade to be a +1 Longsword of Undead Slaying.

At 10th level, the Shadow Knight can conduct a 2nd ritual which takes 7 days and 50,000 gold pieces in materials, sacrificing a further 1d10 permanent hit points to enchant the blade to be a +2 Longsword of Undead Slaying.

Finally, at 15th level, the Shadow Knight can conduct a 3rd ritual, taking 30 days and 100,000 gold pieces in materials, sacrificing a further 1d10 permanent hit points to enchant the blade to be a +3 Longsword of Undead Slaying.

EX-SHADOW KNIGHTS

A Shadow Knight who willfully chooses to stop hunting the darkness or who gives into the darkness loses access to all Shadow Knight spell slots, aura abilities, and the Touch of Pain and Shadow Touch. Further, their dark sense fails them and they once again become vulnerable to disease.

To atone, an Ex-Shadow Knight must defeat either a great power of the darkness or an army of lesser darkness, and either bathe in the dark creatures blood (assuming it has blood) or grind its bones to dust and bathe in the dust.

TECHNO-PALADIN

Prerequisites: To become a techno-paladin the character must come from a background which includes high tech weapons and armor.

CLASS FEATURES

As a techno-paladin, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per paladin level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

PROFICIENCIES

- **Armor:** All armor (including Ultralight & Power), shields
- **Weapons:** Simple weapons, martial weapons, ballistic weapons, plus Choose 2 from (Antimatter, Flame, Laser, or Tesla)
- **Tools:** None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- The Sword of the Order
- Two High Tech Ranged Weapons with four Roil Cells
- Paladin Mark II Power Armor

CUTTING EDGE

The Techno-Paladin does not gain any ability to cast spells. The Techno-Paladin does however begin play with a suit of custom power armor and a high tech weapon unique to their order, along with a number of other useful technical gadgets which grow in power over time in accordance with abilities granted by the paladin's order.

INSTINCTUAL IFF

You have an uncanny knack for distinguishing friend from foe. As an action, you can open your awareness to pinpoint such. Until the end of your next turn, you know the location of any person who means you immediate harm within 60 feet of you that is not behind total cover.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

WONDER DRUGS

You possess a tool which generates a supply of top secret drugs which can rapidly heal wounds. You have a pool of healing power that replenishes each day at dawn. With that supply, you can restore a total number of hit points equal to your paladin level x 5. As an action, you can touch a creature and inject drugs from the supply to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your supply of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Wonder Drugs, expending hit points separately for each one.

THE TECHNO-PALADIN

Level Features

1st Cutting Edge, Instinctual IFF, Wonder Drugs

2nd Fighting Style, Overload Shot

3rd Chemically Perfect, Sacred Oath

4th Ability Score Improvement

5th Extra Attack, Sacred Oath feature

6th Aura of Protection

7th -

8th Ability Score Improvement

9th Sacred Oath feature

10th Aura of Courage

11th Improved Overload Shot

12th Ability Score Improvement

13th Sacred Oath feature

14th Purge Arcane

15th -

16th Ability Score Improvement

17th Sacred Oath feature

18th Aura improvements

19th Ability Score Improvement

20th Anti-Magic Nimbus

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC, or if the armor is power armor, you gain a +2 bonus to AC instead.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

OVERLOAD SHOT

The Techno-Paladin is able to hot-fire energy weapons in order to deal more damage. When firing an antimatter, laser, or tesla weapon, the Paladin can choose to burn additional shots from the energy clip to do additional damage. Each additional shot expended adds 1dx to the damage of the shot, based on the die type normally used by that weapon. a Techno-Paladin can hot-fire an additional number of shots per round equal to their level.

CHEMICALLY PERFECT

The Techno-Paladin is immune to all non-magical disease and poison.

ANTI-MAGIC NIMBUS

At 20th level, as an action, you can emanate an anti-magic aura. For 1 minute, a shimmering haze emanates from you in a 30-foot radius.

Whenever an enemy creature attempts to cast a spell within this radius, they must first succeed a Concentration check (DC=20).

In addition, for the duration, you have advantage on saving throws against spells which target you. Once you use this feature, you can't use it again until you finish a long rest.

SACRED OATHS

The Techno-Paladin does not gain spells from any oath, instead gaining other abilities, or access to specialised equipment from their order.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

AURA OF PROTECTION

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

AURA OF COURAGE

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious. At 18th level, the range of this aura increases to 30 feet.

IMPROVED OVERLOAD SHOT

By 11th level, the Techno-Paladin has become an expert in how to hot-fire energy weapons in order to deal more damage. When firing an overload shot, the shot deals an additional 1d8 radiant damage.

Purge Arcane Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

SACRED OATHS

OATH OF THE ORDER

Though the exact words and strictures of the Oath of the Order vary between the various cities and sects, paladins of this oath share these tenets.

Keep the Secrets of the Order. The Order must remain above all. The Order acts for the good of humanity, and must make decisions which lesser men are unable to make.

Protect the Weak. The Order is strong. The Order must therefore use its strength to encompass and protect those who are less strong.

Never betray your Oath. A Paladin's oath is his life. Never give it lightly. NEVER break it.

Fight the threat of magic. Uncontrolled magic is a blight which must be stamped out or brought to heel.

OATH FEATURES

Paladin

Level Feature

- 3rd **Automatic Targeting System.** Whenever you would normally gain an attack of opportunity, systems in your armor activate, dealing 3d4 damage to the opponent. This ability is always active, even if the paladin is incapacitated or unconscious, so long as their armor is worn.
- 5th **Beating Heart.** Systems in your armor attune themselves to detect the heartbeats of those around you. You know when anyone within 15 feet who has a beating heart is lying. You are also able to detect the general vicinity or concealed opponents if they are within 15 feet and have a beating heart. This ability is usable at will and can be activated or deactivated as a bonus action.
- 9th **Endorphine cloud.** Dispensers in your armor emit a cloud of chemicals into the air in a 15 ft radius around you. All living creatures within this cloud gain advantage on all attack rolls, saves, and skill checks for as long as they remain within the cloud. The cloud dissipates after 1 round per level. This ability can be activated once per level per day.
- 13th **Enhanced Actuators.** Systems within your armor enhance your ability to move, preventing any movement impairing effects. Additionally, your movement increases by 15 feet. This ability can be activated as a reaction and can be kept active for 1 round per level per day.
- 17th **Satellite Relay.** You have been granted clearance to contact the Oracle, a sophisticated independent knowledge base located within your orders citadel. This is functionally similar to the Commune spell, hut the information available is based on the knowledge of your order. It takes 1d10 minutes to establish a connection to the Oracle, and although the ability can be activated at will, Paladins are cautioned that over-use of the uplink can be penalised at the order's discretion.

BREAKING YOUR OATH

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a higher ranking member of his order, or failing that from a high ranking paladin of a like minded order.

The paladin might spend an allnight vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the GM's discretion, an impenitent paladin might be forced to abandon this class and adopt another.

THE ORDER OF THE IRON SOUL

The Orders over-riding principle: "Protect humanity and contain the threat of magic"

TENANTS OF THE ORDER:

- Keep the Secrets of the Order
- Protect the Weak
- Defend the Innocent
- Never betray your Oath
- Fight the threat of magic

The Order of the Iron Soul is a brotherhood founded in the 2nd Age and devoted to the advancement of mankind through technology and engineering. With the coming of the 3rd Age, the brotherhood has re-written many of their own tenants, and made it their sworn task to guard mankind against the unknown threat that the return of magic poses.

The order is not specifically against magic, and in fact from time to time the Order has been known to employ magic as a means to an end, though under very tightly observed circumstances.

It is widely rumored, though never to the Brothers faces, that "Miracle", the chemical substance which powers many of the abilities of the paladin armor, has its origins in magic.

PALADIN POWER ARMOR

Upon induction to the Order, each Brother is given a suit of hundreds of years old power armor. This armor binds itself to the brother and will only work properly for them. The armor contains a great many abilities and special systems, many of which are beyond the Paladin's comprehension until they have travelled far on their journey.

The armor has special ablative properties, the product of a science called Iron Blood which is tightly controlled by the order. Because of this, new knights are not permitted the full capabilities of Iron Blood upon their initiation. The Ablative value of the armor is equal to the Paladin's level +5, increasing to level +10 at 10th level and level +25 at 20th level. The armor can absorb a maximum of 1000 damage per level of the Paladin, and can only be repaired by an artisan of the Order.

MEDIUM ARMOR

Armor	Cost	Armor Class	Stealth	Weight	Properties
Mark IV Battlefield Medic	N/A	18 + Dex Mod (Max 4)	-	25 lbs	

POWER ARMOR

Armor	Cost	Armor Class	Stealth	Weight	Properties
Mark II Iron Crusader	N/A	25	-	350 lbs	Special

THE SWORD OF THE ORDER

Upon induction to the order, each brother is given training in the use of a bizarre weapon known as the Sword of the Order.

The Sword is a 2 handed Laser rifle which is designed in such a way that there is a monofilament blade along the barrel bottom, allowing the weapon to be wielded as a blade as well.

In addition to the profile below, the Sword can be used as a Greatsword.

LASER WEAPONS

Name	Cost	Damage	Weight	Properties
Sword of the Order	N/A	3d8 Radiant	10 lbs	Ammunition, Range 100/300, Reload (30 shots), Two-handed

EQUIPMENT

As a Paladin of the order you start with the following equipment, in addition to the equipment granted by your background:

- 1 Sword of the Order
- 2 Melee Weapons of Choice
- 1 suit of Mark II Power Armor
- 1 Year supply of Miracle

ARMOR

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

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

ARMOR OF THE 3RD AGE

Armor of the 3rd Age and beyond has a few additional properties.

Ablative (A). Armor with the ablative property protects you by taking the brunt of the damage in your place. When you take damage while wearing armor with the Ablative property, you take half the amount of damage, and the other half is reduced from the armor's ablative property, which acts as the armor's hit points. When the armor reaches 0 ablative, it is non-functional until it has been repaired.

****Advantage (A).** An armor with the Advantage (A) property provides advantage on the skill(s) or check(s) listed in the parenthesis.

Dex (D). An armor with the Dex property has in built systems (either magical or technological) which help to increase the wearers dexterity ability score. If you wear armor with the Dex(A) property, your dexterity is increased to the number in parenthesis while wearing the armor. If your dexterity is already greater than the score in parenthesis, the armor provides enough bonus to raise your ability modifier by 1 point.

Exo (E). An armor with the Exo property has a reinforced exoskeleton which is designed to augment the users strength as well as to carry the weight of the armor itself. If you wear armor with the Exo(A) property, your strength is increased to the number in parenthesis while wearing the armor.

If your strength is already greater than the score in parenthesis then no change occurs.

However, if something causes the armor with the Exo (A) property to lose power for whatever reason, you cannot move in the armor unless your strength is greater than the score in parenthesis.

Hardsuit (H). Armor with the Hardsuit (H) property normally represents the biggest, most advanced power armor available in the 3rd Age. This property actually consists of two sub-properties.

The first number (25/) represents the hardsuits strength score. This score replaces your own strength score (whether higher or lower) while you are wearing this armor. However, if something causes the armor with the Hardsuit(H) property to lose power for whatever reason, you cannot move in the armor unless your strength is greater than the score in parenthesis.

The second number (/12) represents the hardsuits dexterity score. This score replaces your own dexterity score (whether higher or lower) while you are wearing this armor.

Resistant (R). Armor with the Resistant (R) property grants the wearer resistance to the energy type listed in parenthesis.

ULTRALIGHT ARMOR

Ultralight armor is a new invention brought on by the prominence of technology in the 2nd and 3rd Ages of Olyndar. It is lighter and less restrictive than even light armor, and although it provides less protection, is often equipped with assistive servos or devices which enhance the wearers abilities in some way.

Stealth Gear. This normally light, black cloth is equipped with servos to increase the wearers dexterity, while simultaneously possessing camera and optical blurring technology to help prevent detection.

Shadow Gear. An upgraded version of Stealth Gear, Shadow Gear still consists of black cloth but is equipped with upgraded servos to further increase the wearers dexterity, while simultaneously possessing camera and optical blurring technology to help prevent detection.

Reflective Robes. These robes, often worn by those working in laser testing environments, are made from a reflective silver material which has proven to be highly resistant to most laser weaponry.

Slither Mk1. Slither gear is highly desired by climbers and has found secondary uses among many people who specialise in grappling as well as pursuits such as distance jumping.

Gazelle Mk1. Gazelle gear focuses the majority of its enhancement capabilities on the wearers legs, enabling faster reaction and more nimble footwork.

Sparrow Mk1. Sparrow Gear builds on the proven success of the Gazelle type, while also including retractable glide surfaces. These surfaces effectively give the wearer the ability to *featherfall* at will. This is a completely non-magical ability.

ULTRALIGHT ARMOR

Armor	Cost	Armor Class	Stealth	Weight	Properties
Stealth Gear	1,000 gp	10 + Dex Mod (Max 10)	Advantage	5 lbs	Advantage (Stealth), Dex(15)
Shadow Gear	2,000 gp	10 + Dex Mod (Max 10)	Advantage	5 lbs	Advantage (Stealth), Dex(17)
Reflective Robes	2,400 gp	10 + Dex Mod (Max 10)	Disadvantage	5 lbs	Resistant (Radiant)
Slither Mk1	3,200 gp	10 + Dex Mod (Max 10)	Advantage	5 lbs	Advantage (Athletics), Dex(19)
Gazelle Mk1	10,000 gp	10 + Dex Mod (Max 10)	Advantage	5 lbs	Advantage (Acrobatics), Dex(21)
Sparrow Mk1	15,000 gp	10 + Dex Mod (Max 10)	Advantage	5 lbs	Advantage (Acrobatics), Dex(21), Special

LIGHT ARMOR

Light armor in the 2nd and 3rd Ages has become lighter and more effective, but in many ways also more specialised than in the past. Choosing armor based on what you expect to be attacking you is often a better option than trying to find a best all around armor.

Heavy Clothes. These heavy clothes are predominantly thick leather and as such provide some protection.

Armored Vest. Armored vests are similar in many way to heavy clothes, however they use modern projectile resistant materials in order to mitigate damage dealt to the wearer.

LIGHT ARMOR

Armor	Cost	Armor Class	Stealth	Weight	Properties
Heavy Clothes	20 gp	11 + Dex Mod (Max 5)	Advantage	10 lbs	
Armored Vest	200 gp	13 + Dex Mod (Max 5)	Disadvantage	20 lbs	Resistant (Piercing)
Armored Hardshell	200 gp	13 + Dex Mod (Max 5)	Disadvantage	20 lbs	Resistant (Bludgeoning)
Combat Gear	300 gp	15 + Dex Mod (Max 3)	Disadvantage	25 lbs	Resistant (Piercing, Slashing)
Advanced Riot Gear	450 gp	15 + Dex Mod (Max 3)	Disadvantage	30 lbs	Resistant (Bludgeoning, Piercing, Slashing)

MEDIUM ARMOR

Medium armor in the 3rd age is mainly used as light infantry armor in military applications. Most medium armor can be upgraded with a reflective coating

Battle Suit. A battlesuit normally consists of a lightweight undersuit with layered polymer plates and reinforced sections added for further protection.

MEDIUM ARMOR

Armor	Cost	Armor Class	Stealth	Weight	Properties
Battle Suit	400 gp	16 + Dex Mod (Max 4)		30 lbs	
Battle Suit Ref Mk1	2400 gp	16 + Dex Mod (Max 4)		30 lbs	Resistant (Radiant)
Battle Armor	700 gp	17 + Dex Mod (Max 3)	Disadvantage	30 lbs	
Battle Armor Ref Mk1	2700 gp	17 + Dex Mod (Max 3)	Disadvantage	30 lbs	Resistant (Radiant)
Warsuit	1000 gp	18 + Dex Mod (Max 2)	Disadvantage	35 lbs	
Warsuit Ref Mk1	3000 gp	18 + Dex Mod (Max 2)	Disadvantage	35 lbs	Resistant (Piercing, Radiant)

Armored Hardshell. Armored hardshell armor is often used for riot gear, due to its ability to deflect most melee blows. The armor includes a helmet with a face shield and hardened shoulder plates to deflect blows.

