Foreword  
I began this project out of a lifelong love for tabletop games and roleplaying experiences shared with others. If you have ever played tabletop RPGs, you know how hard it can be to keep a group together, how personal dynamics, real life, and diverging playstyles can make even the best campaigns difficult to sustain. And once you have gathered everyone? Keeping them engaged, really engaged, for more than an hour is its own kind of magic.

This book is the result of chasing that magic.

Over the past 35 years, I have immersed myself in gaming, video games, tabletop systems, MMOs, and everything in between. I have absorbed the systems I loved, wrestled with the ones I didn’t, and carried every lesson forward. This Player’s Book is a culmination of that journey: a blend of everything I have learned, reimagined into a system that offers real choice, meaningful progression, and endless replayability.

For the last three years, whenever life gave me room to breathe, I poured myself into this world. Every class, every rule, every nuance of design is a piece of that effort. I wanted to build something people could not only play but return to. A system where players could lose themselves in story and strategy, just as I have.

So, from my family to yours, welcome to the world of **Aethel**. I hope you and your friends forge lasting memories, epic stories, and moments of real joy here. We certainly did.

Sincerely,

**Chris Bordelon**  
*Creator of Decennium Descent*

**Special Thanks**

**To my wife, Erin**  
Where do I even begin? The grace, strength, and unwavering encouragement you have shown me over these years have inspired me more than words can ever express. Life has thrown us every damn curveball and “natty 1” it could muster, and yet, somehow, we're still standing. Through it all, you have been my anchor, my partner, and my heart. Thank you for always being there, even when I get lost in the worlds I am building. I love you. I always will.

**Thomas**  
My late-night hugger. How many times did you catch me at the desk, eyes strained from too many hours, only to wrap your arms around me with a sweet hug? It was those quiet, powerful moments, those "Daddy, I love you" and "Good night" whispers, that carried me through the hardest parts of this. When I wanted to give up, you reminded me why I started.

Thank you, son, for giving me the strength to finish what I began.

**Tyler**  
My little gamer. Your endless curiosity, your barrage of questions about how every little thing works, has kept me sharp. Whether it is rules from this book or mechanics from a game we played together, your mind never stops analyzing, and I love that about you. I know I do not say it enough, but your way of understanding the world helped me explain this one better.

Thank you, son, for keeping me grounded, curious, and always honest about the world I am building.

**Kenny**  
Brother, we have been ride or die for over 40 years. I still remember the day we met at Prime-time Video, back when renting a VHS was an event, and you were glued to *Excitebike*. That was it. From that moment on, we were friends, and not just the kind that come and go. You have been there through every high and low, from high school until now. Whenever life got too dark, you were the one who cut through it with that sharp sarcasm, grounded perspective, and no-nonsense wisdom. You have helped me stay focused, reminded me what mattered, and pulled me back from the ledge more than once. Thank you for always, *always*, helping me see the forest from the trees. I love you like a brother, and I always will.

# Chapter 1: Character Creation

*\*"Every adventure begins with a single step, creating a character who will be your avatar in the world of Aethel. Through this character, you'll experience epic battles, forge alliances, discover ancient secrets, and leave your mark on the world."\**

This chapter provides step-by-step instructions for creating a character for the Decennium Descent game. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human, elf, or Drakari) and a class (such as soldier, mage, or thief). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the world of Aethel.

## The Four Steps of Character Creation

Creating a Decennium Descent character involves making several choices that help define your character's capabilities and motivations. This process is designed to help you create the character you want to play, shaped by the choices you make. The four steps of character creation are as follows:

### 1. Choose a Race

Every character belongs to a race, one of the many intelligent humanoid species in the world of Aethel. Race affects many different aspects of your character, establishing fundamental qualities that exist throughout your character's adventuring career. The race you choose contributes to your character's identity in important ways, by establishing a general appearance and the natural talents gained from culture and ancestry.

Your character's race grants racial traits, such as special senses, proficiency with certain weapons or tools, proficiency in one or more skills, or the ability to use minor spells. These traits sometimes dovetail with the capabilities of certain classes (see step 2). For example, the racial traits of dwarves make them exceptional warriors, and the traits of high elves make them natural mages. Sometimes playing against type can be fun, too. Orc clerics and gnome warriors, for example, can be unusual but memorable characters.

Your race also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later.

Record the traits granted by your race on your character sheet.

### 2. Choose a Class

Every adventurer is a member of a class. Class broadly describes a character's vocation, what special talents they possess, and the tactics they are most likely to employ when exploring dungeons, fighting monsters, or engaging in tense negotiations. Your character receives a number of benefits from your choice of class. Many of these benefits are class features, capabilities (including spellcasting) that set your character apart from members of other classes. You also gain a number of proficiencies: armor, weapons, skills, saving throws, and sometimes tools. Proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie.

On your character sheet, record all the features that your class gives you at 1st level.

### 3. Determine Ability Scores

Much of what your character does in the game depends on their six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet.

The six abilities and their use in the game are described in chapter 7. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races increase which abilities, and what classes consider each ability particularly important.

You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice.

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

### 4. Describe Your Character

Once you know the basic game aspects of your character, it's time to flesh them out as a person. Your character needs a name. Spend a few minutes thinking about what they look like and how they behave in general terms.

Using the background information in chapter 4, you can flesh out your character's physical appearance and personality traits. Choose your character's alignment (the moral compass that guides their decisions) and ideals. Chapter 4 also helps you identify the things your character holds most dear, called bonds, and the flaws that could one day undermine them.

Your character's background describes where they came from, their original occupation, and their place in the world of Aethel. Your DM might offer additional backgrounds beyond the ones included in chapter 4, and might be willing to work with you to craft a background that's a more precise fit for your character concept.

A background gives your character a background feature (a general benefit) and proficiency in two skills, and it might also give you additional languages or proficiency with certain kinds of tools. Record this information, along with the personality information you develop, on your character sheet.

### 5. Choose Equipment

Your class and background determine your character's starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in chapter 5.

Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of gold pieces (gp) to spend based on your class, as shown in the Starting Wealth by Class table. See chapter 5 for equipment packages you can purchase with this gold, as well as the cost of individual items.

How you came by your starting equipment is up to you. A noble might have inherited a family sword and armor, while a soldier might have stolen their gear during a hasty desertion. A cleric might have received their holy symbol as a gift from their mentor, while a thief might have crafted their own tools from scraps.

### 6. Come Together

Most Decennium Descent characters don't work alone. Each character plays a role within a party, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the world of Aethel. Talk to your fellow players and your DM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

## Building Zeetes

Each step of character creation includes an example of that step, with a player named Shawn building his character, Zeetes. Zeetes is a complete beginner to adventuring, a gnome tinkerer who has only recently decided to leave his workshop to seek inspiration and adventure. Here's how Shawn creates Zeetes, following the steps outlined above.