Combat Gear. The favorite of many police S.W.A.T organizations, Combat gear is made from a heavy mesh which deflects both piercing and slashing attacks.

Advanced Riot Gear. Advanced Riot gear is a combination of elements from Armored Hardshell and Combat gear, giving some of the best protection available against close range opponents.

Battle Armor. Battle armor is heavier and thicker than the battlesuit, with more plating for added protection.

Warsuit. The heaviest of the medium armors, the warsuit is often favored by battlefield commanders as well as shock troops.

HEAVY ARMOR

3rd Age heavy armor consists mostly of power assisted shock armors called exos.

Shock Armor. The only non-exo armor considered to be heavy, shock armor is the armor of choice for those who feel that augmented armor is somehow unfair.

HEAVY ARMOR

Armor	Cost	Armor Class	Stealth	Weight Properties
Shock Armor	2,200 gp	19 + Dex Mod (Max 3)	Disadvantage	40 lbs Resistant (Lightning)
Combat Exo	4,200 gp	20 + Dex Mod (Max 2)	Disadvantage	50 lbs Exo (19), Resistant (Bludgeoning, Radiant)
Assault Exo	9,500 gp	21 + Dex Mod (Max 1)	Disadvantage	60 lbs Exo (21), Resistant (Radiant, Necrotic), Special

POWERED ARMOR

Power armor consists of armor with a complete exoskeleton and power assisted motors which almost completely support the suit without the need for the wearer to use their own strength in any way. These are some of the

Combat Hardsuit. The combat hardsuit is considered to be the gold standard in modern warfare. The suit adds nearly 12 inches to the wearers height, gives them superhuman strength, and allows them to survive in battlefield conditions which would cripple others.

Assault Hardsuit. The Assault Hardsuit is an upgraded version of the standard combat hardsuit with enhanced strength and durability, though it does suffer a bit in the maneuverability department because of this. Additionally, the Assault Hardsuit is tailored towards infiltration and close quarters actions, and as such, has two special characteristics.

While wearing an assault hardsuit, if you charge at least 15 feet into an object you are attempting to break through, you gain the benefits of expertise on the athletics check (which already gains advantage). Further, if you charge at least 15 feet into an opponent before an attack action, your first attack automatically hits, or you gain expertise on any attempt to grapple, knock prone, or move that opponent.

POWERED ARMOR

Armor	Cost	Armor Class	Stealth	Weight Properties
Combat Hardsuit	15,000 gp	23	Disadvantage	250 lbs Ablative (1000), Hardsuit (25/12)
Assault Hardsuit	30,000 gp	25	Disadvantage	375 lbs Ablative (2000), Advantage (Strength skills), Hardsuit (35/10), Special
Iron Soul Mk2	special	27	Disadvantage	400 lbs Ablative (special), Advantage (Strength skills), Hardsuit (special/special), Special

Combat Exo. The Combat Exo is often referred to as "The Equaliser" due to its ability to grant the wearer strength to rival the strongest of men.

Assault Exo. The Assault Exo is perhaps one of the most advanced armors of the 3rd Age, and is the only known armor capable of resisting the damage from antimatter weapons.

Iron Soul Mk2. The Iron Soul Mark 2 Power Armor is never found available for sale, and is normally only found in the possession of the Paladins of the Order of the Iron Soul. This modified Assault Hardsuit is gifted to each individual Paladin upon their admission to the order. The armor is powered by a liquid fuel known as "Miracle", which only the technicians of the Iron Soul comprehend. The armor has a number of special qualities defined by the relationship between the armor and the person wearing it. That armor must be attuned to a particular paladin for its special features to function.

If worn by a non paladin, the armor is considered to have Ablative (100), Hardsuit (20/10) and no additional bonuses.

IRON SOUL Mk2 SPECIAL ATTRIBUTES

Attribute	Value
Ablative	When repaired to full the IS Mk2 has ablative(1000) per paladin level
Hardsuit strength	The IS Mk2 has 25 strength plus 1 point per paladin level
Hardsuit dexterity	The IS Mk2 has 10 dexterity plus 1 point per every 4 paladin levels

EQUIPMENT

EQUIPMENT OF THE 3RD AGE

Item	Cost	Weight
Artificial Gill	600 gp	2 lbs
Autodoc	300,000 gp	50 lbs
Diagnostic Monitor, Basic	400 gp	3 lbs
Diagnostic Monitor, Standard	4,000 gp	2 lbs
Diagnostic Monitor, Enhanced	16,000 gp	0.5 lbs
Diagnostic Monitor, Military Grade	30,000 gp	0.5 lbs
Diagnostic Monitor, Paladin Grade	45,000 gp	0.5 lbs
Digital Binoculars	2,000 gp	2 lbs
Digital Binoculars w/ Light Amp	3,000 gp	2.5 lbs
Digital Spellbook Gen 1	50 gp	5 lbs
Digital Spellbook Gen 2	400 gp	3 lbs
Digital Spellbook Gen 3	2,500 gp	1 lbs
Digital Tablet	750 gp	2 lbs
Digital Tablet, Wireless	1,500 gp	2.5 lbs
Electronic Mapbox	5,000 gp	35 lbs
Electronic Mapbox, Enhanced	12,000 gp	32 lbs
Experimental Protective Field	22,000 gp	25 lbs
Holocam	2,000 gp	4 lbs
Holoprojector	3,200 gp	6 lbs
Language Translator	1,000 gp	2 lbs
Laser ChemsScanner	3,000 gp	1 lbs
Light Disrupting Field	4,500 gp	20 lbs
Light & Magnetic Disrupting Field	15,000 gp	25 lbs
Magnetic Disrupting Field	4,500 gp	20 lbs
mAmp	2,000 gp	6 lbs
Medical Ointment, Standard	200 gp	0.5 lbs
Medical Ointment, Advanced	1,200 gp	0.5 lbs
Medical Ointment, Paladin	8,000 gp	0.5 lbs
Night Vision Goggles	400 gp	1 lbs
Night Vision Goggles, Assisted	1,200 gp	1 lbs
Radio, Long Range	2,200 gp	1 lbs
Radio, Satellite	4,200 gp	1 lbs
Radio, Short Range	800 gp	1 lbs
Spellgun adaptor	2,000 gp	0.5 lbs
Universal Charger, Mini	7,500 gp	15 lbs
Universal Charger	12,000 gp	55 lbs
Universal Charge, Military	33,000 gp	70 lbs

Artificial Gill. An artificial gill is a small backpack device featuring a synthetic membrane that functions much like a true fish gill. The membrane, along with a small rebreather and regulator, extracts breathable oxygen from water and allows about 20 hours of continuous underwater activity. Artificial gills do not protect a user from depth and decompression hazards.

Autodoc. The autodoc is the cutting edge of Paladin science. Normally only issued to the very top E.M.T.s, or used in the most dire of circumstances, the autodoc can turn the tide in any fight it is used in. Once activated, the Autodoc moves autonomously on a hover-platform, with a speed of 20. The autodoc has an AC of 28 (+3 Dex +10 Armor +5 Natural) and has 300 hit points.

Each round, the autodoc scans all recognised friendlies, and moves towards the most injured friendly it can reach. After moving, it heals the friendly 1d6+1 hit points per friendly level.

If the friendly is unconscious the autodoc automatically stabilises them and heals them for 5d6+5. After the autodoc has healed a total of 50 dice of hit points, it will retreat from the battlefield and power down to await re-supply.

Advanced models are rumored to exist with larger capacities, but one has never come up for sale. In most situations, only the Paladins possess Autodocs, but on rare occasion (for each day spent searching, roll d%). On a 95+ one is found at market price. On a 75-95 one is found, but at a higher price set by the DM) one does make its way onto the market.

Diagnostic Monitor, Basic. These devices are used to quickly and accurately assess a patient's medical status. When placed against the patient's skin, the diagnostic monitor samples a wide range of vital signs and prompts the attending medic with a condition summary and treatment recommendations. This diagnosis takes time based on the type of monitor, as per the chart below. This provides advantage on all medicine checks for first aid.

DIAGNOSTIC TIME

Type	Time
Basic	5 minutes
Standard	1 minute
Enhanced	1 round
Advanced	1 round
Military Grade	1 round
Paladin Grade	1 round

Additionally, the Advanced, Military and Paladin Monitors provide additional benefits. The advanced allows you to add proficiency to your medicine check even if you are not proficient. The Military shares the effects of the advanced and also automatically stabilizes a patient after diagnosis. The rarest of Monitors, reserved for the Paladins only, additionally heals the patient 1d4 hit points after a successful diagnosis.

Digital Binoculars. These handheld devices offer up to 25x magnification, providing the user with advantage on all perception checks when using them, at a range of up to 5 miles. Some binoculars add Light Amplification, which allows you to see even in near complete darkness.

Digital Spellbook. This tablet computer is lightweight and ultra portable, and has specific applications installed to aid in the study of magic. This device can be backed up in case of loss using a wired connection. The number of spell levels the book can hold varies by generation, as does the connection capability, as per the chart below.

SPELLBOOKS

Generation	Memory	Connection
1	100 spell levels	direct wired
2	500 spell levels	wireless
3	1,000 spell levels	wireless

Digital Tablet. This tablet computer is lightweight and ultra portable. Using the tablet takes 1 minute, and provides expertise and advantage of the next knowledge check or intelligence based skill check made on a subject contained in the tablet. Downloading a new subject of study takes 1 hour and the tablet must be plugged into a network terminal. This device can be backed up in case of damage. This tablet can store information on a maximum of 5 skills at any time. Some tablets add a wireless connection to allow additional subjects to be researched, however additional subjects take 5 minutes instead of 1.

Electronic Mapbox. This handheld device is a global positioning unit with an integral datapad that can store and display digital maps. The device also includes a digital compass and inertial navigator. The electronic mapbox allows the user to locate and track his position and movement anywhere on a planet and plot them on an existing map display. The global positioning unit is accurate to within a meter but only functions on a planet with an accessible global positioning satellite network.

The enhanced version of this map box is able to include real time positioning of all living creatures within a 1 mile radius. This version of the box requires a Roil cell to operate.

Experimental Protective Field. The Protective field is a short term force field used to provide cover and respite from attack. When activated, the field will remain active for 1d6+1 rounds, and provides an armor class bonus for up to 5 individuals within 10 feet. The bonus is equal to 10 divided by the number of individuals within the field. When active, the field must remain immobile. If moved, the field fails and cannot be reactivated for 1d10 rounds. If powered by a Roil cell, the field can remain active for 2d6+2 rounds.

Holocam. This handheld device records three-dimensional, full-motion images and audio for display on a holographic projector. A holocam has sufficient onboard storage for 100 hours of recording. It also features a memory chip port for additional storage. A standard memory chip can store 10 hours of holographic recordings. Cost: 800cr

Holoprojector. This handheld device projects three-dimensional, full-motion images and audio. These images can be up to 10 feet tall by 12 feet wide, and look realistic unless the person viewing passes a perception check (DC 10) to see that they are illusion. It features a dataport which can be used to install recordings. Cost: 1000cr

Language Translator. This device consists of a headset earpiece and microphone. The headset allows you to speak in one language and then repeats your words into another preset language. The earpiece then does the reverse with any reply. Normally comes with Common plus 1 other language.

Laser Chems scanner. Chemicals absorb laser energy at known wavelengths. This system uses a laser to detect airborne chemical compounds, as well as surface contaminants such as a slick of chemicals coating an object or the ground. It is most often used to identify chemical weapons or pollution levels in the atmosphere. Using the scanner is a standard action and allows the user to immediately identify a chemical compound within 50ft. Only one chemical is identified per round.

Light Disrupting Field. This device consists of a belt mounted field generator, which is powered by a standard energy clip. Activating the L.D.F. is a move action. Once active, the L.D.F. generates interference which disrupts any solid light or energy weapons within it. The field has a diameter of 5 feet, just enough to encompass a medium sized creature. Any weapon with the Necrotic or Radiant damage type suffers disadvantage if fired into or out of this field. The belt can be used for 20 rounds before the energy clip must be replaced. If powered by a Roil cell, the field can remain active for 40 rounds.

Light & Magnetic Disrupting Field. This device consists of a belt mounted field generator, which is powered by a standard energy clip. Activating the L.M.D.F. is a move action. Once active, the L.M.D.F. generates interference which disrupts any solid light, energy, or ballistic weapons within it. The field has a diameter of 5 feet, just enough to encompass a medium sized creature. Any weapon with the Necrotic or Radiant damage type or Ranged weapons with the bludgeoning damage type suffer disadvantage if fired into or out of this field. The belt can be used for 10 rounds before the energy clip must be replaced. If powered by a Roil cell, the field can remain active for 20 rounds.

Magnetic Disrupting Field. This device consists of a belt mounted field generator, which is powered by a standard energy clip. Activating the M.D.F. is a move action. Once active, the M.D.F. generates interference which disrupts any ballistic weapons within it. The field has a diameter of 5 feet, just enough to encompass a medium sized creature. Any ranged weapon with the bludgeoning damage type suffers disadvantage if fired into or out of this field. The belt can be used for 20 rounds before the energy clip must be replaced. If powered by a Roil cell, the field can remain active for 40 rounds.

mAmp. The "magical amp" is a device which, while not actually magical itself, runs on the energy provided by Roil Cells in order to produce a magical effect. The device acts as an amplifier for electrical musical instruments and/or microphones. This device allows a bard with the technical proficiency to project musical effects and spells far beyond their normal range. Any bardic ability or spell with a range greater than touch has its range tripled if the bard is using an electric instrument through the mAmp. Additionally, targets within 30 feet of the bard suffer 1.5 times normal damage (or healing) from bardic spells which are amplified.

Medical Ointment.* This marvel of medical science can be applied to the skin or imbibed in order to enhance the bodies natural healing. Different strengths of potion heal as per the chart below, recovering a set number of hit points per round for a 10 minute duration.

OINTMENT

Type	Potency
Standard	1 hp per round
Advanced	5 hp per round
Paladin	10 hp per round

Night Vision Goggles. These devices amplify available light, granting the user all of the benefits of darkvision to a range of 60 feet. The user can see twice as far as an unassisted human in starlight, moonlight, and similar conditions of poor illumination.

Additionally, in some cases the built in computer aids by pointing out priorities, giving the user expertise on all perception checks.

Radio. These radios operate on as many as 30 channels, allowing communication over long distances.

RADIO RANGE

Type	Range
Long Range	500 miles
Satellite	5000 miles
Short Range	100 miles

Spellgun Adaptor. This adaptor is a small component which can be fitted to most any high tech energy weapon. This allows for the transfer of spells into the weapon by a Wizard or Warlock who possessed the needed talent. Fitting or removing a spellgun adaptor from a weapon takes 1 minute. A gun equipped with an Adaptor such as this must be loaded with Roil cells for the adaptor to function.

Universal Charger, Miniature. This case includes a reactor which can be used to power most electrical equipment and to recharge energy packs. The casing has 1 port, and charging a standard energy pack takes 2 hours.

Universal Charger. This case includes a reactor which can be used to power most electrical equipment and to recharge energy packs. The casing has 4 ports, and charging a standard energy pack takes 1 hour.

Universal Charger, Military Grade. This case includes a reactor which can be used to power most electrical equipment and to recharge energy packs. The casing has 12 ports, and charging a standard energy pack takes 30 minutes.

WEAPONS

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon).

At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see “Improvised Weapons” later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls.

You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon’s size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon’s normal range in feet, and the second indicates the weapon’s long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can’t attack a target beyond the weapon’s long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon’s description (see “Special Weapons” later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

WEAPONS OF THE 3RD AGE

Third age weapons follow a number of broad types, based on the type of damage they deal.

WEAPON TYPES

Type	Damage Type
Antimatter	Necrotic
Ballistic	Bludgeoning <i>or</i> Piercing
Flame	Fire
Laser	Radiant
Tesla	Lightning

In addition to the properties for weapons in general, weapons of the 2nd and 3rd Ages (and beyond) possess a few additional properties, as well as a few properties which function differently than previously.

Ammunition. Weapons with the Ammunition property function like all weapons with ammunition except that ammunition for modern weapons cannot be recovered after being fired.