### 1. Choose a Race

Shawn thinks about what kind of character would be fun to play as a complete novice to adventuring. He decides that a gnome would make sense for his first character, as they're naturally curious and inventive. After reading through the gnome variants, he chooses a Tinker Gnome for Zeetes, noting that their natural affinity for mechanical devices and problem-solving would be perfect for the character he envisions.

She notes all the racial traits of Tinker Gnomes on her character sheet, including the ability score increases (+2 to Intelligence and +1 to Dexterity), the languages Zeetes knows (Common and Gnomish), and the special trait "Tinker's Intuition" that allows Zeetes to create small mechanical devices and gain advantage on Intelligence checks related to mechanical or alchemical devices.

"I picture Zeetes as a small gnome with wild hair and constant elderberry-stained fingers," Shawn says. "He's always tinkering with some gadget or another."

### 2. Choose a Class

Shawn imagines Zeetes as someone who has spent most of his life in a workshop, creating inventions and studying mechanical principles. He decides that the Tinker class suits that concept perfectly, as it represents someone with technical knowledge but not necessarily real-world experience.

Shawn notes Tinker’s proficiencies and 1st-level class features on her character sheet. As a 1st-level Tinker, Zeetes has 1 Hit Die, a d8, and starts with hit points equal to 8 + his Constitution modifier. Shawn notes this and will record the final number after he determines Zeetes's Constitution score (see step 3). Shawn also notes the proficiency bonus for a 1st-level character, which is +2.

"I think Zeetes would be someone who's brilliant with machines but has almost no practical experience outside his workshop," Shawn says. "He's read about adventures in books but has never actually faced any real danger."

### 3. Determine Ability Scores

Shawn decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Zeetes's abilities. Since he's a Tinker, Shawn puts his highest score, 15, in Intelligence. His next highest, 14, goes in Dexterity. Shawn assigns a 13 to Constitution, a 12 to Wisdom, a 10 to Strength, and an 8 to Charisma. Then she applies his racial benefits as a Tinker Gnome, increasing Zeetes's Intelligence by 2 and his Dexterity by 1.

After applying these racial benefits, Zeetes's ability scores and modifiers look like this: Strength 10 (+0), Dexterity 15 (+2), Constitution 13 (+1), Intelligence 17 (+3), Wisdom 12 (+1), Charisma 8 (-1).

Shawn fills in Zeetes's final hit points: 8 + his Constitution modifier of +1, for a total of 9 hit points.

"Zeetes are smart and nimble-fingered," Shawn explains, "but he's not very strong or charismatic. He's spent more time with books and tools than with people, so he's a bit awkward in social situations."

### 4. Describe Your Character

Shawn fills in some of Zeetes's basic details: his name, his alignment (neutral good), and his background details. His high Intelligence and Dexterity suggest someone who's quick-minded and good with his hands, and his low Charisma suggests someone who's a bit socially awkward.

Shawn decides that Zeetes comes from a small gnomish community known for its innovations and inventions. He apprenticed under a master inventor but has always been more interested in creating practical devices than the purely theoretical work his mentor preferred. After creating a particularly impressive clockwork assistant that his mentor dismissed as "frivolous," Zeetes decided it was time to see the world and find practical applications for his inventions.

"Zeetes is completely green when it comes to adventuring," Shawn says. "He's brilliant with machines and has read extensively about the world, but he has almost no practical experience. He's constantly referencing things he's read in books, only to find that reality works quite differently."

### 5. Choose Equipment

Shawn writes down the starting equipment from the Tinker class and his background. His class gives him a set of tinker's tools, a light crossbow with 20 bolts, leather armor, and a backpack with basic supplies. His background as an apprentice gives him an additional set of artisan's tools, a book of technical drawings, and a letter of introduction from his former master.

"Zeetes packed everything he thought might be useful," Shawn explains, "including several half-finished inventions that he's sure will come in handy... if he can just get them working properly. His equipment is meticulously organized but includes many experimental items that don't always function as intended."

### 6. Come Together

Shawn and the other players discuss how their characters met and why they've decided to work together. They might decide that the more experienced adventurers found Zeetes after one of his inventions malfunctioned spectacularly, or perhaps they sought him out specifically because they needed someone who could disable a complex mechanical trap.

"I think it would be fun if the other characters found Zeetes trying to test one of his inventions, a mechanical monster detector, which was going haywire and actually attracting monsters instead of detecting them," Shawn suggests. "He's eager to join them because he realizes his inventions need real-world testing, and they might see value in having someone who can create useful gadgets, even if he is completely inexperienced."

## Beyond 1st Level

As your character goes on adventures and overcomes challenges, they gain experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, their class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit points maximum increases by 1 for each level you have attained. For example, if your 7th-level Tinker has a Constitution score of 18, when they reach 8th level, they increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

## Ability Score Summary

| Ability | Measures | Important For | Racial Increases |

|---------|----------|---------------|-----------------|

| Strength | Natural athleticism, bodily power | Warrior, Soldier, Paladin, Monk, Dragoon | Mountain dwarf (+2), War orc (+2), Ogre (+2) |

| Dexterity | Physical agility, reflexes, balance, poise | Thief, Ranger, Monk, Crimson Agent | Wood elf (+2), Feykin (+2), Goblin (+2) |

| Constitution | Health, stamina, vital force | Everyone | Mountain dwarf (+2), Stone Drakari (+2), Troll (+2) |

| Intelligence | Mental acuity, information recall, analytical skill | Mage, Wizard, Tinker, Mirrorsage | High elf (+2), Gnome (+2), Scholarly human (+1) |

| Wisdom | Awareness, intuition, insight | Cleric, Druid, Oracle, Shaman | Wood elf (+1), Mycelian (+2), Drow (+1) |

| Charisma | Confidence, eloquence, leadership | Bard, Paladin, Oracle, Crimson Agent | Tiefling (+2), Imperial human (+2), Drakari (+1) |

## Ability Scores and Modifiers

| Score | Modifier | Score | Modifier |

|-------|----------|-------|----------|

| 1     | -5       | 16-17 | +3       |

| 2-3   | -4       | 18-19 | +4       |

| 4-5   | -3       | 20-21 | +5       |

| 6-7   | -2       | 22-23 | +6       |

| 8-9   | -1       | 24-25 | +7       |

| 10-11 | +0       | 26-27 | +8       |

| 12-13 | +1       | 28-29 | +9       |

| 14-15 | +2       | 30    | +10      |

## Character Advancement

| Experience Points | Level | Proficiency Bonus |

|-------------------|-------|-------------------|

| 0                 | 1     | +2                |

| 300               | 2     | +2                |

| 900               | 3     | +2                |

| 2,700             | 4     | +2                |

| 6,500             | 5     | +3                |

| 14,000            | 6     | +3                |

| 23,000            | 7     | +3                |

| 34,000            | 8     | +3                |

| 48,000            | 9     | +4                |

| 64,000            | 10    | +4                |

| 85,000            | 11    | +4                |

| 100,000           | 12    | +4                |

| 120,000           | 13    | +5                |

| 140,000           | 14    | +5                |

| 165,000           | 15    | +5                |

| 195,000           | 16    | +5                |

| 225,000           | 17    | +6                |

| 265,000           | 18    | +6                |

| 305,000           | 19    | +6                |

| 355,000           | 20    | +6                |

Chapter 2: Races

A journey through the bustling streets of Aethel's great cities, the towering spires of Luminara, the underground markets of Deepforge, or the living canopies of Verdantholm, overwhelms the senses. Voices chatter in countless different languages. The smells of exotic cuisines mingle with the scents of alchemical workshops and magical phenomena. Buildings in myriad architectural styles display the diverse origins of their inhabitants.