For example, you have 2 light 1 handed weapons with Ammunition(6). You can fire 6 times which each weapon without needing to keep the other hand free, however when all 6 uses are finished, you must drop or put away 1 of the weapons in order to reload the other, and vice versa.

This property is common in most modern firearms which have multiple shot drums or clips.

Burst Fire. A weapon with the burst fire property can be used to make an attack as normal, or it can be used to target all targets within a 10ft wide cone which begins at you and ends at half the weapons normal range.

All targets within the cone must succeed a dexterity save (DC=10+your proficiency mod) or take the weapons normal damage. Firing a burst requires half of the weapons total loaded value.

For example, if you have a weapon which has the property *Burst fire* and the property *Reload(20)* then firing a burst would require spending 10 ammunition.

EP() Weapons with EP(), or Enhanced Proficiency, contain systems which allow you to fire the weapon as if you are more skilled than you actually are. This could include scopes, computer assisted firing, or other methods. When you fire a weapon with EP(), your proficiency modifier is treated as if it is the number in parenthesis. If your proficiency modifier is already greater than the weapons, the systems do nothing.

Full-round. Full-round is a new property possessed by some modern weapons which require more time to focus and aim before firing. A weapon with the Full-Round property requires the characters movement (to aim), bonus action (to lock on), and action (to fire). These must be taken in order in the same round.

A weapon with the Full-Round property cannot benefit from an property which awares additional attacks in one attack action.

Mounted. Weapons with the mounted property require 2 hands to fire along with some additional support, such as a tripod or vehicle mount. It is normally not possible to move while manning a mounted weapon, however there are exceptions (such as a weapon mounted on a moving vehicle).

Non-Lethal. Weapons with the non-lethal property are normally incapable of killing. If a blow from a non-lethal weapon brings a creature to 0 hit points, they are considered to be automatically stabilized and are not required to make death saves. If you strike an unconscious foe with a non-lethal weapon, the blow is not considered to be an automatic crit.

Reload(). Weapons with the Reload() property have some form of in-built ammunition store, such as a barrel or clip. The weapon can be fired up to the number in parenthesis before it must be reloaded, which requires an attack action and a free hand.

Small. Weapons with the small property are very low profile and easily concealed. Because of this, any sleight of hand or deception check made to conceal the weapon gains advantage.

Str(). A weapon with the Str() property requires you to possess a strength at least equal to the number in parenthesis in order to fire the weapon without disadvantage.

Tesla. Weapons with the tesla property, fire a line 100 feet long and 5 feet wide which blasts out from the location fired in a direction you choose. Each creature in the line must make a Dexterity saving throw.

A creature takes lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

SPECIAL WEAPONS

Weapons with special rules are described here.

Demon's Gun. The original Demon's Gun was a custom crafted one of a kind weapon owned by a mystery assassin known as the Demon. Once the Demon was eventually stopped, the plans for the weapon eventually made it to the public, and eventually copies of the weapon were created.

The weapons muzzle flash is nearly as famous as the weapon itself, as it is so bright that when the gun fires anyone within 30 feet who can see must make a dexterity save (DC=15) or be blinded for 1d4 rounds. The person firing the gun gains advantage on this save.

Belt Fed Chaingun. The belt fed chain-gun makes use of a special belt system for its ammunition. A belt of ammunition can be of any length which can be carried. A 1 foot long section of belt contains 12 shots. Reloading the weapon with a fresh ammo belt or attaching an additional belt to the end of the current belt is a full round action. Alternately, a second person can take an action to add ammo while the gun wielder continues to fire.

Tripod Railgun. The Tripod mounted railgun must remain stationary on its tripod to be fired. Attempting to fire the railgun without the tripod is always does at disadvantage,

ANTIMATTER WEAPONS

Name	Cost	Damage	Weight	Properties
Antimatter Rifle	3,000 gp	6d8 Necrotic	10 lbs	Ammunition, EP(1), Loading, Range 300/900, Reload(2), Two-Handed
Antimatter Cannon	10,000 gp	10d8 Necrotic	25 lbs	Ammunition, EP(2), Full-round, Loading, Range 300/900, Reload(1), Str(16), Two-Handed
The Demon's Gun	30,000 gp	20d8 Necrotic	40 lbs	Ammunition, EP(3), Full-round, Loading, Range 500/1500, Reload(2), Str(18), Two-Handed, Special

BALLISTIC WEAPONS

Name	Cost	Damage	Weight	Properties
Holdout Pistol	10 gp	1d4 Bludgeoning	2 lbs	Ammunition, Light, Range 25/50, Reload(4), Small
Light Pistol	25 gp	2d4 Bludgeoning	3 lbs	Ammunition, Light, Range 45/90, Reload(15), Small
Auto Pistol	150 gp	3d4 Piercing	5 lbs	Ammunition, Burst Fire, Light, Range 45/90, Reload(30), Small
Heavy Auto Pistol	250 gp	5d4 Piercing	7 lbs	Ammunition, Burst Fire, Range 45/90, Reload(30), Small

BALLISTIC WEAPONS

Name	Cost	Damage	Weight	Properties
Heavy Pistol	250 gp	6d4 Piercing	8 lbs	Ammunition, Range 30/60, Reload(6)
Autogun	500 gp	8d4 Piercing	9 lbs	Ammunition, Burst Fire, Range 45/90, Reload(40)
Belt Fed Chaingun	1,000 gp	12d4 Bludgeoning	40 lbs	Ammunition, Burst Fire, Range 50/150, Reload(special), Str(16), Two-Handed
Light Railgun	5,000 gp	16d4 Piercing	50 lbs	Ammunition, EP(2), Range 1000/3000, Reload(1), Str(18), Two-Handed
Portable Railgun	10,000 gp	20d4 Piercing	75 lbs	Ammunition, EP(3), Full-Round, Range 1000/3000, Reload(1), Str(18), Two-Handed
Tripod Railgun	15,000 gp	25d4 Piercing	90 lbs	Ammunition, EP(3), Full-Round, Range 1000/3000, Reload(1), Str(18), Mounted
Vehicle Mounted Railgun	25,000 gp	25d4 Piercing	140 lbs	Ammunition, Full-Round, Range 2500/7500, Reload(1), Str(20), Mounted

FLAME WEAPONS

Name	Cost	Damage	Weight	Properties
Flamethrower	650 gp	3d6 fire	10 lbs	Ammunition, Loading, Reload(50), Two-Handed, Special
Flamethrower Mk2	2,550 gp	6d6 fire	12 lbs	Ammunition, Loading, Reload(30), Two-Handed, Special
Plasma Flinger	2,000 gp	6d6 fire	12 lbs	Ammunition, Loading, Range(150), Reload(25), Two-Handed, Special
Plasma Flinger Mk2	4,500 gp	10d6 fire	15 lbs	Ammunition, Loading, Range(120), Reload(15), Two-Handed, Special

LASER WEAPONS

Name	Cost	Damage	Weight	Properties
Laser Pointer	20 gp	1d2 Radiant	0.5 lbs	Ammunition, EP(1), Light, Range(100/500), Reload(500), Small
Holdout Laser	100 gp	1d8 Radiant	2 lbs	Ammunition, EP(1), Light, Range(100/500), Reload(10), Small
Light Laser Pistol	225 gp	2d8 Radiant	3 lbs	Ammunition, EP(1), Light, Range(100/500), Reload(10), Small
Heavy Laser Pistol	1,050 gp	4d8 Radiant	8 lbs	Ammunition, EP(1), Range(100/500), Reload(30)
Laser Carbine	2,550 gp	5d8 Radiant	10 lbs	Ammunition, EP(1), Burst Fire, Range(100/500), Reload(30), Two-Handed
Lightshow Special	3,000 gp	5d8 Radiant	10 lbs	Ammunition, EP(1), Burst Fire, Range(100/500), Reload(30), Two-Handed, Special
Laser Rifle	3,550 gp	6d8 Radiant	12 lbs	Ammunition, EP(2), Burst Fire, Range(100/500), Reload(30), Two-Handed
Light Laser Cannon	5,000 gp	8d8 Radiant	30 lbs	Ammunition, Range 1000/3000, Reload(5), Str(14), Two-Handed
Laser Cannon	10,000 gp	10d8 Radiant	45 lbs	Ammunition, Full-Round, Range 1000/3000, Reload(5), Str(16), Two-Handed
Mounted Cannon	15,000 gp	15d8 Radiant	90 lbs	Ammunition, Full-Round, Range 1000/3000, Reload(5), Str(18), Mounted

TESLA WEAPONS

Name	Cost	Damage	Weight	Properties
Ion Rifle	750 gp	2d6 lightning	12 lbs	Ammunition, Loading, Reload(50), Two-Handed, Tesla
Modified Ion Rifle	1,100 gp	4d6 lightning	14 lbs	Ammunition, Loading, Reload(50), Two-Handed, Tesla
Heavy Ion Rifle	2,500 gp	6d6 lightning	16 lbs	Ammunition, Loading, Reload(50), Two-Handed, Tesla
Lightning Wand	10,000 gp	8d6 lightning	0.5 lbs	Ammunition, Light, Loading, Reload(5), Small, Tesla

Flamethrower. The flamethrower normally consists of a two handed weapon which sprays fire in a 15 foot cone. Each creature in the cone must make a Dexterity save (DC=15).

The creature takes 3d6 fire damage on a failed save, or half as much on a successful save. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Plasma Flinger. The plasma flinger launches a ball of superheated heat which explodes outward on impact. Each creature in a 20 foot radius sphere centered on that point must make a Dexterity saving throw.

A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Lightshow Special. The lightshow Special is a favorite of modern day bards everywhere. This modified laser rifle is additionally an electric guitar with a built in Amp. When wielding this weapon you are considered to have an instrument and mAmp at all times.

MODERN MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Bayonet	5 gp	1d6 Piercing	0.5 lbs	Finesse, Light, Small
Bearded Axe Bayonet	15 gp	1d8 Slashing	2 lbs	Light, Small
Stun Baton	75 gp	1d8 Bludgeoning	3 lbs	Finesse, Light, Non-Lethal, Special
Heavy Stun Baton	125 gp	1d8 Bludgeoning	3 lbs	Light, Non-Lethal, Special
Stun Staff	225 gp	1d8 Bludgeoning	5 lbs	Finesse, Non-Lethal, Special
Heavy Stun Staff	425 gp	1d8 Bludgeoning	7 lbs	Non-Lethal, Special

Bayonet. The modern bayonet is a small, dagger-like weapon which can be used either as a light melee weapon on its own or can be attached to any rifle. If the bayonet is attached to a rifle, you can make an attack with the bayonet and if it hits you may immediately make a second attack with the rifle itself (providing you have a feature which allows multiple attacks), without suffering disadvantage.

Bearded Axe Bayonet. The Bearded axe bayonet is essentially a small hooked hand axe which can be used as a light melee weapon or can be attached to any rifle. If the bearded axe is attached to a rifle, you can make an attack with the axe and if it hits you may immediately make a second attack (providing you have a feature which allows multiple attacks), against a different target, without becoming vulnerable to any reaction by the target you just attacked with the axe.

Stun Baton. The stun baton consists of a short wood or metal stick with a moulded grip and a small power source. When a target takes damage from the Stun Baton they must roll a Constitution save (DC=10) or be stunned for 1d4 rounds. The Stun baton is considered to be a monk weapon.

Heavy Stun Baton. The heavy stun baton consists of a reinforced wood or metal stick with a moulded grip and a small power source. When a target takes damage from the Heavy Stun Baton they must roll a Constitution save (DC=14) or be stunned for 1d4 rounds.

Assault Blaster. The Assault blaster is the least expensive of the tesla based weaponry. It, like all tesla weapons, fires a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

AMMUNITION FOR 3RD AGE WEAPONS

Name	Cost	Weight
Ammo Clip (Ballistic)	1 gp	1 lbs
Energy Cell (Antimatter)	500 gp	0.5 lbs
Energy Cell (laser)	50 gp	0.5 lbs
Energy Cell (tesla)	50 gp	0.5 lbs
Flame Canister (Flame)	25 gp	2 lbs
Railgun Ammo (Ballistic)	10 gp	10 lbs

Stun Staff. The Stun Staff is essentially two stun batons attached end to end to form a quarterstaff-like weapon. A stun staff can be used as a single weapon, or it can be used as if it were a pair of weapons. If used in this way the off hand side of the weapon is considered to be light for the purpose of determining attack bonuses. When a target takes damage from either the main hand or off hand of the stun staff they must roll a Constitution save (DC=10) or be stunned for 1d4 rounds. The Stun staff is considered to be a monk weapon.

Heavy Stun Staff. The Heavy Stun Staff follows all rules for the Stun staff, except that when a target takes damage from either the main hand or off hand of the stun staff they must roll a Constitution save (DC=14) or be stunned for 1d4 rounds. The Stun staff is considered to be a monk weapon.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

BACKGROUND FEATS

This World book introduces background feats. Background feats are a special kind of feat available to all characters in games where DMs have approved their use.

In these cases, each character may choose one (and only EVER one) of these feats which they meet the pre-requisites for to represent their characters upbringing, early life, and exposure.

Background feats are often powerful, awarding additional skills, spell like abilities, or equipment, and as such should be used with a full understanding that they will increase the power level of the game.

RACIAL FEATS

Racial feats are a class of feats which function exactly as presented, only available to a specific race, specified in the feat pre-requisites.

TECH FEATS

Tech feats are a new classification of feats which are only ever available in technologically advanced settings, such as those represented by the 2nd and 3rd ages of Olyndar. These feats are inappropriate for any campaign which does not possess such technology.

ARMOR PROFICIENCY (POWERED) [TECH]

You are proficient with powered armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), and Technical Proficiency.

Benefit: You can wear Powered Armor without penalty.

Normal: If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Special: Fighters and paladins have this feat for free if they have Technical Proficiency.

ARMOR PROFICIENCY (ULTRALIGHT) [TECH]

You are proficient with Ultralight armor.

Prerequisites: Technical Proficiency.

Benefit: You can wear Ultralight Armor without penalty.

Normal: If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Special: Bards, Fighters, Paladins, Rangers, Warlocks, and Wizards have this feat for free if they have Technical Proficiency.

BORDER BUM [BACKGROUND] [TECH]

Characters with the Border Bum background grew up in the land between the Roil and the Steel Cities, and though they truly fit in neither place, they are more at home with both.

Prerequisites: Must be taken at character creation.

Benefits: These characters begin play with the Technical Proficiency feat. They also select 2 cantrips from the Sorcerer list and can cast a number of cantrips per day equal to their level + 1, regardless of class. Additionally, these characters gain 1 skill or equipment proficiency from the provided list and are proficient in Persuasion.

Special: Characters may only ever have a single [Background] feat.

COMBAT REFLEXES

Prerequisite: Dexterity of at least 12.

You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

EYES OF MAGIC [RACIAL]

You have mastered your Roil Vision.

Prerequisite: Elf with Roil vision and without Technical Proficiency.

Benefit: An elf with Eyes of Magic no longer has to make a concentration check to use roil vision.

Special: An elf with Eyes of Magic who gains the Technical Proficiency feat loses access to Eyes of Magic and must again make concentration checks, with an added +5 to the DC.

EYES OF MAGIC (GREATER) [RACIAL]

Your reliance on your Roil vision has caused your normal sight to atrophy.

Prerequisite: Level 10 Elf with Roil vision, Eyes of Magic, and without Technical Proficiency.

Benefit: An elf with Eyes of Magic (Greater) loses their normal vision, but is considered to have their Roil vision any time they are conscious.

Special: An elf with Eyes of Magic (Greater) who gains the Technical Proficiency feat loses access to Eyes of Magic and must again make concentration checks, with an added +10 to the DC. Additionally, as the elves normal vision is gone, the elf is considered blind, and this can only be cured with a Wish.

MAGICAL BATTERY [TECH] [GENERAL]

You have learned to use your own personal magic to power technology.

Prerequisite: Border Bum or Level 3+ caster with Technical Proficiency.

Benefit: A character with the magical battery feat can as a standard action spend a spell slot to refill the charge within an electrical device, such as a laser pistol. Charges recovered are equal to the level of the spell slot used plus one. (For example, using a cantrip will refill 1 charge). A character can refill a total of level x 10 charges before requiring a long rest to do more.