And the people themselves, beings of varying size, shape, and color, dressed in a dazzling spectrum of styles and hues, represent many different races, from diminutive gnomes and sturdy dwarves to graceful elves and imposing ogres, mingling among the various human ethnicities.

Scattered among these more common races are the true exotics: a hulking troll here, pushing his way through the crowd, and a mysterious Drakari there, scales gleaming in the sunlight. A group of Mycelians commune in a damp corner, their fungal bodies pulsing with strange light. Amphibians and goblins conduct trade alongside humans, without fully belonging to the societies of either. And there, well out of the sunlight, is a lone Drow, a refugee from the subterranean expanse of the Murk, trying to make his way in a world that fears his kind.

## Choosing a Race

Humans are the most common people in the world of Aethel, but they live and work alongside thirteen other intelligent races, each with their own cultures, abilities, and perspectives. Your character belongs to one of these peoples.

Your choice of race affects many different aspects of your character. It establishes fundamental qualities that exist throughout your character's adventuring career. When making this decision, keep in mind the kind of character you want to play. For example, a goblin could be a good choice for a sneaky thief, a dwarf makes a tough warrior, and a high elf can be a master of arcane magic.

Your character race not only affects your ability scores and traits but also provides the cues for building your character's story. Each race's description in this chapter includes information to help you roleplay a character of that race, including personality, physical appearance, features of society, and racial alignment tendencies.

These details are suggestions to help you think about your character; adventurers can deviate widely from the norm for their race. It's worthwhile to consider why your character is different, as a helpful way to think about your character's background and personality.

## Race Variants

Each of the fourteen races of Aethel has developed distinct variants, adapted to different environments, cultures, or magical influences. When you choose a race, you also select one of its variants, further defining your character's abilities and place in the world.

## Racial Traits

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

### Ability Score Increase

Every race increases one or more of a character's ability scores.

### Age

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

### Alignment

Most races have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society can help you better define your character.

### Size

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few races are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in chapter 6.

### Speed

Your speed determines how far you can move when traveling and fighting.

### Languages

By virtue of your race, your character can speak, read, and write certain languages.

### Variants

Each race has three variants. Members of a variant have the traits of the parent race in addition to the traits specified for their variant. Relationships among variants vary significantly from race to race. In some cases, variants represent different cultural or regional groups, while in others they might be the result of magical influence, environmental adaptation, or other factors.

# Amphibian

\*"The amphibian elder's skin glistened with moisture as she raised her webbed hands in greeting. 'Welcome to Marshaven, travelers,' she said, her voice melodious yet somehow reminiscent of water flowing over stones. 'Few surface-dwellers seek our counsel, but the waters have whispered of your coming.'"\*

Amphibians are adaptable beings with connections to both land and water environments. Their moist skin and unique physiology grant them special abilities related to their environment. Amphibians have thrived in Aethel by mastering the transition between worlds, able to navigate swamps, rivers, and jungles with equal ease.

## Creatures of Two Worlds

Amphibians stand between 5 and 6 feet tall, with slender but muscular builds. Their skin ranges from vibrant greens and blues to earthy browns and grays, often patterned with spots, stripes, or mottling that helps them blend into their native environments. Their large, expressive eyes can see clearly both above and below water, and many amphibians can shift the color of their skin slightly to match their surroundings or express emotions.

Most amphibians have webbed hands and feet, though the extent of webbing varies by variant. Their skin must remain moist to facilitate breathing, and they can partially absorb oxygen through their skin when in contact with water. This connection to water shapes much of their culture and lifestyle.

## Ancient Traditions, Fluid Societies

Amphibian communities are typically built near bodies of water, whether river banks, lake shores, or within swamps and marshes. Their architecture incorporates both dry living spaces and underwater chambers, connected by channels that allow easy swimming access. Many amphibian settlements feature elaborate water gardens and pools used for both practical purposes and ceremonial gatherings.

Amphibian society values both tradition and adaptation. Their elders preserve ancient knowledge through oral traditions and water rituals, while younger generations are encouraged to explore and bring new ideas back to the community. Decision-making is often communal, with important matters discussed in "water circles" where all can speak freely.

Amphibians have a deep spiritual connection to water in all its forms. They see water as the source of all life and the medium through which all things are connected. Many amphibian shamans and priests can read omens in the patterns of rainfall or the flow of rivers, and water features prominently in their ceremonies and magic.

## Amphibian Names

Amphibian names often incorporate sounds that mimic water, flowing, bubbling, or dripping. Their personal names are given at birth, while their community names reflect their place of origin or notable deeds.

\*\*Male Names:\*\* Burble, Croak, Dart, Glide, Marsh, Mist, Pebble, Ripple, Splash, Stream

\*\*Female Names:\*\* Bubble, Dew, Flow, Lily, Mire, Pool, Rain, Reed, Spring, Tidal

\*\*Community Names:\*\* Deepcall, Marshsong, Mistwalker, Pondkeeper, Reedwhisper, Riverglide, Stillwater, Swampsage, Tidalvoice, Wavespeaker

## Amphibian Traits

Your amphibian character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 2.

\*\*Age.\*\* Amphibians mature quickly, reaching adulthood by age 12. They typically live to around 60 years, though some elders have been known to reach 80.

\*\*Alignment.\*\* Most amphibians tend toward neutrality, seeing life as a balance of opposing forces. They often have good intentions but prioritize the survival and prosperity of their communities over abstract ideals.

\*\*Size.\*\* Amphibians stand between 5 and 6 feet tall and average about 150 pounds. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet. You also have a swimming speed of 30 feet.

\*\*Amphibious.\*\* You can breathe both air and water.

\*\*Moisture Dependency.\*\* You must immerse yourself in water for at least 1 hour every day or suffer one level of exhaustion. This exhaustion cannot be removed until you spend 1 hour immersed in water.