MANA BLOODED [BACKGROUND]

Characters with the Mana Blooded background grew up in the vibrant lands nearest a source of powerful magic, and have spent their lives soaking in it.

Prerequisites: Must be taken at character creation.

Benefits: These characters gain access to spells as if they were a 1st level Sorcerer. If the character chooses to take a magically oriented class (a class is considered magically oriented if it gains any spell slots at 1st level), then the character instead casts spells as if they were 1 level higher in their chosen class. These characters are always considered proficient in Arcana, no matter what their class.

Special: Characters may only ever have a single [Background] feat.

OTHERWORLDLY [BACKGROUND]

Characters with the Otherworldly background hail from worlds other than Olyndar.

Prerequisites: Must be taken at character creation.

Benefits: These characters begin play with the Technical Proficiency feat and the Otherworldly Technical Proficiency feat. These characters gain expertise to any skill check involving technology. Otherworldly characters also gain 4 technology based proficiencies from the provided list, which can include skills and/or equipment, and additional starting equipment to a value provided by the DM.

OTHERWORLDLY TECHNICAL PROFICIENCY [TECH] [EXCLUSIVE]

You have knowledge of things that no one should, even if you do not understand where the knowledge came from.

Benefit: You can create and use bizarre or otherworldly high-tech devices. You can also recognise obscure technology.

Normal: Without this feat, characters have no idea of the form or function of bizarre or alien devices. Even with instruction, they suffer a -10 circumstance penalty on all ability checks, skill checks, and attack rolls using otherworldly tech devices. Such characters cannot choose feats or learn skills that have Technical Proficiency as a prerequisite.

Special: This feat cannot be selected. It is awarded as a class feature, in conjunction with the Otherworldly background feat, or by DM discretion only.

SPONTANEOUS METAMAGIC

Prerequisites: Must possess spell points and the ability to use spell points to cast spells.

Benefits: You may choose to apply a metamagic ability when casting a spell, by paying the metamagic cost in additional spell points.

STUDENT OF THE BARDS

Benefit: You gain proficiency with one musical instrument of your choice as well as proficiency with the perform skill. You also gain 2 bardic cantrips of your choice.

Further, you gain additional bardic spells as you advance in level in another class. You can cast each bardic spell you know once, and regain your uses after a long rest.

STUDENT OF THE BARDS

Level	Bardic Spells
5th	1st level
9th	2nd level
14th	3rd level
18th	4th level

TECHNICAL PROFICIENCY [TECH] [GENERAL]

You either hail from or have lived in a technologically advanced civilization for a significant period of time.

Benefit: You can use common high-tech devices, such as communicators and holovids (as available). You can also learn to use high-tech weapons, computers, vehicles, and other complex or specialized equipment with the appropriate training.

Normal: Without this feat, characters cannot use high tech devices without instruction. Even with instruction, they suffer a -4 circumstance penalty on all ability checks, skill checks, and attack rolls using high-tech devices. Such characters cannot choose feats or learn skills that have Technical Proficiency as a prerequisite.

Special: This feat is typically not chosen when a character is eligible to select a new feat. Most characters who hail from a high-tech area gain this feat for free when they are created. Characters from non-tech areas may take it for free once they have spent one full level gaining experience with advanced technology. A character could meet this requirement by adventuring in high tech cities, training with a tech based organisation, or traveling with others who are equipped and experienced with high technology. Characters are never required to take this feat. Characters only gain the feat if they are actively attempting to learn and acclimate themselves to technological civilization.

TOUCHED BY THE FARPLANE

Prerequisites: This feat cannot be selected and can only be obtained through gameplay.

You gain an additional ability score, Sanity. This is calculated as (12 + 2d6 - Int Mod - Wis Mod).

Additionally, you gain access to the cantrip "The Place of Dead Roads" from the [Sanity Magic](#) reference.

Finally, should you choose to, you can advance into levels of the [Warlock variant](#) class or the [Flayed Mind](#) prestige class.

WEAPON PROFICIENCY (ANTIMATTER) [TECH]

Prerequisites: Technical Proficiency

WEAPON PROFICIENCY (BALLISTIC) [TECH]

Prerequisites: Technical Proficiency

WEAPON PROFICIENCY (FLAME) [TECH]

Prerequisites: Technical Proficiency

WEAPON PROFICIENCY (LASER) [TECH]

Prerequisites: Technical Proficiency

WEAPON PROFICIENCY (TESLA) [TECH]

Prerequisites: Technical Proficiency

WIRE BLOODED [TECH] [BACKGROUND]

Characters with the Wire Blooded background grew up in steel cities surrounded by technology, far away from the influence of magic.

Prerequisites: Must be taken at character creation.

Benefits: These characters begin play with the Technical Proficiency feat. These characters cannot begin play as a member of any magically oriented class (a class is considered magically oriented if it gains any spell slots at 1st level) and can never become a member of a natural magical class (for example, Sorcerer).

SKILLS

In addition to the skills presented in the Player's Handbook, there are a few skills uniquely tailored to the setting of Olyndar, and specifically to its high tech ages.

In most cases, these skills should require the Technical Proficiency feat or a technological background to be usable.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Pilot. Your Dexterity (Pilot) check measures your skill in operating any kind of motorized vehicle. The same skill applies to ground vehicles, watercraft, hovercraft, aircraft. However, you may need specific feats to use this skill effectively with specialized vehicle types, such as aircraft.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

These characters gain expertise to any skill check involving technology, but suffer disadvantage on any arcana checks.

Wire blooded characters also gain 4 technology based proficiencies from the provided list, which can include skills and/or equipment, and additional starting equipment to a value provided by the DM.

Special: Characters may only ever have a single [Background] feat.

Navigate. Your Intelligence (Navigate) check measures your ability to use maps and charts to plot a course from one place to another. Useful on land or sea, it's essential in space.

Repair. Your Intelligence (Repair) check is used to perform maintenance, upgrades, modifications, and repairs to a wide variety of technological equipment and devices. You may not know how to build an engine from scratch, but you can improve or fix an existing one.

Technology. Your Intelligence (Technology) check measures your ability to determine the nature of anything technological, much in the same way arcana would be used for the magical.

Otherworldly Tech. Your Intelligence (Otherworldly Tech) check measures your ability to determine the nature of anything technological which originates from worlds other than Olyndar, much in the same way arcana would be used for the magical. *This skill is normally only available in games which take place Beyond the 3rd Age, or at the DM's discretion.*

SPELLS

CHRONOMAGIC

Chronomagic is a unique discipline of spell casting only known to the Chronomancers.

THEMATICALLY ALTERED SPELLS

There are some spells which behave differently when cast by a Chronomancer. These spells are effectively the same, but look or feel different, or accomplish their end in a different way.

Mending. Mending functions by effectively "rewinding" an item to a moment in time before it was broken. This has the effect of also removing any changes or marks of age that have occurred after the item was broken.

True Strike. True Strike functions by allowing the target to glimpse moments into the future, seeing where the target will be rather than where the target is.

Expeditious Retreat, Feather Fall, Longstrider, Blur, Blink, Haste, Slow. These spells, when cast by a Chronomancer, all function by speeding up or slowing down time around a specific target. This affects the perception of the target, making it faster or slower in comparison to the world around it.

Gentle Repose. This spell slows time around the target to a near stop, effectively putting the target in a suspended state until help can be applied.

Hold Person, Hold Monster. Much like Gentle Repose, these spells cause time around the target to slow almost to a stop. This causes the target to effectively be moving hundreds of times slower than normal, or to the naked eye, to be holding still.

Knock. Instead of functioning to force a lock to open, the knock spell when cast by a Chronomancer simply rewinds the lock to a point when it was already unlocked, silently causing the lock to open.

Modify Memory. This spell, when cast by a Chronomancer, effectively rewinds time in the targets mind, back to a specific moments, and inserts an image from a path not taken.

Disintegrate, Finger of Death. These spells effectively distort the time around the target to the point that they age themselves to the point of frailty and often death. In the case of Finger of Death, it actually ages them to the point of death through old age, then regresses them back to a point just before death, leaving their mind in a feeble and malleable state.

Sequester. When cast by a Chronomancer, this spell actually deposits the suspended individual at a point in time just before the end of all things, safe from discovery or tampering.

Clone. A Chronomancers clone is actually not a clone, but rather a version of themselves pulled from an earlier point in the timestream, or from a path not taken.

CHRONOMAGIC SPELL LIST CANTRIPS (0 LEVEL)

- Detect Temporal Anomaly
- Moment to Think

1ST LEVEL

- Delay Image
- Slow Metabolism
- Speed Metabolism

2ND LEVEL

- Accelerate
- Delay
- Time's Arrow

3RD LEVEL

- Restore Youth

4TH LEVEL

- Curse of Aging
- Curse of Youth

5TH LEVEL

- Erase
- Temporal Scrying

6TH LEVEL

- Improved Haste
- Improved Slow

7TH LEVEL

- Chrono Regeneration
- Full Temporal Reversion
- Lesser Time Stop
- Time Shift

8TH LEVEL

- Time Freeze

9TH LEVEL

- Temporal Gate

ACCELERATE

2nd-level transmutation/chronomancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small crystal)
Duration: Instantaneous

You briefly accelerate time for a creature of your choice that you can see within range. The target is moved to first place in the initiative order from the beginning of the next round onwards.

CHRONO REGENERATION

7th-level transmutation/chronomancy

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a time piece, such as an hourglass or pocketwatch, which must be given to the spell target for the duration)
Duration: 1 hour

You touch a creature and speed up its natural healing ability. The target regains $4d8 + 15$ hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

If the target could normally regrow severed body members (fingers, legs, tails, and so on) over time, then any severed members are restored after 2 minutes.

If the target normally cannot regrow severed body members, but you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

CURSE OF AGING

4th-level transmutation/chronomancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch must succeed on a Wisdom saving throw or become cursed indefinitely. While under the influence of this curse, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, they have disadvantage on all Strength checks and saving throws. A Remove Curse spell ends this effect.

CURSE OF YOUTH

- 4th-level transmutation/chronomancy*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a child's toy)
Duration: Concentration, up to 1 hour

This spell reverses time for a creature that you can see within range until it becomes a helpless baby. An unwilling creature must make a Wisdom saving throw to avoid the effect.

Shapechangers and creatures that do not experience infancy automatically succeed on this saving throw.

The effects last for the duration. If the target drops to 0 hit points, it begins making death saves as normal. A creature that dies while under the influence of this spell does not revert to its 'normal' age.

The target retains all of its game statistics except its base movement speed, which is changed to 10 feet. It cannot take any actions, bonus actions or reactions, cannot cast spells and cannot communicate, except by crying (a person using Comprehend Languages or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state).

While under the effects of this spell, the target is prone and cannot stand up without the help of an adult.

If the target reverts to its normal age, it returns to the number of hit points it had before it transformed.

DELAY

2nd-level transmutation/chronomancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small crystal)
Duration: Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

DELAY IMAGE

1st-level illusion/chronomancy

Casting Time: 1 bonus action
Range: Self or Touch
Components: V, S, M (a time piece, such as an hourglass or pocketwatch, which must be given to the spell target for the duration)
Duration: 1 minute

The target of a Delay Image spell is surrounded by a thin aura of time, which seems to cause his actions to occur a moment behind his actual motion. This provides the target +2 armor class and advantage on saves against targeted spells.

DETECT TEMPORAL ANOMALY

Divination/Chronomancy Cantrip

Casting Time: 1 round
Range: Special
Components: V, S, M (a time piece, such as an hourglass or pocketwatch)
Duration: up to 10 Minutes

For the duration, you sense the presence of temporal anomalies, such as portals, gateways, tears, or people displaced in time within 30 feet of you. If you sense an anomaly in this way, you can use your action to see a faint aura around any visible creature or object in the area that is connected to the anomaly. The spell can penetrate most barriers, but it is blocked by 1 foot of sand.

ERASE

5th-level transmutation/chronomancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a quartz crystal worth at least 100gp)
Duration: Instantaneous

You point your finger and fire a pale blue ray at a small or smaller nonmagical object that you can see within range. Make a ranged spell attack against the target. On a hit, the target is erased from time.

No trace remains of the erased object and the memory any creature (except the caster) that knew of its existence is altered to reflect the fact that the object never existed. If anything else in the world would not make sense in the absence of the object, history is re-written to explain it.

The DM determines the new version of events. Generally, this spell makes the smallest possible change that would provide a plausible explanation.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target a medium object or creature, including magical objects. On a hit, the creature takes 10d10 force damage. If it is reduced to 0 hit points by this damage, it is erased from time as described above, along with anything it is wearing or carrying.

FULL TEMPORAL REVERSION

7th-level necromancy/chronomancy

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a time piece, such as an hourglass or pocketwatch, which must be given to the spell target for the duration)
Duration: Instantaneous

You touch a dead creature and revert it to a point in time one minute before its death. As long as its soul is free and willing, the target returns to life with all its hit points.

The touched creature returns with any poisons or diseases which were affecting it 1 minute before its death and restores the creature physically to the condition it was in 1 minute before its death.

IMPROVED HASTE

6th-level transmutation/chronomancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a liquorice root)
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is tripled, it gains a +3 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns.

That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

IMPROVED SLOW

6th-level transmutation/chronomancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bottle of molasses)
Duration: 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is reduced to a quarter of its base speed, it takes a -3 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 16 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

If the creature uses nonmagical wings to fly, it is unable to fly while under the influence of this spell. If it is airborne when the spell is cast, it lands safely at the start of its next turn.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

MOMENT TO THINK

Transmutation/Chronomancy cantrip

Casting Time: 1 reaction
Range: Self
Components: V
Duration: 1 round

You briefly stop the flow of time for everyone but yourself. When you cast this spell, your current turn ends and no time passes for other creatures, while you take 1 free turn, during which you can use actions and a bonus action as normal. However, you cannot move from the location where this spell was cast, nor can you affect any object other than those worn or carried by you (as everything else is frozen in time), make any kind of attack or cast any spells.

If you let go of an item you were carrying, it also becomes frozen in time. If you consume a potion during the free turn, it has no effect (though it is consumed). Listed below are a few examples of what you could do on your free turn:

- Make an Intelligence check to remember information about something.
- Make a Wisdom (Perception) check.
- Take the Hide action.
- Deploy a bag of caltrops.
- Draw or stow weapons and shields.

PARTIAL TEMPORAL REVERSION

3rd-level necromancy/chronomancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a time piece, such as an hourglass or pocketwatch, which must be given to the spell target for the duration)

Duration: Instantaneous

You touch a creature which has died within the last minute and revert it to a point in time one minute before its death. As long as its soul is free and willing, the target returns to life with all its hit points.

The touched creature returns with any poisons or diseases which were affecting it 1 minute before its death and restores the creature physically to the condition it was in 1 minute before its death.

RESTORE YOUTH

3rd-level transmutation/chronomancy (ritual)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (gold dust worth at least 500gp, which the spell consumes)

Duration: Instantaneous

You perform a long, complex ritual on another creature, reducing its apparent age by 3d10 years, to a minimum of 13 years. This effect does not extend the creature's lifespan.

SLOW METABOLISM

1st-level transmutation/chronomancy

Casting Time: 1 action

Range: Self or Touch

Components: V, S, M (a time piece, such as an hourglass or pocketwatch)

Duration: Special

When placed upon a creature, this spell can drastically increase the length of time required between meals. The recipient needs food and drink only once every 12 hours to survive.

Higher levels. When this spell is cast using a higher level spell slot, the duration between meals becomes 12 hours times the level at which the spell is cast. (For example, if Slow Metabolism is cast at 4th level the target would need food and drink only once every 48 hours.)

SPEED METABOLISM

1st-level transmutation/chronomancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a time piece, such as an hourglass or pocketwatch)

Duration: Special

You touch a creature, and that creature must succeed on a Constitution saving throw or be drained to near starvation. The Creature loses 1 point of Strength, Dexterity, and Constitution which persists until he spends at least 1 full minute eating.

This spell cannot stack with itself, although a higher level casting can replace a lower level casting.

Higher levels. When this spell is cast using a higher level spell slot, the target loses 1 additional point of Strength, Dexterity and Constitution for each additional level of the spell.