\*\*Natural Camouflage.\*\* You have proficiency in the Stealth skill.

\*\*Water Sense.\*\* You can sense the presence of water within 60 feet of you and can determine whether it is fresh or salt water.

\*\*Languages.\*\* You can speak, read, and write Common and Aquan.

## Amphibian Variants

Three main variants of amphibians populate the world of Aethel: river amphibians, poison amphibians, and jungle amphibians. Choose one of these variants.

### River Amphibian

As a river amphibian, you have adapted to life in and around flowing water. Your skin is smooth and ranges from blue-green to silver-gray, often with wave-like patterns. River amphibians are known for their grace in water and their ability to manipulate water currents.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Water Manipulation.\*\* You know the shape water cantrip. When you reach 3rd level, you can cast the create or destroy water spell once per day. When you reach 5th level, you can also cast the water breathing spell once per day. Wisdom is your spellcasting ability for these spells.

\*\*Underwater Combat Training.\*\* You have proficiency with spears, tridents, nets, and crossbows. These weapons don't suffer disadvantage on attack rolls made underwater.

\*\*River Diplomat.\*\* You have advantage on Charisma checks when interacting with creatures that have a swimming speed.

### Poison Amphibian

As a poison amphibian, you have developed toxic secretions as a natural defense. Your skin is vibrantly colored, often bright red, yellow, or blue, warning others of your poisonous nature. Poison amphibians are respected for their knowledge of toxins and their resilience against harmful substances.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1.

\*\*Poison Resistance.\*\* You have resistance to poison damage and advantage on saving throws against being poisoned.

\*\*Toxic Touch.\*\* Once per short rest, when you hit a creature with an unarmed strike, you can deal an additional 1d4 poison damage. At 6th level, this damage increases to 2d4, and at 12th level, it increases to 3d4.

\*\*Toxin Knowledge.\*\* You have proficiency with poisoner's kits and have advantage on Intelligence (Nature) checks related to identifying poisons and venoms.

### Jungle Amphibian

As a jungle amphibian, you have adapted to life in dense forests and canopies. Your skin is typically green or brown with leaf-like patterns, and you have slightly enlarged toe pads for climbing. Jungle amphibians are known for their agility and their ability to navigate difficult terrain.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 1.

\*\*Climber.\*\* You have a climbing speed of 30 feet and can climb difficult surfaces, including upside down on ceilings, without making an ability check.

\*\*Camouflage Expert.\*\* You can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

\*\*Jungle Survival.\*\* You have advantage on Wisdom (Survival) checks made in forest or jungle environments, and you can always find enough food and water for yourself and up to five other creatures when in such environments.

# Drow

\*"The Drow merchant's eyes gleamed like polished amethysts in the dim tavern light. Her silver hair was intricately braided with spider silk and tiny gemstones that caught what little light there was. 'I assure you,' she said with a smile that revealed perfect white teeth, 'my wares are worth every coin, and perhaps worth a few secrets as well.'"\*

Drow are subterranean elves with a complex society and innate magical abilities. Their long history in the Murk has shaped their physiology and culture. Forced to adapt to a world without sunlight, Drow have developed keen senses, natural magic, and a society built on intrigue and power.

## Children of The Murk

Drow stand between 5 and 5½ feet tall, with slender, athletic builds. Their skin ranges from obsidian black to dark purple or blue-gray, often with a subtle sheen. Their hair is typically white, silver, or pale yellow, providing stark contrast to their dark skin. Drow eyes are striking, usually red, purple, or amber, and they seem to glow faintly in dim light.

Drow are naturally graceful and quick, with sharp features and pointed ears slightly longer than those of surface elves. Many Drow adorn themselves with intricate tattoos, jewelry, or scarification that denotes their house, profession, or personal accomplishments.

## Societies of Intrigue and Power

Drow society is hierarchical and matriarchal, with noble houses vying for power and influence. Each house is typically led by a Matron Mother who holds absolute authority over her family and servants. Advancement often comes through cunning, magical prowess, or the elimination of rivals.

Religion plays a central role in Drow culture, with most communities worshipping dark deities who value ambition, cunning, and power. Priestesses hold significant influence, often serving as both religious leaders and political advisors.

Despite their reputation for cruelty and treachery, Drow are capable of deep loyalty to those who earn their trust. Their society values skill and competence, and even a lowborn Drow can rise to prominence through exceptional talent or service to a powerful patron.

## Drow Names

Drow names often incorporate sibilant sounds and sharp consonants. Personal names are given at birth, while house names indicate family lineage and social standing.

\*\*Male Names:\*\* Amalith, Dinin, Ghaunadaur, Krenaste, Malaggar, Pharaun, Rizzen, Szordrin, Vorn, Xarann

\*\*Female Names:\*\* Briza, Eclavdra, Faeryl, Jhaelryn, Lirdnolu, Qilué, Shi'nayne, Ulviirala, Viconia, Zarra

\*\*House Names:\*\* Baenre, Despana, Duskryn, Hunzrin, Melarn, Oblodra, Pharn, T'sarran, Vandree, Xorlarrin

## Drow Traits

Your drow character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 2.

\*\*Age.\*\* Although drow mature at the same rate as other elves, their society places less value on extreme age, and few live longer than 300 years.

\*\*Alignment.\*\* Drow society rewards cunning and ambition, pushing many toward lawful evil alignments. Those who reject these values often lean toward chaotic alignments as they forge their own path.

\*\*Size.\*\* Drow are similar in size to humans, ranging from 5 to 5½ feet tall. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet.

\*\*Superior Darkvision.\*\* Accustomed to the depths of the Murk, you have superior vision in dark and dim conditions. You can see in dim light within 120 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.

\*\*Sunlight Sensitivity.\*\* You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

\*\*Drow Magic.\*\* You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day. When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

\*\*Keen Senses.\*\* You have proficiency in the Perception skill.

\*\*Trance.\*\* Drow don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. 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.

\*\*Languages.\*\* You can speak, read, and write Common, Elvish, and Undercommon.

## Drow Variants

Three main variants of drow populate the world of Aethel: noble drow, shadow blades, and cavern mystics. Choose one of these variants.

### Noble Drow

As a noble Drow, you come from one of the aristocratic houses that rule drow society. Your blood carries stronger magic than that of common drow, and you have been trained in the arts of command and manipulation from an early age.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Enhanced Drow Magic.\*\* When you cast the faerie fire and darkness spells with your Drow Magic trait, you can cast each of them twice per day instead of once.

\*\*Command Presence.\*\* You have proficiency in the Intimidation skill. If you already have this proficiency, you gain proficiency in one of the following skills of your choice: Deception, Insight, or Persuasion.

\*\*Noble Training.\*\* You have proficiency with rapiers, shortswords, and hand crossbows.

### Shadow Blade

As a shadow blade, you have trained in the arts of stealth, assassination, and poison. Your skills make you a feared operative, whether you serve a noble house, a mercenary guild, or your own ambitions.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Shadow Step.\*\* Once per short rest, as a bonus action, you can teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness. You have advantage on the first melee attack you make before the end of the turn.

\*\*Poison Expert.\*\* You have proficiency with the poisoner's kit and have advantage on saving throws against poison.

\*\*Assassin's Training.\*\* You have proficiency with the disguise kit and the thieves' tools.

### Cavern Mystic

As a cavern mystic, you have developed a spiritual connection to the Murk itself. You can commune with stone and earth, sensing vibrations and reading the ancient memories held within the rock.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Earth Communion.\*\* You can cast the detect magic spell, but only to detect magic affecting earth or stone. You can also cast the speak with plants spell, but only to speak with fungi. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

\*\*Stone Sense.\*\* You can sense the presence of unusual stonework within 60 feet, such as traps, hidden doors, and recent excavations. You can also determine your approximate depth underground.

\*\*Murkish Lore.\*\* You have advantage on Intelligence (History) checks related to the Murk and on Intelligence (Nature) checks related to fungi, oozes, and subterranean creatures.

# Drakari

\*"The Drakari merchant's scales caught the sunlight, shimmering with iridescent hues of crimson and gold. As he spoke, wisps of steam escaped his nostrils, and the air around him seemed to shimmer with heat. 'My ancestors flew the skies of Aethel when yours still huddled in caves,' he said with pride. 'Their blood, and their fire, flows through my veins still.'"\*

Drakari are descendants of dragons who carry the elemental power of their ancestors in their blood. Their draconic heritage manifests in scales, breath weapons, and elemental affinities. Proud and long-lived, Drakari combine the best aspects of humanoid adaptability with draconic power and majesty.

## Dragon-Blooded Scions

Drakari stand between 6½ and 7½ feet tall, with powerful builds that combine humanoid flexibility with draconic strength. Their bodies are covered in fine scales that range in color depending on their draconic ancestry, red, blue, white, black, green, or metallic hues. Many Drakari have small horns or ridge-like crests on their heads, and their eyes often have slit pupils and vibrant, unusual colors.

A Drakari's hands and feet have sharp, claw-like nails, and their faces combine humanoid and draconic features, pronounced cheekbones, slightly elongated jaws, and teeth that are noticeably sharper than a human's. When they speak, their voices often carry a subtle resonance that hints at their draconic heritage.

## Between Two Worlds

Drakari society blends draconic traditions with practical adaptations to humanoid life. They value lineage and heritage, with many Drakari tracing their ancestry back to specific dragons or draconic bloodlines. Family groups often organize into "flights" or "clutches" that function as extended clans, with the eldest and most powerful members serving as leaders.

Most Drakari communities are built in places that resonate with their elemental affinities, flame Drakari in volcanic regions, frost Drakari in arctic territories, and so on. Their architecture tends to be grand and imposing, with high ceilings, dramatic spires, and elaborate ornamentation that showcases their craftsmanship and artistic sensibilities.

Drakari culture places high value on personal achievement, with individuals expected to bring honor to their bloodline through notable deeds. Many Drakari pursue careers as warriors, mages, or artisans, seeking to perfect their craft and leave a lasting legacy. They tend to be proud, sometimes to the point of arrogance, but most temper this pride with a strong sense of honor and duty to their kin and community.

## Drakari Names

Drakari names often incorporate harsh consonants and rolling sounds that echo draconic speech. Personal names are given at birth, while clutch names indicate family lineage and elemental affinity.

\*\*Male Names:\*\* Arix, Bharash, Donaar, Ghesh, Kriv, Medrash, Nadarr, Rhogar, Torinn, Vezroth

\*\*Female Names:\*\* Akra, Biri, Daar, Farideh, Harann, Kava, Mishann, Nala, Sora, Valtraxia

\*\*Clutch Names:\*\* Clethtinthiallor, Daardendrian, Fenkenkabradon, Kepeshkmolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Shestendeliath

## Drakari Traits

Your Drakari character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Strength score increases by 2, and your Charisma score increases by 1.

\*\*Age.\*\* Young Drakari grow quickly, reaching the size and development of a 10-year-old human by the age of 3. They reach adulthood by 15 and can live to be over 200 years old.

\*\*Alignment.\*\* Drakari tend toward extremes, making a conscious choice between good and evil. Most Drakari are also either lawful or chaotic, with few taking the middle path.

\*\*Size.\*\* Drakari are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet.

\*\*Draconic Ancestry.\*\* You have draconic ancestry. Your breath weapon and damage resistance are determined by your Drakari variant.

\*\*Breath Weapon.\*\* You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

\*\*Damage Resistance.\*\* You have resistance to the damage type associated with your draconic ancestry.

\*\*Languages.\*\* You can speak, read, and write Common and Draconic.

## Drakari Variants

Six main variants of Drakari populate the world of Aethel: flame Drakari, frost Drakari, storm Drakari, stone Drakari, gale Drakari, and wave Drakari. Choose one of these variants.

### Flame Drakari

As a flame Drakari, you descend from red dragons, with scales in shades of crimson, ruby, and garnet. Heat seems to radiate from your body, and your eyes often flicker like flames when you're emotional.

\*\*Draconic Ancestry.\*\* Your breath weapon is a 15-foot cone of fire. Creatures in the area must make a Dexterity saving throw. You have resistance to fire damage.

\*\*Fire Affinity.\*\* You know the produce flame cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day. Constitution is your spellcasting ability for these spells.

\*\*Heat Endurance.\*\* You are naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide.

### Frost Drakari

As a frost Drakari, you descend from white dragons, with scales in shades of pale blue, silver, and white. Your skin is cool to the touch, and your breath often mists in the air even in warm environments.

\*\*Draconic Ancestry.\*\* Your breath weapon is a 15-foot cone of cold. Creatures in the area must make a Constitution saving throw. You have resistance to cold damage.

\*\*Ice Affinity.\*\* You know the ray of frost cantrip. Once you reach 3rd level, you can cast the ice knife spell once per day. Constitution is your spellcasting ability for these spells.

\*\*Cold Endurance.\*\* You are naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

### Storm Drakari

As a storm Drakari, you descend from blue dragons, with scales in shades of azure, cobalt, and indigo. Static electricity often crackles around you when you're excited or angry.

\*\*Draconic Ancestry.\*\* Your breath weapon is a 5-foot-wide, 30-foot line of lightning. Creatures in the area must make a Dexterity saving throw. You have resistance to lightning damage.

\*\*Lightning Affinity.\*\* You know the shocking grasp cantrip. Once you reach 3rd level, you can cast the thunderwave spell once per day. Constitution is your spellcasting ability for these spells.