TEMPORAL SCRYING

5th-level divination/chronomancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a time piece, such as an hourglass or pocketwatch)

Duration: Concentration, up to 10 minutes

You can see and hear events which have happened in the past or future in your current location as if you were there. The observed scene plays out exactly as it would have if unobserved, and you cannot take any actions or influence the scene in any way. However, if any creature being observed possesses either True Seeing or can both See Invisible and use chronomancy, that creature can make a wisdom saving throw. If successful, that creature becomes aware of your presence and can see you for the duration of the scry.

TEMPORAL GATE

9th-level chronomancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a time piece, such as an hourglass or pocketwatch)

Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location at a different point in time. The portal is a circular opening, which you can make 5 to 20 feet in diameter.

You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back in each time where it appears.

Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other point in time, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

TIME FREEZE

8th-level transmutation/chronomancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron hourglass)

Duration: Instantaneous

Choose a creature that you can see within range. If the target has 150 hit points or fewer, it is paralysed and frozen in time, unaware of its surroundings. Otherwise, the spell has no effect. The target must make a Wisdom saving throw at the end of each of its turns. On a successful save, this paralysis effect ends.

TIME SHIFT

7th-level chronomancy

- Casting Time: 1 action
- Range: Touch
- Components: V, S, M (a time piece, such as an hourglass or pocketwatch)
- Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a point in time. You must specify as precisely as possible when you wish to travel to. You may also specify a location within that time. If you do not declare a location, you will move through time and arrive at the same location you departed from.

You can use this spell to banish an unwilling creature to another point in time. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location at the point in time you specify. A creature so transported must find its own way back to your current plane of existence.

TIME'S ARROW

2nd-level transmutation/chronomancy

- Casting Time: 1 reaction
- Range: Touch
- Components: V, S, M (a pinch of sand from an hourglass)
- Duration: 10 minutes

This spell enchants a physical missile, such as an arrow, bolt or bullet so that it freezes in time and space. You may reposition the missile as part of the action to cast the spell, and the spell may be used on magical or otherwise enchanted missiles.

The missile remains frozen in place until either a creature passes within 60 feet in front of it, something touches it, a strong wind blows upon it, the enchantment is dispelled or the duration ends. At that point, the missile moves suddenly, as if it was just fired or thrown. If a creature is in the line of fire, the missile makes an attack which adds your spell attack bonus to the attack roll, and does the basic damage of whatever missile type was used (missiles that vary by launcher use the highest possible damage dice).

LUCK MAGIC

Luck Magic is a unique form of magic practiced by the Gambler class.

CANTRIPS (0 LEVEL)

- Exploding Card
- Shielding Card

1ST LEVEL

- Minor Dice Trick
- Random Draw
- The Signed Card

2ND LEVEL

- Dice Trick
- Stacked Deck

3RD LEVEL

- Trick Shuffle
- The Rising Card Trick

4TH LEVEL

- The False Cut Trick
- Slight of Hand
- 52 Card Pickup

5TH LEVEL

- Big Time Draw
- Devil's Cut

6TH LEVEL

- The Deck Cutting Trick

7TH LEVEL

- The Unsolvable Mystery

8TH LEVEL

-

9TH LEVEL

- Blackjack, Yahtzee, Game Over

52 CARD PICKUP

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a vertical wall of whirling, razor-sharp playing cards made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 52 feet long, 11 feet high, and 4 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 3d10 slashing damage. On a successful save, the creature takes half as much damage.

BLACKJACK, YAHTZEE, GAME OVER

9th-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You may draw a specific card from the Gambler's deck and charge it with power. You may choose any single card from the Gambler's Minor or Major Deck.

If the card is not used during your turn it falls inert and powerless.

BIG TIME DRAW

5th-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You draw a random card from the Gambler's major deck. Once drawn, you know the effect which the card and can choose a target for it.

If the card is not used during your turn it falls inert and powerless.

DEVILS CUT

5th-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You draw a card from the Gambler's deck and charge it with power. The card is infused with magic, and has an effect as if it was drawn from a Deck of Many Things.

If the card is not used during your turn it falls inert and powerless.

DICE TRICK

2nd-level Evocation

Casting Time: 1 reaction

Range: An ally within 30 feet

Components: s

Duration: Instantaneous

As a reaction, after an ally makes a skill check or attack roll, but before being told if the roll is a success or failure, you may grant your ally advantage on the roll.

EXPLODING CARD

Evocation Cantrip

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You charge 1d4 playing cards from the Elemental Deck with magical force. These cards can then be thrown and possess a range of 20/60. Up to 1 card per point of Proficiency bonus can be thrown as part of a single attack action. Each card which hits deals 1d6 + 1 damage to its target. The damage of each card is determined by the type of card drawn from the deck.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates 1d2 more cards for each slot level above 1st and the cards last for 1 additional round before becoming powerless.

MINOR DICE TRICK

1st-level Evocation

Casting Time: 1 reaction

Range: Self

Components: s

Duration: Instantaneous

As a reaction, after making a skill check or attack roll, but before being told if the roll is a success or failure, you may grant yourself advantage on the roll.

RANDOM DRAW

1st-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You draw a random card from the Gambler's minor deck. Once drawn, you know the effect which the card and can choose a target for it.

If the card is not used during your turn it falls inert and powerless.

SHIELDING CARD

Evocation Cantrip

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You charge 1 playing card from the Elemental Deck with magical force. This card can then be activated as a reaction to an incoming attack. You gain +4 AC against the attack. You also gain resistance to the damage type determined by the type of card drawn from the deck.

If the card is not used during your turn it falls inert and powerless.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates 1d2 more cards for each slot level above 1st and the cards last for 1 additional round before becoming powerless.

SLIGHT OF HAND

4th-level Illusion

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You draw a card from the Gambler's deck and charge it with power. The card is infused with illusion energy, and has an effect as if it was drawn from a Deck of Illusions.

If the card is not used during your turn it falls inert and powerless.

STACKED DECK

2nd-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You draw two cards from the Gambler's deck. Once drawn, choose one of the two cards to empower, the other fades immediately. Once you have chosen which card to empower you can choose a target for it.

If the card is not used during your turn it falls inert and powerless.

THE DECK CUTTING TRICK

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a playing card)

Duration: Concentration, up to 1 minute

You create a sword sized playing card, which is in fact a plane of force that hovers within range. It lasts for the duration.

When the card appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 2d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

THE SIGNED CARD

1st-level Evocation

Casting Time: 1 action

Range: Object Touched

Components: s

Duration: 1 hour

You draw a card from the Gambler's deck and charge it with arcane energy. Your name becomes emblazoned across the card in arcane runes. For the duration of the spell, you know the exact direction and distance from yourself to the cards location. You can also spend 1 round concentrating in order to hear what is going on in the immediate vicinity of the card.

THE RISING CARD TRICK

3rd-level Evocation

Casting Time: 1 action

Range: Object Touched

Components: s

Duration: 1 hour

You draw a card from the Gamblers deck and infuse it with power. This card grows in size until it is large enough for 1 individual to sit upon. For the duration of the spell this card can be controlled as if it were a flying carpet.

THE FALSE CUT TRICK

4th-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You may draw a specific card from the Gambler's deck and charge it with power. You may choose any single card from the Gambler's Minor Deck.

If the card is not used during your turn it falls inert and powerless.

THE UNSOLVABLE MYSTERY

7th-level Evocation

Casting Time: 1 action

Range: self

Components: s

Duration: 1 minute

You create $d\%$ illusory copies of yourself. These copies move as you do, and an observer can only determine if a copy is not you with a successful perception check (DC=20). If any copy takes damage, it vanishes. Any time you cast a spell or make an attack, 1d6 copies vanish.

TRICK SHUFFLE

3rd-level Evocation

Casting Time: 1 bonus action

Range: Object Touched

Components: s

Duration: 1 round

You draw three cards from the Gambler's deck. Once drawn, choose one of the three cards to empower, the others fade immediately. Once you have chosen which card to empower you can choose a target for it.

If the card is not used during your turn it falls inert and powerless.

SANITY MAGIC

Sanity magic is most often practised by warlocks whose patron is the Great Old Ones. Many Sanity magic spells make use of the optional ability score Sanity. In games where Sanity is not in use, substitute Wisdom saves instead.

Additionally, these spells are not normally available except through very unusual circumstances, and often the obtainment of one of these spells of ancient power could be a quest in it's own right.

Note to DMs, many of the spells presented here are more powerful than similar spells of the same level. This accounts for the fact that many of these spells can also have (often unlisted or story dependent) detrimental effects on the caster and/or their allies. Please allow these spells with caution and awareness of this and make sure to extract a cost on the player/group appropriate for these spells.

THE PLACE OF DEAD ROADS

Divination Cantrip

Casting Time: 1 hour

Range: Self

Components: V

Duration: Up to 1 day

You cast your mind into the depth of the far reaches, seeking answers. Your mind travels to the Place of Dead Roads. Upon arriving, you may ask any question. Your question could be advice regarding a current situation, knowledge, or something else. Make a Sanity save. Depending on the results of the save and the type of information asked for, the DM will provide a response.

DM Guidance: Beings and forces encountered during a vision of the Place of Dead Roads are by their very definition cryptic, and as such often a correct answer will be obtained, though it may be cloaked in layers of confusion.

BLOOD OF MY BLOOD

1st level Necromancy

Casting Time: 1 hour (Ritual)

Range: Circle

Components: V, Special

Duration: 1 hour / permanent

You place a sacrifice (which must be a living creature with intelligence greater than 4) within a ritual circle, marked with symbols and words in the crawling language R'lyehian. As the ritual begins, tentacles rise up within the circle, grasping the sacrifice and beginning to slowly, agonisingly leach the life from it. The ritual completes as the sacrifice dies, and all but one tentacle retract back into the depths of the void. The remaining tentacle shrinks, then dies, falling to the ground in the heart of the circle. If the tentacle is consumed raw within 1 hour the consumer gains a permanent bonus to hit points equal to the hit points of the sacrifice.

Special: When cast as a 1st level spell, the maximum hit dice of the sacrifice is equal to 1 + the casters Sanity modifier.

When cast using a higher level spell slot: The maximum hit dice of the sacrifice is equal to (level spell is cast at) + (the casters Sanity modifier x level spell is cast at).

SHARING THE SECRET

1st level Necromancy

Casting Time: 1 reaction

Range: 60 feet

Components: V

Duration: Instantaneous

Your mind lashes out in response to being targeted by a magical attack. You make a contested Sanity save against the attacker. You have advantage in the contest. The loser takes 1d6 psychic damage, loses 1 point of sanity (which returns after 24 hours), then rolls short term madness (from *Dungeon Masters Guide*).

SANITY LEECH

1st level Transmutation

• **Casting time:** 1 Action

• **Range:** Touch

• **Components:** V

• **Duration:** Instantaneous

You place your hand on the target's head, draining their sanity and restoring your own. You must succeed an attack against the target creature. The target does not gain the armor class benefit of any worn armor against this attack (though magical bonuses still apply). You must be able to reach their head (A head if they have more than one). The target creature gets a wisdom save. On a failed save they lose 1d10 sanity and you gain the amount drained. Creatures unfamiliar with magic may not know their sanity is being drained.

SUMMON THE TRAVELLER

1st level Conjuration

Casting Time: 1 hour (Ritual)

Range: Circle

Components: V, Special

Duration: Up to 10 minutes

You call out for one of the great travellers to converse with you and perhaps share some great secret of power. You may request a specific name, but there is no guarantee that this is who will answer.

This spell does not behold the summoned entity to any specific action or aid, and this is determined by actions after the entity has arrived.

Special: Casting this ritual requires a sacrifice of sanity. If one person casts the ritual on their own, they make a sanity save (DC=25) and lose 1 point of Sanity for each 5 points they fail by. Each additional person who aids in the ritual adds +5 to the DC, but can add their roll to the primary casters to compete against the DC. Characters who do not possess a sanity score gain one by participating in or witnessing this ritual.

TEARING THE LIVING FLESH

2nd Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 minute per level

This spell functions like alter self, except that you shift only aspects of the individual's physiology. The shift can grant features such as additional sets of limbs, tentacles, wings, tails, claws, or pincers, increased muscle mass, or any combination of these.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subjects Strength, Dexterity, or Constitution may be altered, but it retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks associated with the new body features.

Incorporeal or gaseous creatures are immune to being bodyshifted, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

When cast, up to 1d4 bodyshifts can be chosen.

When casting the spell at a higher level: An additional 2 bodyshifts can be added per spell level.

BODYSHIFT CHOICES

Shift	Benefit
Claws	Gain proficiency with unarmed attacks and unarmed attacks deal 1d10 slashing damage
Extra arm	Gain an additional attack when taking the attack action
Extra legs (2)	Gain 5 feet movement speed and advantage against any attempt to trip or unbalance
Facial Tentacles	Gain a tentacle attack which deals 1d4 bludgeoning damage and grapples the target on a hit.
Increased Constitution	Your Constitution increases to 19. This has no effect if your Constitution is already 19 or greater.
Increased Dexterity	Your Dexterity increases to 19. This has no effect if your Dexterity is already 19 or greater.
Increased Strength	Your Strength increases to 19. This has no effect if your Strength is already 19 or greater.
Pincers	Gain proficiency with unarmed strikes and unarmed attacks deal 1d8 bludgeoning damage and grapples an opponent on a hit.
Tail	Gain a tail attack which deals 1d8 bludgeoning damage and knocks an opponent prone on a hit.
Wings	Gain a fly speed equal to double your movement.

GRASP INTO DARKNESS

2nd level Conjuraton

Casting Time: 1 action

Range: 30 feet

Components: V, Special

Duration: Up to 1 minute

You open a passage which allows a being from beyond to reach into our world. A hole opens in the ground at the targeted location and 1d6 tentacles reach through from the blackness. All creatures with intelligence 7 or less immediately run in terror as far from the tentacles as they can (no save). All creatures with intelligence 8 or higher make a sanity save (DC=20 - casters sanity bonus). The tentacles remain for 1d10 rounds and attempt to grapple the nearest individual, as per the profile below.

TENTACLE FROM BEYOND

Large Outsider, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 160 (20d10+40)

Speed 0

STR	DEX	CON	INT	WIS	CHA
19 (+5)	20 (+5)	14 (+2)	*	*	*

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

Damage Immunities Bludgeoning, Slashing, Piercing damage except by magical weapons

Senses Tremorsense

Languages none

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) *Melee weapon attack:* +10 to hit. Reach 20ft. One target. *Hit* (3d8+5) bludgeoning damage. If target is a creature it is grappled (Escape DC=18). Until the grapple ends, the target is restrained, and the tentacle cannot attack another target.

Bash. *Melee weapon attack.* +10 to hit. Target is denied armor bonus. Tentacle can only Bash a target which began the round already grappled. One target. *Hit* (3d10+5) bludgeoning damage. After a successful Bash attack, the Tentacle can drag the grappled target 5 feet towards itself.

Devour. Tentacle can only use devour on a grappled target within 5 feet of itself. Tentacle does not roll to hit. Tentacle and Grappled target make opposed strength checks. If the tentacle wins, the target is pulled through the opening and into the black void beyond.

TENDRILS FROM A BROKEN MIND

2nd Level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You focus your mind on the insanity dwelling within the darkest parts of your own mind. Make a Sanity Check. Any creature with Intelligence greater than 4 within 30 feet must then make a Sanity Save (DC equals your check result).

On a successful save, A creature with Intelligence greater than 4 takes 1d20 points of psychic damage and roll Short Term Madness.

On a failed save, A creature with Intelligence greater than 4 takes 4d6 points of psychic damage, rolls Long Term Madness, and has their sanity score permanently reduced to be equal to your sanity score. (If the target already has a lower sanity, they lose 1d4 sanity instead). As the spell completes, roll Short Term Madness.

THE DARKNESS FEASTS

3rd level Conjuraton

Casting Time: 1 minute

Range: Special

Components: V, Special

Duration: Concentration, Up to 10 minutes

You cry out in R'lyehian for the Blackness from the Stars. The blackness appears, blotting out the sky from horizon to horizon with an inky blackness. All creatures within 120 feet who can see make a perception check (DC 15). If passed, they see eyes peering down from within the darkness. All creatures within 120 feet who can see the blackness make a sanity save (DC 15 if perception was failed or DC 20 if perception was passed). Creatures who fail the save have their movement reduced to 5 feet and suffer disadvantage on all checks. Each round, they make make another roll to break free. Any creature may sacrifice 1 permanent point of sanity to ignore this effect.