\*\*Speed Burst.\*\* As a bonus action, you can propel yourself with a surge of electrical energy. Your walking speed increases by 10 feet until the end of your turn. Once you use this trait, you can't use it again until you finish a short or long rest.

### Stone Drakari

As a stone Drakari, you descend from black dragons, with scales in shades of obsidian, onyx, and dark gray. Your scales are thicker and more pronounced than those of other Drakari.

\*\*Draconic Ancestry.\*\* Your breath weapon is a 5-foot-wide, 30-foot line of acid. Creatures in the area must make a Dexterity saving throw. You have resistance to acid damage.

\*\*Earth Affinity.\*\* You know the mold earth cantrip. Once you reach 3rd level, you can cast the earth tremor spell once per day. Constitution is your spellcasting ability for these spells.

\*\*Stone Resilience.\*\* Your AC increases by 1 when you're not wearing armor.

### Gale Drakari

As a gale Drakari, you descend from green dragons, with scales in shades of emerald, jade, and forest green. You move with unusual grace, and the air seems to stir around you even when you're still.

\*\*Draconic Ancestry.\*\* Your breath weapon is a 15-foot cone of poisonous gas. Creatures in the area must make a Constitution saving throw. You have resistance to poison damage.

\*\*Air Affinity.\*\* You know the gust cantrip. Once you reach 3rd level, you can cast the feather fall spell once per day. Constitution is your spellcasting ability for these spells.

\*\*Wind Step.\*\* When you take the Dash action, difficult terrain doesn't cost you extra movement for that turn.

### Wave Drakari

As a wave Drakari, you descend from bronze dragons, with scales in shades of copper, bronze, and teal. Your skin often has a slight sheen, as if perpetually damp.

\*\*Draconic Ancestry.\*\* Your breath weapon is a 5-foot-wide, 30-foot line of lightning. Creatures in the area must make a Dexterity saving throw. You have resistance to lightning damage.

\*\*Water Affinity.\*\* You know the shape water cantrip. Once you reach 3rd level, you can cast the create or destroy water spell once per day. Constitution is your spellcasting ability for these spells.

\*\*Amphibious.\*\* You can breathe air and water.

\*\*Swimmer.\*\* You have a swimming speed of 30 feet.

# Dwarf

\*"The dwarf smith's hammer rang against the anvil, each strike precise and purposeful. Her beard was braided with iron rings that clinked softly with each movement. 'This blade,' she said without looking up from her work, 'will bear your family name for ten generations. I'll not rush its making, nor will you rush my telling of its price.'"\*

Dwarves are stout, sturdy folk with strong connections to mountains and forges. Their craftsmanship is legendary, as is their resilience and determination. Dwarven society values tradition, honor, and hard work, creating a culture that has endured for millennia despite the challenges of a changing world.

## Carved from the Mountain

Dwarves stand between 4 and 5 feet tall, with broad, powerful builds that can weigh as much as a human standing nearly two feet taller. Their skin ranges from deep brown to pale tan, often with ruddy undertones. Their hair, which grows long and typically style in elaborate braids, is usually black, gray, or brown, though some clans are known for their red or even golden hair.

Male dwarves value their beards highly and groom them carefully, often braiding them and adorning them with clasps and rings that denote clan, profession, and personal accomplishments. Female dwarves may grow short beards in some clans, while in others they focus their grooming traditions on elaborate hairstyles and practical yet beautiful jewelry.

Dwarves have deep-set eyes that range from earth tones to bright blues and greens. Their noses are large and often aquiline, and their ears are slightly pointed but close to their heads.

## Kingdoms of Stone and Tradition

Dwarven kingdoms stretch deep beneath the mountains where they mine gems and precious metals and forge items of wonder. Their cities are marvels of engineering, with vast halls, intricate stonework, and efficient systems for ventilation, water, and defense.

The chief unit of dwarven society is the clan, and dwarves highly value social standing within their clan structure. Even dwarves who live far from their ancestral homes maintain their clan identities, recognize related dwarves, and invoke their ancestors' names in oaths and curses. To be clanless is the worst fate that can befall a dwarf.

Dwarven culture places great emphasis on craftsmanship, with most dwarves dedicating themselves to mastering a trade. They approach all work with thoroughness and care, believing that anything worth doing is worth doing well. This dedication to quality makes dwarven goods highly sought after throughout Aethel.

Dwarves have long memories and even longer grudges. A wrong done to one dwarf is considered a wrong done to their entire clan, and dwarves will go to extraordinary lengths to right such wrongs, even if it takes generations to do so.

## Dwarf Names

Dwarven names are passed down through the generations, with each proper name having been used many times throughout a clan's history. A dwarf's name belongs to the clan, not to the individual, and a dwarf who misuses or brings shame to a clan name might be forbidden from using any dwarven name.

\*\*Male Names:\*\* Adrik, Baern, Bruenor, Darrak, Eberk, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Rurik, Taklinn, Thoradin, Ulfgar, Vondal

\*\*Female Names:\*\* Amber, Artin, Bardryn, Dagnal, Diesa, Eldeth, Falkrunn, Gunnloda, Helja, Kathra, Kristryd, Mardred, Riswynn, Torbera, Vistra

\*\*Clan Names:\*\* Balderk, Battlehammer, Brawnanvil, Fireforge, Frostbeard, Gorunn, Holderhek, Ironfist, Loderr, Rumnaheim, Strakeln, Torunn, Ungart

## Dwarf Traits

Your dwarf character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 2.

\*\*Age.\*\* Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

\*\*Alignment.\*\* Most dwarves are 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.

\*\*Size.\*\* Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

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

\*\*Darkvision.\*\* Accustomed to life underground, 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.

\*\*Dwarven Resilience.\*\* You have advantage on saving throws against poison, and you have resistance against poison damage.

\*\*Dwarven Combat Training.\*\* You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

\*\*Tool Proficiency.\*\* You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

\*\*Stonecunning.\*\* Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

\*\*Languages.\*\* You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

## Dwarf Variants

Three main variants of dwarves populate the world of Aethel: mountain dwarves, forge dwarves, and deep dwarves. Choose one of these variants.

### Mountain Dwarf

As a mountain dwarf, you are a stalwart warrior with a strong connection to the high peaks and rugged terrain of your homeland. Mountain dwarves are known for their military traditions, endurance, and mastery of armor.

\*\*Ability Score Increase.\*\* Your Strength score increases by 2.

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

\*\*Mountain Born.\*\* You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

\*\*Mountaineer.\*\* You have advantage on Strength (Athletics) checks made to climb rocky terrain.

### Forge Dwarf

As a forge dwarf, you are a master crafter with an innate connection to fire and the art of creation. Forge dwarves are renowned for their exceptional craftsmanship, especially in metalworking and jewelry.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1.