While this spell remains active, you can choose to feast on the insanity generated by the presence of the Blackness. Feasting is a full round action which heals you to full and restores all spells. You feel rested as if you have just had a full night's sleep. Make a sanity save (DC 20 - Warlock level). If the spell has affected less than 20 creatures, roll Short Term Insanity on a failed roll. If the spell has affected more than 20 creatures, roll Long Term Insanity on a failed roll and Short Term Insanity on a success.

THE MINDS MANSION

3rd level Enchantment

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Special

You entrap the target within an illusionary mansion within their own mind unless they succeed on a wisdom saving throw. The mansion has 1 room for each point of intelligence the target possesses. To escape, the character must succeed an intelligence save (DC = 5 plus number of rooms). If failed, the save can be attempted again once each minute. While trapped, the target can spend 10 minutes searching a room for clues in order to gain +1 to the intelligence save to escape.

While trapped, the targets body falls prone and is considered to be unconscious for the duration.

SHARING THE SECRET

3rd level Necromancy

Casting Time: 1 reaction

Range: 60 feet

Components: V

Duration: Instantaneous

Your mind lashes out in response to being targeted by a magical attack. You make a contested Sanity save against the attacker. You have advantage in the contest. The loser takes 6d6 psychic damage, loses 1d4 points of sanity (which returns after 24 hours), and rolls short term madness.

DARK COMPULSION

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Creatures within range that can hear you must make a Sanity saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell.

Until the spell ends, you can use a bonus action on each of your turns to designate one effect of your choice from the short term madness table. Each affected target suffers from this choice until its turn. On the creatures turn it can make another Sanity save to try to end the effect. On a failure, the creature continues to be affected.

NIGHTMARE

5th-level illusion

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of blackened sand)

Duration: 8 hours

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be affected by this spell. You, or a willing creature you touch, enters a trance state, acting to focus the nightmare. For each hour you spend focusing the nightmare, the creature must make a Sanity save. If you spend more than 4 hours focusing the nightmare then further saves are made with disadvantage.

The focus can shape the environment of the dream, creating landscapes, objects, and other images, choosing to pry into the deepest fears of the creature in order to spark its fear. The focus can emerge from the trance at any time, ending the effect of the spell early. If the target is awake when you cast the spell, the focus knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the focus appears in the target's dreams. The focus appears monstrous and terrifying to the target. If the focus ends the spell early, echoes of nightmarish monstrosity spawn a terror that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, for each failed save, it takes 1d6+5 psychic damage and 1 point of Sanity damage (which returns after 24 hours). If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

THE STARS ALIGN

9th level Conjuraton

Casting Time: 8 hours (minus 1 hour for each additional caster, minimum 1 hour)

Range: Special

Components: V, Special

Duration: Special

You cry out in R'lyehian and command that the stars themselves obey. During the ritual, make a Sanity save every 10 minutes. Consult with DM for resulting effects.

As the ritual ends, the stars align themselves in a way which serves as a boon for the Great Old Ones. During the alignment, additional effects will begin to occur, prophecies may come to pass, and the great old ones may awaken from their timeless slumber.

DM Guidance: Discovering, let alone casting of this spell, should most certainly be an adventure in its own right. This spell can be used to enact large scale, lasting change upon a world, in ways which a player may not expect. It is advised that if a player is allowed to learn this spell, the DM should have contingencies in place for reacting to it.

MAGIC ITEMS

RANDOM MAGIC ITEM SOURCE

roll	item
01-75	Roll from Dungeon Masters Guide
76-00	Roll from Olyndar: Ages of Adventure

RANDOM MAGIC ITEM TYPE

roll	item
01-10	Armor
11-35	Weapon
36-98	Wonderous Item
99-00	Artifact

RANDOM ARMOR

roll	item
01-25	Celestial Silver Half-Plate
26-50	Dancing Leather
51-75	Golden Scale Armor
76-00	Umber Plate

RANDOM WEAPON

roll	item
01-09	Baradiche of Battle
10-18	Bladestaff of the Wanderer
19-27	Blunderbuster
28-36	Blunderboom
37-45	Celestial True Steel Blade
46-54	Dancing Daggers
55-63	Glaive of Planar Sundering
64-72	Great Sword of Screaming Souls
73-81	Jitte of the Crab Master
82-90	Judges Blade
91-00	Stick of Exploding Runes

RANDOM WONDEROUS ITEM

roll	item
01-04	Basin of Cool Water
05-08	Bracers of the Dwarven Bloodline
09-12	Compass of Going <i>Somewhere</i>
13-16	Dependable Lantern
17-20	Ever Cold Chest
21-24	Guitar of the Deadly Dance
25-28	Helm of the Jester Knight
29-32	Horn of Distance Speaking
22-36	Practically Perfect Picnic
37-40	Prayer Beads of the Crane Savant
41-44	Ring of Deception
45-48	Ring of Elemental Power
49-52	Ring of Magical Alignment
53-56	Ring of Regal Bearing
57-60	Ring of Salvation
61-64	Ring of Spell Storing & Scribing
65-68	Ring of the Mind
69-72	Ring of the Miracle Scribe
73-76	Ring of the Repulsive Eye
77-80	Ring of Understanding and Study
81-84	Rogue's Dice
85-88	Sky Scrying Eye
89-92	Wand of Healing
93-96	Wonderous Caravan
97-98	Choose any 1 item from this list
99-00	roll 2 more times

RANDOM ARTIFACT

roll	item
01-20	Armor

BARADICHE OF BATTLE

*Weapon (Halberd), legendary (requires attunement)

The Baradiche of battle was forged thousands of years ago for a Mercenary lord who had made a name for himself within the City of Brass. The weapon appears to be forged from a single piece of molten brass, with no obvious joins or splits between the blade and the haft. The weapon feels heavy in the hands, and is always warm to the touch.

You gain a +1 bonus to attack and damage with this magic weapon. You also gain resistance to magical and non-magical fire damage. When you hit with the Baradiche it deals an additional 1d8 fire damage.

Additionally, you can speak a command word as a bonus action to summon a field of fire which swirls around the baradiche and yourself. This field remains for up to 10 rounds, or until dismissed, and deals 2d6 damage to any creature within 10 feet of you. Once this ability is used it cannot be used again until after you have taken a short rest.

BASIN OF COOL WATER

*Wonderous item, common

Touching the edge of this basin causes the basin to fill with cool, clean drinking water. The basin holds up 1 gallon of water when filled, and can be filled once per minute.

BRACERS OF THE DWARVEN BLOODLINE

*Wonderous item, uncommon (requires attunement)

These bracers are carved with dwarven runes such as "defence" as well as "together".

While wearing these bracers, you gain a bonus of 2 to your armor class. If you are a dwarf you also gain resistance to all non-magical damage.

Further, a pair of dwarves who have sworn a blood oath to defend each others lives can each wear one of the pair of bracers. You each receive a bonus of 1 to your armor class and resistance to all magical damage. If both sworn dwarves are within 10 feet of each other, all attacks against either of you gains disadvantage.

BLADESTAFF OF THE WANDERER

*Weapon (shortsword), uncommon (requires attunement)

The bladestaff of the Wanderer has a short sword blade attached to one end of its shortened shaft, meaning that it can be used as a +1 shortsword.

You have advantage against any effects which would hold or paralyze you while holding this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: Longstrider (1 charge), Dimension Door (2 charges), or Teleport (3 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes from your hand, presumably teleported to some unknown location.

BLUNDERBUSTER

Ranged Weapon, Very Rare

This ranged weapon is one of the items which defined the shape used by later mechanical firearms and guns. The item is effectively a Wand of firebolt with unlimited charges, as if cast as a 6th level spell (11d6), which can be activated by anyone. The Blunderblaster can be activated 5 times, then it cannot be activated again for 24 hours.

BLUNDERBOOM

Ranged Weapon, Very Rare

This ranged weapon is one of the items which defined the shape used by later mechanical firearms and guns.* The item is effectively a Wand of fireball with unlimited charges, as if cast as a 3rd level spell (8d6), which can be activated by anyone. The Blunderblaster can be activated 5 times, then it cannot be activated again for 24 hours.

CELESTIAL SILVER HALF-PLATE

*Armor (Half-Plate), rare (requires attunement)

While wearing this armor you gain a +1 bonus to AC. In addition you may add your dexterity bonus to AC as if you were wearing only Studded Leather armor. Further, the armor always gleams as if newly polished, and never becomes dirty.

CELESTIAL TRUE STEEL BLADE

*Weapon (any sword), uncommon (requires attunement)

You gain a +1 bonus to attack and damage with this magic weapon. If attacking an evil outsider, you instead gain +3 to attack and damage and the weapon deals 2 additional dice of damage. (for example, if the weapon would deal 1d8 normally, it deals 3d8).

COMPASS OF GOING SOMEWHERE

Wonderous Item, uncommon

This compass is rumored to have once belonged to a legendary wanderer and adventurer who became hopelessly lost in the planes. The compass is intricately inlaid with gold and platinum, and where "north" would normally be, the word "somewhere" is etched in primordial

You can hold this compass and declare a place you wish to go, or a thing you wish to do. There is a 60% chance that the compass needle will spin to point you in the direction of where you want to go. Otherwise, the needle will continue to point in the direction of the nearest adventure.

DANCING DAGGERS

*Weapon (pair of daggers), rare (requires attunement)

You gain a +1 bonus to attack and damage with these magic weapons. Additionally, as part of your move action, whenever a creature would normally receive an attack of opportunity against you, instead you are able to make 1 attack against the creature first. If the attack hits and deals damage, the creature cannot make an attack of opportunity at this time. This ability can be used a number of times per round equal to your Dexterity modifier (max 5).

If only one dagger is wielded, your attack is made with disadvantage, and if the attack deals damage the creature can make an attack of opportunity also gains disadvantage.

DANCING LEATHER

*Armor (Leather), rare (requires attunement)

While wearing this armor you gain a +1 bonus to AC. Additionally, you can cast the spells Dancing Lights, Flare, Prestidigitation, Summon Instrument, or Disguise Self. You can cast any spell from this list as an action as often as desired, but once three spells have been cast you must take a long rest before casting any more.

DEPENDABLE LANTERN

Wondrous Item, Common

Touching the wick of this lantern causes the lantern to glow as per a light spell.

EVER COLD CHEST

Wondrous Item, Uncommon

This item is a large chest which magically keeps anything placed within the box in a preserved frozen state. Items placed into the chest take approximately 1 hour to cool from room temperature to frozen. Items removed from the chest begin to immediately thaw at the normal rate.

GOLDEN SCALE ARMOR

*Armor (Plate), very rare (requires attunement)

While wearing this armor you gain a +3 bonus to AC and have advantage on all charisma related skill checks.

GLAVE OF PLANAR SUNDERING

*Weapon (Halberd), very rare (requires attunement)

You gain a +1 bonus to attack and damage with this magic weapon. If attacking an outsider not currently on its home plane, you instead gain +3 to attack and damage and the weapon deals 2 additional dice of damage. (for example, if the weapon would deal 1d8 normally, it deals 3d8). Additionally, on critical hit against any outsider, the creature is affected by Banishment as per the spell (DC=18).

Further, once per day, you can use the weapon to cut open a gateway (as per the Gate spell) to a random plane of existence.

GREAT SWORD OF SCREAMING SOULS

*Weapon (Greatsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage with this magic weapon.

If you roll an unmodified roll of 20 to hit with this weapon, the target must succeed a Constitution save (DC=10 + damage dealt) or be killed instantly as if by massive damage.

Additionally, if a creature is instantly killed by the blade, the creature's soul is absorbed. This caused varied effects depending on your alignment.

- *If you are evil*, heal 1d6 hit points per level of the creature killed and gain access to the memories of the creature for the next 1d10 minutes.
- *If you are neutral*, you gain the memories of the creature killed for the next 1d6 minutes. Each round you must make a Wisdom save (DC=12 + creature's level). On a success you may act normally for the round and may obtain glimpses of useful information from the creature's memories. On a failure you are incapacitated for the round and take 1d4 psychic damage.
- *If you are good*, you take 1d6 psychic damage per level of the creature killed and are haunted by the memories of the creature. You become incapacitated for 1d6 rounds plus one additional round per level of the creature killed.

GUITAR OF THE DEADLY DANCE

Wondrous Item, rare

You gain advantage on all perform checks made with this instrument.

Further, you may speak a command word to transform the guitar into a magical battleaxe which grants +1 bonus to attack and damage as well as granting battle axe proficiency if you do not normally possess it.

HELM OF THE JESTER KNIGHT

Wondrous Item *(cursed), very rare (requires attunement)

You gain advantage on all intimidation checks while wearing the helm. Additionally, you are able to cast disguise self at will however the helm always provides the same disguise, regardless of what is intended.

- Wearers of Evil alignment will appear as a knight in shining golden armour.
- Wearers of Good alignment will appear as a dark warrior in blood soaked armour.
- Wearers of Neutral alignment roll 1d20. On Even numbers the helm acts as if the wearer is evil, on Odd numbers the helm responds as if the wearer is good.

Further, while wearing the helm you can cast Dancing Lights, Prestidigitation, Comprehend Languages, and Darkness. Once any one of these spells has been cast, you cannot cast another until you have taken a short rest.

HORN OF DISTANCE SPEAKING

Wondrous Item, Common

Speaking into this item produces the same effects as a Sending spell. It takes 1 minute of focus on the person you are sending to in order to make sure the person receives the message. It is possible to attempt to send a message in a shorter amount of time, however the results are sporadic.

HORN ACCURACY

Time Focused	% Chance of Success	Time Focused	% Chance of Success
1 reaction	1%	5 full rounds	50%
1 action	5%	6 full rounds	60%
1 full rounds	10%	7 full rounds	70%
2 full rounds	20%	8 full rounds	80%
3 full rounds	30%	9 full rounds	90%
4 full rounds	40%	10 full rounds	100%

JITTE OF THE CRAB MASTER

*Weapon (Jitte/Club), rare (requires attunement)

You gain a +1 bonus to attack and damage with this magic weapon. Additionally, if you are a monk this weapon is considered to be a monk weapon, and allows you to declare yourself in a defensive stance. While in a defensive stance you gain disadvantage on all attacks but all attacks against you gain disadvantage as well, and you can add your wisdom modifier to your armor class a second time.

JUDGES BLADE

*Weapon (any sword), uncommon (requires attunement by a lawful character)

You gain a +1 bonus to attack and damage with this magic weapon. Additionally, as a full round action, you can declare that you intend to pass judgement for a specific crime. Once declared, the next target struck with the blade is judged. If the target is found guilty (consult your DM) the blade deals 10 times normal damage. If the target is found innocent, the blade passes through the target without dealing any damage at all.

POCKET WATCH OF BORROWED TIME

Wonderous Item, very rare

The pocket watch is an ornately carved watch, set with gold and ivory, with crystal hands. The watch possesses two faces, one of which is always correct at the current location where the watch is located, and one which shows a stopwatch which, when fully charged, shows 60 seconds.

The owner of the watch can activate the watch as a reaction. When activated, the watch begins to count down from 60. While the watch is counting down, the watch owner can take actions normally, though for everyone else, time stands still.

The watch can be stopped at any time (though it always pauses on an even 6 second interval) in order to restart "normal" time around the watch owner.

In order to recharge the watch, the owner must spend 1 full day (8 hours) in meditation, doing nothing but pondering the essence of time itself. The watch can only be recharged once every 30 days.

PRACTICALLY PERFECT PICNIC

Wonderous Item, Rare

This seemingly average wicker basket contains everything needed for a picnic, including enough food and drink for 4 people, as well as a blanket for the ground, plates, cups, and assorted utensils. This basket magically refills four times per day, at dawn, noon, sunset, and midnight. At each of these points, any items (including uneaten food) which were removed from the basket vanish, and the basket is filled anew.

PRAYER BEADS OF THE CRANE SAVANT

Wonderous item, rare (requires attunement)

These beads only provide a benefit when carried by a monk.

In order to activate the beads, you must take a short rest while meditating with the beads. At the end of the short rest you heal 5d10 hit points. At the conclusion of this short rest you gain fast healing 1, which persists for 1 hour per point of wisdom modifier you possess.

RING OF DECEPTION

Ring, uncommon

The strangely twisted ring is inscribed "Nothing is impossible"

While wearing this ring if you are hit with an attack which does more damage than your current hit points, you gain resistance against the attack. This can only activate once per round.

Additionally, you can magically make yourself look and sound like someone else completely (DC=15 + your level perception check to see through). Finally, you can cast Invisibility as if he were a 10th level wizard. The duration of either of these abilities is concentration, up to 10 minutes, and once either of them has been used it cannot be used again until you have taken a long rest.

RING OF ELEMENTAL POWER

Ring, common

While wearing this ring you can cast Elemental Weapon as a bonus action.

ELEMENTAL WEAPON

3rd Level Evocation

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: Concentration

When you cast this spell, declare Force, Fire, Cold, or Lightning. The touched weapon deals an additional 1d6 damage of the chosen type.

RING OF MAGICAL ALIGNMENT

Ring, uncommon

When you touch a magical item with the hand on which this ring is worn, the diamond will glow white, red, or black to discern the alignment of the magical item. If the item touched is magical but not aligned, the ring will glow and flicker between the three colors.

RING OF REGAL BEARING

Ring, uncommon

This ring appears to be of a very expensive manufacture and is etched with marks of royalty and authority.

While wearing this ring you are treated as if you had expertise and advantage for any charisma based skill checks made in social situations. In addition, you can activate the ring and all intelligent beings within 15 ft must kneel or fall prone unless they pass a Wisdom save DC=15 + your charisma bonus). Finally, you can activate the ring for an automatic success on a persuasion check during a negotiation. Once either of these activations has been used it cannot be used again until you have taken a long rest.

RING OF SALVATION

Ring, uncommon

When you are brought to 0 hit points while wearing this ring, you are instantly restored to full hit points. Once the ring has activated, it dissolves away into dust.

RING OF SPELL STORING & SCRIBING

Ring, rare

You can cast any spell you know into the ring. The incantations take 1 round per level of the spell. The ring can store up to 10 levels of spells at any one time. Once a spell has been stored it can be used one of two ways.

- You may scribe any spell in the ring into your own or another casters spell book using only normal ink and quill, taking 1 hour per spell level.
- You may cast any spell from the ring as a standard action with all numeric values maximised.

RING OF THE MIND

Ring, rare

You can activate this ring as an attack. Roll to hit as normal, but use your Intelligence modifier for the attack. If the attack hits it deals 1d6 psychic damage per point of Intelligence modifier you possess. The target must then succeed a Wisdom save (DC=10 + your Int mod) or be considered paralyzed for 1 round. The ring must recharge for at least 1 round per point of Intelligence modifier before it can be used again.

RING OF THE MIRACLE SCRIBE

Ring, rare

While wearing this ring you must hold a scroll in one hand and a blank scroll in the other while speaking a command word. 1 full round later the blank scroll becomes an exact copy of the original scroll. This ability can be used a number of times equal to your intelligence modifier for magical texts and as often as you wish for non-magical texts. Uses of this ring return after a long rest.

RING OF THE REPULSIVE EYE

Wondrous Item, Rare

This ring bears a gem which gives the appearance of a bloodshot eye. Often worn by wizards in the first age, the ring creates a field around the wearer which protects them. Any ranged attack fired at the wearer of the ring suffers disadvantage. Moving into melee range with the wearer requires a will save DC 10, with disadvantage. Because of the uneasy presence generated by the field, the wearer has disadvantage on all rolls in social situations while the ring is worn.

RING OF UNDERSTANDING & STUDY

Ring, rare

While wearing this ring you are continually under the effects of a Comprehend Languages spell (written only) Further, your reading speed is doubled.

ROGUE'S DICE

Wonderous Item, rare

This pair of cubes appears much like any other pair of typical (6-sided) dice. A character with a pair of rogue's dice who wishes to roll them must announce that he or she is rolling the dice (accidental rolls have no effect).

DICE POSSIBILITIES

2d6

roll Effect

- | | |
|----|---|
| 2 | Lose 10,000 XP and dice roll again next round |
| 3 | Permanently lose 1d4+1 Dex |
| 4 | Gain 1d4 negative levels (Fortitude DC 20 to remove) |
| 5 | Disadvantage penalty on all attacks, saves, and checks for 1 hour |
| 6 | -4 penalty to AC for 10 minutes |
| 7 | Advantage on attacks and on saves against fear for 10 minutes |
| 8 | Gain effects of blur for 10 minutes |
| 9 | Advantage on all attacks, saves, and checks for 1 hour |
| 10 | Gain effects of freedom of movement for 1 hour |
| 11 | Gain one limited wish (must be used within 1 minute) |
| 12 | Gain 10,000 XP and may roll again next round |

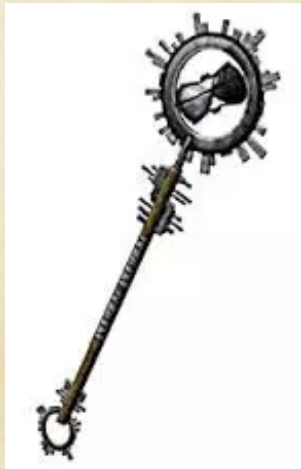
Rolling the dice is a standard action, and both dice must be rolled simultaneously to have any effect. The player should roll 2d6 and consult the table below to determine the dice's affects.

No character can gain any effect from an additional roll of the dice within 24 hours, with two exceptions. If a 2 is rolled, the dice automatically roll themselves at the beginning of the character's next turn and he or she must accept the additional result. If a 12 is rolled, the character may choose to roll again in the next round (if more than 1 full round elapses between the roll of 12 and this bonus roll, the character loses the bonus roll). There is no method (mundane or magical) to predict or influence the result of a roll of Rogue's dice. Even powerful divination magic can't predict the outcome of a roll before it is made.

SKY SCRYING EYE

Wondrous Item, Rare

This item consists of a crystal globe approximately 3 inches in diameter as well as a crystal monocle on a gold chain. Both pieces must be possessed to make the item function. To activate the item the possessor places the monocle over their eye, then tosses the sphere into the sky. The sphere when activated as a fly speed of 90 and perfect maneuverability. The wearer of the monocle is able to see as if looking out of the globe through the monocle, and can control where the globe travels, up to 5 miles away.



STAFF OF THE TIMEWALKER

Staff, legendary (requires attunement by a chronomancer)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

The staff has 50 charges for the following properties.

It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Spell Absorption. While holding the staff, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level.

However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below).

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: blink (5 charges), chrono regeneration (8 charges), conjure elemental (10 charges), full temporal reversion (40 charges), haste (3 charges), modify memory (5 charges), sequester (8 charges), slow (3 charges), time shift (50 charges), time stop (10 charges)

You can also use an action to cast one of the following spells from the staff without using any charges: detect magic, detect temporal anomaly, light, temporal scrying.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random point in time, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

DISTANCE FROM ORIGIN

Distance	Damage
10 ft. away or closer	8 x the number of charges in the staff
11 to 20 ft. away	6 x the number of charges in the staff
21 to 30ft. away	4 x the number of charges in the staff

STICK OF EXPLODING RUNES

**Weapon (Club), rare (requires attunement)*

You gain a +1 bonus to attack and damage with this magic weapon, and attacks from this weapon deny the creature the benefits of any worn armor to their Armor Class. All melee damage dealt with this weapon is considered to be non-lethal damage.

When this weapon strikes a creature, a glowing rune appears at the point on contact. No more than one rune can be applied per round.

Runes trigger on Initiative 1 of combat. Any creature which is marked with runes which has not had any runes applied in the current round (meaning all runes are at least 1 round old) has the runes activate. Each rune deals 1d6 radiant damage to the target and half as much damage to all other creatures within 15 feet. Creatures within 15 feet of the target can attempt a Reflex save to take no damage.

UMBER PLATE

Armor (Plate), rare (requires attunement)

While wearing this armor you gain a +2 bonus to AC and have advantage on all strength saves.

Additionally, the wearer of this armor can take an action to polymorph himself into an Umber Hulk. This effect is concentration based, with a maximum duration of 10 minutes. Once used, this ability cannot be used again until after you have taken a long rest.

WAND OF HEALING

Wondrous Item, Uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the Cure wounds spell from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WONDROUS CARAVAN

Wondrous Item, very rare

This carriage is enchanted in such a way that although it cannot fly itself, it can make itself float weightless in order to make travel easier. A person or animal may pull the carriage as if it weighs only 1 pound, and the floating ability of the carriage functions regardless of height, meaning that creatures with a fly speed are able to pull the carriage while flying.

TECHNOLOGICAL MAGIC

Items in this section are recent inventions of the 3rd age. As such, these items are often readily available... if you know where to look. It is also worth noting that supply will rarely meet demand, and as such, even if the item is found, it may not be affordable.

TECHNOLOGICAL MAGIC

Item	Price	Weight
Roil Cell	300 gp	1 lbs
Roil Cell, Advanced	1200 gp	1 lbs

ROIL CELL

Wondrous Item, Common

Roil cells are used to power a number of modern inventions, which, while not magical of themselves, require magic to power them. How long a cell will last for is determined by the power requirements of the item. Once used up, these cells are no more than a dead battery, and have no value. These cells are readily available in Titan as well as most border zones.

ROIL CELL, ADVANCED

Wondrous Item, Uncommon

Roil cells are used to power a number of modern inventions, which, while not magical of themselves, require magic to power them. How long a cell will last for is determined by the power requirements of the item. Unlike a standard Roil Cell, if an advanced cell spends 24 hours within 120 feet of an active Roil (or 48 hours within 120 feet of an active ley line) the cell will recharge to full. These cells are available in Titan as well as most border zones.

GLOWLOCK PISTOL

Wondrous Item, Uncommon

This weapon is the pinnacle of magical firearms engineering. The weapon must be worn for 2 full days before it can be used. During this time the weapon bonds itself to the shooter. From this point on the weapon can only be fired by the person it is bonded to. During this process the weapon also gains a magical bonus equal to the proficiency of the person it is bonding to. (example: A shooter with a proficiency of +3 who bonds with the pistol will have a +3 Glowlock Pistol). Breaking an existing bond is a process that takes 5 full days when the gun must be carried by someone other than the person it is bonded to. If, during this time, the bonded person comes within 50ft of the pistol, the breaking fails.

The Glowlock pistol deals 2d10 damage per point of bonus based on its bond. A +1 Glowlock Pistol deals 2d10+1 damage. A +4 Glowlock deals 8d10+4 damage.

Firing the pistol in melee always suffers disadvantage, however if fired from within 5ft the shots always have advantage. In addition, as long as the disadvantage roll hits, if EITHER die was a critical, the pistol deals critical damage. If BOTH dice roll critical the weapon deals x10 damage.

Reloading the Glowlock pistol is never necessary, as the weapons magical munitions never run out. The shooter can however take a full round action to focus on a specific elemental or energy type, and the weapon will then fire that energy type until the shooter loses concentration. If not stated otherwise, the weapons damage type is radiant.

BREACH MAKER

Wondrous Item, Rare The Breach Maker is a large portable cannon designed to take out heavily fortified positions. When not in use, the cannon shrinks into a miniature version of itself which can be carried in a pocket.

The cannon takes 4 rounds to fire. The 1st round to enlarge and set up. The 2nd round to load. The 3rd round to aim, and the 4th round to fire. (If stationary, further shots will be every 3rd round, as the cannon is still set up.) The cannon can be fired in 3 rounds, but at disadvantage.

When attacking an inanimate, non-moving object the round from the cannon counts as having STR 35 to force open the object, in addition to the physical damage dealt. For example, if firing at a door, if the damage is not enough to destroy the door but the STR check is enough to force it open, the door will be forced.

The Breach maker can be loaded with special or magical munitions as follows:

- **Standard Shell** - 80d10 bludgeoning damage.
- **Scatter Shell** - 60d10 to each target in a cone to a distance of 30ft
- **Knockdown Shell** - 30d10 damage and knocks the target (if medium) back 1d10x10 feet. For each size beyond medium, subtract 1 from the d10.
- **Incendiary Shell (enchanted)** - 20d20 damage. In the round following, the square where the shell hit explodes in a Fireball, as per the spell cast at 5th level.
- **Ionic Shell (enchanted)** - 20d20 damage. In the round following, the square where the shell hit explodes in a Lightning Bolt, as per the spell cast at 5th level.
- **Acid Shell (enchanted)** - 20d20 damage. In the round following, the square where the shell hit explodes in a Acid Rain, as per the spell cast at 5th level.
- **Vanishing Shell (enchanted)** - This shell deals no damage. The target struck by the spell, along with everything within 10 ft, is pulled into an extra-dimensional space, as if by a bag of holding. (These things can only be accessed again by finding the shell and placing it into a specially designed device.

MAGICAL FIREARMS

Firearm	Cost	Damage	Weight	Properties
Glowlock Pistol	100,000gp	Special	1lbs	Ammunition, Light, Range 90/180, Checks made to conceal this weapon gain advantage
Breech Maker	500,000gp	Special	70 lbs	Ammunition, Range 90/180

ARTIFACTS

THE CODEx OF THE INFINITE PLANES

Wonderous Item, legendary (requires attunement)

The Codex is enormous—supposedly, it requires two strong men to lift it. No matter how many pages are turned, another always remains.

Anyone opening the Codex for the first time is utterly annihilated, as with a destruction spell (Fortitude DC 20 to take only 10d6 damage).

Those who survive can peruse its pages and learn its powers, though not without risk. Each day where at least 1 hour is spent studying the Codex allows the reader to make an Arcana check (DC 40 - 1 for each days continuous study) to learn one of its powers (choose the power learned randomly). However, each day of study also forces the reader to make a Sanity save (DC 5 + 1 per day of study) to avoid being driven insane (as the insanity spell).

Once someone has managed to master at least one of the powers of the codex, they are able to command the book to shrink to a more manageable size, small enough to carry, or to command the book to grow from its smaller size. The book can only be read or studied at its true size. Further, after mastering at least 1 power, a reader gains advantage on their Sanity save towards further study.

The powers that can be learned from the Codex of the Infinite Planes are as follows:

CODEx POWERS

d8	Power
----	-------

- | | |
|---|------------------------|
| 1 | astral projection |
| 2 | banishment |
| 3 | elemental swarm |
| 4 | gate |
| 5 | greater planar ally |
| 6 | greater planar binding |
| 7 | plane shift |
| 8 | soul bind |

Each is usable at will by the owner of the Codex (assuming that he or she has learned how to access the power). The Codex of the Infinite Planes has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level.

Activating any power requires both a Concentration check and an Arcana check (DC 5 + the spell level of the power). Any failure on either check indicates a catastrophe befalls the user (roll on the table below for the effect). A character can only incur one catastrophe per power use, even if he or she fails both checks.

d%

Catastrophes

- | | |
|--------|---|
| 01-25 | <i>Natural Fury:</i> An earthquake spell centered on the reader strikes every round for 1 minute, and an intensified storm of vengeance spell is centered and targeted on the reader. |
| 26-50 | <i>Fiendish Vengeance:</i> A gate opens and 1d3+1 balor demons, pit fiends, or similar evil outsiders immediately step through and attempt to destroy the owner of the Codex. |
| 51-75 | <i>Ultimate Imprisonment:</i> Reader's soul is captured (as trap the soul; no save allowed) in a random gem somewhere on the plane while his or her body is entombed beneath the earth (as imprisonment). |
| 76-100 | <i>Death:</i> The reader utters a wail of the banshee and then is subject to a destruction spell. This repeats every round for 10 rounds until the reader is dead. |

*In addition to the powers granted by the book, given enough time it is possible to search the pages to discover nearly any detail about the planes. This does **not** require a check or save.*

When searching the codex for a specific answer

- Studying for 1 hour grants advantage on an Arcana check regarding the planes.
- Studying for 2 hours grants advantage and expertise.
- Studying for 4 hours grants advantage, expertise, and 1d10 inspiration.
- Studying for 8 hours grants advantage, expertise, and 1d20 inspiration.
- Studying for 12 hours grants automatic and complete knowledge to the answer of your specific planar question.