\*\*Artisan's Expertise.\*\* You gain proficiency with two additional types of artisan's tools of your choice.

\*\*Fire Resistance.\*\* You have resistance to fire damage.

\*\*Master Craftsman.\*\* When you use artisan's tools to create an item, the creation time is reduced by 25%, and the item is considered to be of exceptional quality.

### Deep Dwarf

As a deep dwarf, you have adapted to life in the deepest reaches beneath the mountains. Deep dwarves are known for their exceptional darkvision, knowledge of the Murk, and ability to sense danger in the darkness.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Superior Darkvision.\*\* Your darkvision has a radius of 120 feet.

\*\*Murk Knowledge.\*\* You have advantage on Intelligence (Nature) checks related to fungi, oozes, and subterranean creatures.

\*\*Deep Resilience.\*\* You have advantage on saving throws against illusions and against being charmed or paralyzed.

# Elf

\*"The elf ranger moved through the forest without disturbing a single leaf. Her movements were fluid and graceful, her eyes alert to every shadow and sound. 'The trees remember when your ancestors were not yet born,' she whispered, her voice like wind through autumn leaves. 'They will remember long after your bones have returned to the earth.'"\*

Elves are graceful, long-lived beings with keen senses and natural magical affinity. Their connection to the natural and magical worlds grants them unique perspectives and abilities. Elven culture values beauty, art, and harmony with nature, creating societies that blend seamlessly with their environments.

## Grace and Ancient Memory

Elves stand between 5 and 6 feet tall, with slender, athletic builds. Their features are finely chiseled and delicate, with pointed ears and wide, almond-shaped eyes that can be gold, silver, green, blue, or even purple in color. Elven skin tones range from pale to dark brown, often with subtle undertones of copper, gold, or blue.

Elves move with an innate grace that makes even their simplest actions appear elegant. They tend to be slender compared to humans, with lithe, athletic builds. Their hair is usually worn long and can be straight, wavy, or curly, in shades from silver-white to black, with blond, brown, and copper being common as well.

Elves reach physical maturity at about the same age as humans, but elven culture doesn't consider them adults until they've lived for a century or more and experienced more of the world. An elf can live to be over 750 years old, giving them a perspective on events that shorter-lived races cannot comprehend.

## Timeless Perspective

Elven societies blend ancient traditions with a willingness to adapt and change over centuries. Most elven communities are found in forests, mountains, or coastal regions, where they build settlements that work with the natural environment rather than imposing upon it. Elven architecture incorporates living plants, natural stone, and magical enhancements that allow their cities to exist in harmony with their surroundings.

With their extended lifespans, elves tend to take a long view of the world. They can seem aloof or distant to shorter-lived races, who often mistake this perspective for arrogance or indifference. In truth, elves form deep bonds and feel emotions intensely, but they've learned that most concerns of the moment will pass with time.

Elven culture places high value on self-expression through art, music, poetry, and magic. They see little distinction between the practical and the beautiful, believing that function and aesthetics should complement each other in all things. This perspective leads to the creation of items that are both useful and exquisite, from weapons and armor to everyday tools.

## Elf Names

Elven names are fluid and musical, with different names used at different points in an elf's life. A child's name is typically a variant of a parent's or ancestor's name, while an adult might choose a name that reflects their accomplishments or personality.

\*\*Male Names:\*\* Adran, Aramil, Caeldrim, Erevan, Galinndan, Laucian, Mindartis, Paelias, Quarion, Soveliss, Thamior, Varis

\*\*Female Names:\*\* Althaea, Bethrynna, Caelynn, Drusilia, Enna, Felosial, Ielenia, Leshanna, Meriele, Naivara, Quelenna, Silaqui, Theirastra, Valindra

\*\*Family Names:\*\* Amakiir (Gemflower), Amastacia (Starflower), Galanodel (Moonwhisper), Holimion (Diamonddew), Liadon (Silverfrond), Meliamne (Oakenheel), Naïlo (Nightbreeze), Siannodel (Moonbrook), Xiloscient (Goldpetal)

## Elf Traits

Your elf character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 2.

\*\*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 claims adulthood and an adult name around the age of 100 and can live to be 750 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.

\*\*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.

\*\*Darkvision.\*\* Accustomed to twilit 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.

\*\*Keen Senses.\*\* You have proficiency in Perception skill.

\*\*Fey Ancestry.\*\* You have advantage on saving throws against being charmed, and magic can't put you to sleep.

\*\*Trance.\*\* Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. 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.

\*\*Languages.\*\* You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

## Elf Variants

Three main variants of elves populate the world of Aethel: high elves, wood elves, and twilight elves. Choose one of these variants.

### High Elf

As a high elf, you have a keen mind and a mastery of at least the basics of magic. High elves are often found in ancient centers of learning and magical study, where they pursue knowledge and arcane mastery.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1.

\*\*Elf Weapon Training.\*\* You have proficiency with the longsword, shortsword, shortbow, and longbow.

\*\*Cantrip.\*\* You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

\*\*Extra Language.\*\* You can speak, read, and write one extra language of your choice.

### Wood Elf

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. Wood elves are reclusive and distrusting of non-elves, preferring the company of nature to that of civilization.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Elf Weapon Training.\*\* You have proficiency with the longsword, shortsword, shortbow, and longbow.

\*\*Fleet of Foot.\*\* Your base walking speed increases to 35 feet.

\*\*Mask of the Wild.\*\* You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

### Twilight Elf

As a twilight elf, you have an innate connection to the boundaries between worlds and the magic of illusion and shadow. Twilight elves often serve as intermediaries between the material world and the Feywild or other planes.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Twilight Magic.\*\* You know the minor illusion cantrip. When you reach 3rd level, you can cast the disguise self spell once per day. When you reach 5th level, you can also cast the misty step spell once per day. Charisma is your spellcasting ability for these spells.

\*\*Planar Affinity.\*\* You have advantage on Intelligence checks related to the planes of existence, particularly the Feywild.

\*\*Shadow Step.\*\* When you are in dim light or darkness, as a bonus action you can teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness. Once you use this trait, you can't use it again until you finish a long rest.

# Feykin

\*"The feykin dancer moved as if gravity were merely a suggestion, her steps leaving small bursts of glittering light in her wake. Her eyes, the color of summer leaves, held ancient mischief and timeless wonder. 'A bargain with me is not made lightly,' she said with a smile that was both invitation and warning. 'But those who keep their word find no more loyal friend in all the realms.'"\*

Feykin are mortals with fey ancestry or those who have been touched by the Feywild. They possess otherworldly beauty and strange, unpredictable magic. Neither fully mortal nor truly fey, feykin exist at the intersection of worlds, bringing the wild magic and ancient perspectives of the fey to the material plane.