THE FIRST DRAGON

Weapon (longsword), legendary (requires attunement)

This blade holds the essence of what is believed to be the first mortal dragon, the firstborn son of Bahamut himself. The hilt of the blade is set with gold and platinum in the shape of a dragon's head and wings. The scabbard is set with gold and platinum scales.

You gain a +4 bonus to attack and damage rolls made with *The First Dragon*, as well as *The First Dragon* dealing an additional 2d10 fire damage. It also has the following additional properties.

Gift of Proficiency. *The First Dragon* is able to guide the hand of the bearer, aiding them in their strikes. All attacks made with *The First Dragon* have advantage.

Dragon's Fire. *The First Dragon* is able to use the following breath weapons. After breathing either of these the *First Dragon* cannot do so again for 1 minute.

Fire Breath. *The First Dragon* exhales fire in a 90-foot cone. Each creature in that area must make a DC 28 Dexterity saving throw, taking 20d10 fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. *The First Dragon* exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 28 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns with disadvantage, ending the effect on itself on a success.

Protected From Identification. *The First Dragon* can control how much he allows an Identification spell to discover. In most cases, Identification will reveal *The First Dragon* to be a +3 Flaming Longsword, unless he chooses to reveal more.

Protected from Legend Lore. Legend Lore will often reveal much of the history of a great item. In the case of *The First Dragon* however, the time of its creation predates legends. While Legend Lore may reveal some of the more recent exploits of heroes carrying the blade, Legend Lore is useless in determining the origin of this ancient blade.

Sentience. *The First Dragon* is a sentient lawful good weapon with an Intelligence of 20, a Wisdom of 19, and a Charisma of 30. It has hearing and dark vision out to a range of 120 feet.

The weapon can speak, read, and understand Arcane, Common, Draconic, Dwarven, Elven, and R'leythian and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, *The First Dragon* also understands every language you know.

Personality. *The First Dragon* speaks with a quiet confidence, wisdom gained from centuries of knowledge and observation, but he can also be forceful, and if ignored will make his opinions known.

The First Dragon demands that his bearer uphold a standard of both law and good, and will punish deviations from these causes, depending on their severity.

- If the bearer performs a minor unlawful action (such as stealing or cheating), *The First Dragon* may choose to withhold his Gift of Proficiency for some length of time (a battle, a day, etc.).
- If the bearer attacks a creature whom *The First Dragon* does not regard as evil or wrong, *The First Dragon* may withhold his Dragon's Fire.
- If the bearer commits an evil act, *The First Dragon* may work against the wielder. In this instance, the Gift of Proficiency instead grants disadvantage on the wielder, and the first dragon does not use his Dragon's breath or deal his additional 2d10 fire damage.
- If the bearer commits an act that the *The First Dragon* dragon abhors, it will rebel, turning its Fire Breath onto its wielder as often as it is able. *The First Dragon* may also attempt to take control of his wielder, forcing a contested charisma check.

Secrets. *The First Dragon* has hidden powers, which may become apparent over time.

THE GAUNTLET OF CARNAGE AND WAR

Wonderous Item (**cursed**), legendary (requires attunement)

The Gauntlet of Carnage and War is most often discovered with 395,593 experience.

Possessed Power. While wearing the Gauntlet you gain all of the abilities, hit points, etc of a 20th level Barbarian. You lose all abilities, hit points, etc. of any other classes you possess.

Leeching Power. While wearing the Gauntlet, any experience you would normally have gained is instead subtracted from the Gauntlet's experience. If this causes the Gauntlet's experience level to drop, your Barbarian level from *Possessed Power* changes accordingly.

Soul Sacrifice. The gauntlet's exp can be refilled by ripping the heart from a living opponent with the gauntlet. (The opponent's total exp is transferred to the gauntlet.) This requires a strength check (DC=18 + any natural armor the target possesses).

Protected From Identification. The Gauntlet of Carnage and War can control how much he allows an Identification spell to discover. In most cases, Identification will reveal *The Gauntlet of Carnage and War* to enhance the wearers combat abilities and strength.

Protected from Legend Lore. Legend Lore will often reveal much of the history of a great item. In the case of *The Gauntlet of Carnage and War* however, the time of it's creation predates legends. While Legend Lore may reveal some of the more recent exploits of heroes or villains wearing the Gauntlet, Legend Lore is useless in determining the origin of this ancient evil.

Sentience. The Gauntlet is a sentient neutral evil item with an Intelligence of 18, a Wisdom of 17, and a Charisma of 24. It has hearing and darkvision out to a range of 240 feet. The gauntlet can speak and read abyssal and infernal, and can communicate telepathically with any creature within 120 feet. The Gauntlet was once a powerful Yugoloth from deep within the Bleak Eternity of Gehenna, and wants nothing more than to be free to rain vengence and pain upon all living beings for the suffering which it has endured.

THE GREAT BOW OF THE ELVES

Weapon (Longbow), legendary (requires attunement)

You gain a +4 bonus to attack and damage roles made with *The Greatbow of the Elves*, as well as *The Greatbow of the Elves* dealing an additional 3d6 lightning damage. It also has the following additional properties.

Gift of Proficiency *The Greatbow of the Elves* is able to guide the hand of the bearer, aiding them in their strikes. All attacks made with *The Greatbow of the Elves* have advantage, and the bow has a range of 500.

Blessing of the Elves. While attuned to *The Greatbow of the Elves* Your Dexterity score increases to 20. If your dexterity score is already 20 or more, this has no effect.

You also have advantage on Charisma (Persuasion) checks made to interact with elves.

In addition, while attuned to the Greatbow, you have a 50 percent chance each day at dawn of growing slightly taller or shorter (to become closer to elven height) and gaining pointed ears.

If you aren't an elf, you gain the following additional benefits while wearing the belt:

- You no longer need to sleep 8 hours a night, meditating for 4 hours to gain the same effect.
- You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Elven.

Power of the Sky. When attacking with *The Great Bow of the Elves* you can speak a command word in elven. If the attack hits, the target is struck by a lightning bolt as per the spell cast at 9th level, in addition to the attack.

After this ability has been used it cannot be used again for 1 hour.

Protected From Identification. *The Greatbow of the Elves* can control how much he allows an Identification spell to discover. In most cases, Identification will reveal *The Greatbow of the Elves* to be a +3 Long bow, unless he chooses to reveal more.

Protected from Legend Lore. Legend Lore will often reveal much of the history of a great item. In the case of *The Greatbow of the Elves* however, the time of it's creation predates legends. While Legend Lore may reveal some of the more recent exploits of heroes carrying the blade, Legend Lore is useless in determining the origin of this ancient blade.

Sentience. *The Greatbow of the Elves* is a sentient chaotic good weapon with an Intelligence of 16, a Wisdom of 18, and a Charisma of 24. It has hearing and dark vision out to a range of 120 feet.

The weapon can speak, read, and understand Common and Elven and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, *The Greatbow of the Elves* also understands every language you know.

Secrets. *The Great bow of the Elves* has hidden powers, which may become apparent over time.

Personality. *The Great bow of the Elves* speaks seldom, and is seldom in a good mood when it does, however when he speaks it is with knowledge from the earliest days of the Dwarves.

The Great bow of the Elves demands that his bearer uphold a standard of good, and will punish deviations from these causes, depending on their severity.

THE QUILL OF THE TATTOOED CHIMERA

Wonderous Item, very rare (requires attunement)

You are able to use this enchanted quill to draw magical tattoos onto your flesh or the flesh of others.

Each tattoo must be mystically linked to a specific and powerful memory, from which it draws its power. The drawing of a tattoo takes one full day's work (8 hours). Once drawn, tattoos on yourself become permanent, while tattoos on others fade to nothingness after 1 week.

Once drawn, each tattoo must be activated, a process which involves sitting in quiet meditation thinking on the memory to which the tattoo is linked. The amount of time which is required varies depending on the duration of the tattoos power once activated.

ACTIVATION TIMES

Effect Duration	Time Required
rounds	1 action
minutes	1 minute
hours	15 minutes

- **Crab** - Memories marked with the crab are moments of stalwartness, of holding firm and doing ones duty. When reflected on these tattoos give a bonus of 2 armor class per point of wisdom modifier, which lasts for 1 round plus 1 additional round every 3 levels the target possesses.
- **Crane** - Moments marked by the Crane are moments of great charisma or social prowess. When reflected on this tattoo gives advantage on all diplomacy checks for a number of rounds equal to the level of the target.
- **Dragon** - Dragon tattoos symbolism moments of great spiritual significance. Reflecting on this moment acts as the spell "Commune".
- **Lion** - Lion memories symbolise times of honour and tradition. Reflecting on a dragon memory grants advantage on all attack rolls for 1 round per level.
- **Mantis** - Mantis memories are memories of stubbornness and persistence in the face of adversity. After reflecting on a Mantis memory, you may re-roll any failed skill attempt (1 reroll per attempt) for 1 minute per level.
- **Phoenix** - Phoenix memories embrace life and death, but also moments of great spiritual change or rebirth. After reflecting upon a phoenix memory its power watches over you for 2 hours per level, and during that time if you are reduced to negative hit points but not outright killed you will automatically stabilise at 0 hit points with no need for death saving throws.
- **Scorpion** - Scorpion memories remind the bearer of moments of great betrayal, either betraying or being betrayed. Reflecting on a scorpion memory gains you advantage on all move silently and stealth checks for 5 minutes. Additionally, after reflecting on this memory you have resistance to sneak attack damage for the duration of the effect.
- **Spider** - Spider memories are painful memories of corruption or evil. Reflecting on evil allows for the prevention of more evil. Reflecting on a Spider memory summons the effect of a Protection from Evil spell.

THE MAUL OF THE DWARVES

Weapon (Great hammer), legendary (requires attunement)

You gain a +4 bonus to attack and damage rolls made with *The Maul of the Dwarves*, as well as *The Maul of the Dwarves* dealing an additional 2d10 bludgeoning damage. It also has the following additional properties.

Gift of Proficiency *The Maul of the Dwarves* is able to guide the hand of the bearer, aiding them in their strikes. All attacks made with *The Maul of the Dwarves* have advantage.

Blessing of the Dwarves. While attuned to *The Maul of the Dwarves* Your Constitution score increases to 20. If your constitution score is already 20 or more, this has no effect.

You also have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the Maul, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

Strength of the Earth. You can spend a reaction to attempt to block an attack with *The Maul of the Dwarves*. If you do so, your armor class is considered to be 20 higher than it normally is against the attack.

Additionally, after blocking an attack successfully in this way, you can immediately make an attack of opportunity using *The Maul of the Dwarves*.

After this ability has been used it cannot be used again for 1 minute.

Power of the Earth. You can strike *The Maul of the Dwarves* against the ground in order to destroy enemies at range. to do so, make an attack against AC 5. If the attack hits, *The Maul of the Dwarves* casts Erupting Earth as a 9th level spell.

After this ability has been used it cannot be used again for 1 hour.

Protected From Identification. *The Maul of the Dwarves* can control how much he allows an Identification spell to discover. In most cases, Identification will reveal *The Maul of the Dwarves* to be a +3 Great Hammer, unless he chooses to reveal more.

Protected from Legend Lore. Legend Lore will often reveal much of the history of a great item. In the case of *The Maul of the Dwarves* however, the time of its creation predates legends. While Legend Lore may reveal some of the more recent exploits of heroes carrying the blade, Legend Lore is useless in determining the origin of this ancient blade.

Sentience. *The Maul of the Dwarves* is a sentient neutral good weapon with an Intelligence of 16, a Wisdom of 20, and a Charisma of 20. It has hearing and dark vision out to a range of 120 feet.

The weapon can speak, read, and understand Common and Dwarven and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, *The Maul of the Dwarves* also understands every language you know.

Secrets. *The Maul of the Dwarves* has hidden powers, which may become apparent over time.

Personality. *The Maul of the Dwarves* speaks seldom, and is seldom in a good mood when it does, however when he speaks it is with knowledge from the earliest days of the Dwarves.

The Maul of the Dwarves demands that his bearer uphold a standard of good, and will punish deviations from these causes, depending on their severity.

THE SCEPTRE OF THE BONES OF MANKIND

Weapon (club), legendary (requires attunement)

You gain a +3 bonus to attack and damage roles made with *The Sceptre of the Bones of Mankind*, as well as *The Sceptre of the Bones of Mankind* dealing an additional 3d4 necrotic damage. It also has the following additional properties.

Curse of the Bones of Mankind. While attuned to *The Sceptre of the Bones of Mankind* all of the following apply:

- your hit points increase by 10 per class level
- your armor class is considered to be 15 + dexterity modifier when not wearing armor
- Creatures of less than 5 HD in a 60-foot radius that look at you must succeed at a Wisdom save or be affected as though by fear as cast by a sorcerer of your level
- you are immune to cold and electricity damage types
- you are immune to being polymorphed
- you are immune to mind-affecting attacks.
- if reduced to zero hit points you automatically stabilize
- you are considered to be undead for the purpose of healing and inflicting magic
- you do not age

Command the Dead. *The Sceptre of the Bones of Mankind* has the power to command undead, and can choose to confer this power to its wielder. *The Sceptre of the Bones of Mankind* speaks a command to any undead which it is aware of nearby and which can hear it. *The Sceptre of the Bones of Mankind* and the commanded undead make a contested Charisma save. If the undead fails, it must follow the command. The undead gains a new saving throw at the end of each of its turns.

Spells. *The Sceptre of the Bones of Mankind* has 13 charges. While you hold it, you can use an action to cast one of the following spells from it:

- Spare the Dying (at will)
- Inflict Wounds (1 charge)
- Ray of Sickness (2 charges)
- Animate Dead (3 charges)
- Speak with Dead (3 charges)
- Raise Dead (5 charges)
- Create Undead (6 charges)
- Finger of Death (7 charges)
- Power Word Kill (9 charges)

The sceptre regains 1d6 expended charge daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod disappears in a burst of shadow.

Protected From Identification. *The Sceptre of the Bones of Mankind* can control how much he allows an Identification spell to discover. In most cases, Identification will reveal *The Sceptre of the Bones of Mankind* to be a +3 Long bow, unless he chooses to reveal more.

Protected from Legend Lore. Legend Lore will often reveal much of the history of a great item. In the case of *The Sceptre of the Bones of Mankind* however, the time of its creation predates legends. While Legend Lore may reveal some of the more recent exploits of heroes carrying the blade, Legend Lore is useless in determining the origin of this ancient blade.

Sentience. *The Sceptre of the Bones of Mankind* is a sentient lawful evil weapon with an Intelligence of 28, a Wisdom of 16, and a Charisma of 22. It has hearing and dark vision out to a range of 120 feet.

The weapon can speak, read, and understand Common and can communicate with its wielder telepathically. Its voice is hollow and echoing. While you are attuned to it, *The Sceptre of the Bones of Mankind* also understands every language you know.

Secrets. *The Sceptre of the Bones of Mankind* has hidden powers, which may become apparent over time.

THE SHIELD OF BAHAMUT'S DEVOTED

Armor (shield), legendary, (requires attunement)

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC.

Prayer. You may kneel prayerfully (a full round action which precludes taking ANY other action, bonus action, reaction, or movement) and offer up praise to Bahamut. If you do so, at the end of the round, the shield casts Prayer of Healing using a 9th level spell slot.

Judgement. After spending a round in prayer (see above), you may continue to kneel and pray for a second full round, humbly begging Bahamut to rain down his judgement on his enemies. If Bahamut sees fit to answer the prayer (consult your DM), then the breath of Bahamut engulfs the area in a 45 foot radius around the shield. The shield bearer and up to 5 others are divinely protected from damage. Every other creature within the affected area takes 50d20 sonic damage (Wisdom save for half) as well as 50d20 cold damage (Dexterity save for half) and 50d20 psychic damage (Intelligence save for half). Those who are divinely protected from the breath's wraith are healed for 20d20 damage and become immune to sonic, cold, and psychic damage for 5 rounds.

Once the Judgement ability has been used, the Shield of Bahamut's Devoted is drained of most of its divine connection, and becomes simply a +2 Shield for 100 years.