## Between Two Worlds

Feykin appear mostly human but with distinctive features that mark their fey heritage. They stand between 5 and 6 feet tall, with slender, graceful builds. Their skin tones range from alabaster white to deep brown, often with subtle undertones of green, blue, or gold that become more pronounced in strong emotions or moonlight.

Their eyes are their most striking feature, large and expressive, in colors rarely seen in humans: violet, amber, emerald, or silver, often with slit pupils or unusual patterns in the iris. Many feykin have pointed ears, though less pronounced than those of elves. Their hair grows in unusual colors, deep blues, greens, purples, or metallic shades, and may seem to move slightly even when there is no breeze.

Some feykin display more obvious signs of their heritage: small horns, butterfly-like wings too small for flight, fingers that end in subtle claws, or skin that sparkles faintly in moonlight.

## Capricious and Eternal

Feykin society exists in small enclaves, often near thin places where the barrier between the material world and the Feywild grows weak. These communities blend fey traditions with practical adaptations to mortal life, creating unique cultures that honor both aspects of their heritage.

Most feykin are drawn to natural beauty and wild places, preferring to live in forests, mountains, or near bodies of water. Their dwellings often incorporate living plants, natural materials, and subtle enchantments that blur the line between structure and environment.

Feykin experience emotions intensely and can seem capricious to other races. They might be overcome with joy one moment and plunged into melancholy the next, with little apparent cause. This emotional intensity extends to their relationships, which tend to be passionate but sometimes fleeting.

Time moves differently in the Feywild, and this affects how feykin perceive the world. They often take a longer view than humans but lack the patience of elves or dwarves. Many feykin struggle with keeping track of mortal time, arriving early or late to appointments and losing track of days or seasons when absorbed in a project or passion.

## Feykin Names

Feykin names are melodious and evocative, often incorporating sounds from nature or suggesting qualities the bearer embodies. Many feykin have multiple names, a birth name, a true name kept secret, and perhaps a name they use among mortals.

\*\*Male Names:\*\* Adair, Briar, Callow, Dusk, Ember, Frost, Hawthorn, Lichen, Puck, Rowan, Thistle, Yarrow

\*\*Female Names:\*\* Aubrey, Blossom, Cerridwen, Daphne, Echo, Fable, Gossamer, Lark, Marigold, Petal, Sable, Wisteria

\*\*Surnames:\*\* Brightmantle, Dawntrader, Evenstar, Glimmersong, Moonshadow, Nightwhisper, Stardancer, Summerdream, Twilightcrown, Wildwanderer

## Feykin Traits

Your feykin character has the following racial traits.

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

\*\*Age.\*\* Feykin mature at the same rate as humans but can live to be 200 years old. Their fey heritage slows their aging once they reach adulthood.

\*\*Alignment.\*\* Feykin tend toward chaotic alignments, valuing freedom and following their passions over societal constraints. They lean toward good or neutral rather than evil, though those influenced by the darker aspects of the fey can be capricious and dangerous.

\*\*Size.\*\* Feykin 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.

\*\*Darkvision.\*\* Thanks to your fey heritage, 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.

\*\*Fey Ancestry.\*\* You have advantage on saving throws against being charmed, and magic can't put you to sleep.

\*\*Fey Magic.\*\* You know the druidcraft cantrip. When you reach 3rd level, you can cast the charm person spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the misty step spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

## Feykin Variants

Three main variants of feykin populate the world of Aethel: summer fey, winter fey, and twilight fey. Choose one of these variants.

### Summer Fey

As a summer fey, you embody the vibrant energy and growth of the summer season. Your skin may have a golden or green undertone, and your hair often resembles autumn leaves or summer flowers. Summer fey are known for their passionate natures and their ability to nurture growth and vitality.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 1.

\*\*Touch of Summer.\*\* You know the thorn whip cantrip. When you reach 3rd level, you can cast the goodberry spell once per day. Charisma is your spellcasting ability for these spells.

\*\*Green Thumb.\*\* You can cause a nonmagical plant to grow up to twice its normal size for 24 hours. Once you use this trait, you can't use it again until you finish a long rest.

\*\*Vitality of Summer.\*\* When you roll a 1 on a healing die, you can reroll the die and must use the new roll.

### Winter Fey

As a winter fey, you embody the quiet power and preservation of the winter season. Your skin may have a blue or silver undertone, and your hair often resembles frost or starlight. Winter fey are known for their calm, calculating natures and their ability to endure and preserve.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Touch of Winter.\*\* You know the ray of frost cantrip. When you reach 3rd level, you can cast the ice knife spell once per day. Charisma is your spellcasting ability for these spells.

\*\*Frost Touch.\*\* As an action, you can touch one object no larger than a 1-foot cube and coat it in a thin layer of ice. If the object is being worn or carried by a creature other than you, you must make a successful melee attack to touch it. The ice melts after 1 hour or when exposed to fire. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Winter's Endurance.\*\* You have resistance to cold damage.

### Twilight Fey

As a twilight fey, you embody the mystery and transformation of the twilight hours. Your skin may have a purple or indigo undertone, and your hair often resembles the night sky or twilight shadows. Twilight fey are known for their enigmatic natures and their ability to traverse boundaries and perceive hidden truths.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1.

\*\*Touch of Twilight.\*\* You know the minor illusion cantrip. When you reach 3rd level, you can cast the sleep spell once per day. Charisma is your spellcasting ability for these spells.

\*\*Twilight Step.\*\* As a bonus action, you can magically teleport up to 15 feet to an unoccupied space you can see. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Veil Sight.\*\* You can see invisible creatures and objects within 10 feet of you that are within line of sight.

# Gnome

\*"The gnome inventor's workshop was a chaotic symphony of whirring gears, bubbling potions, and half-assembled contraptions. She adjusted her magnifying spectacles and grinned, revealing slightly oversized front teeth. 'Is it practical? Perhaps not. Is it necessary? Debatable. But is it fascinating? Absolutely! And that, my friend, is reason enough to build it.'"\*

Gnomes are small, inventive beings with boundless curiosity and creative energy. Their minds work in unusual ways, leading to innovations and insights others might miss. Gnomish society values ingenuity, humor, and the pursuit of knowledge for its own sake, creating communities that buzz with energy and ideas.

## Small Stature, Giant Intellect

Gnomes stand between 3 and 4 feet tall, with slender, nimble builds that belie their physical resilience. Their skin ranges from tan to woody brown to ruddy pink, often with rosy cheeks that give them a perpetually cheerful appearance. Their eyes are large and expressive, typically in shades of blue, green, or hazel, and they sparkle with curiosity and mischief.

A gnome's most distinctive features are their oversized ears and noses, which give their faces a somewhat comical appearance by human standards. Their hair tends to be wild and expressive, standing up in tufts, curling in elaborate spirals, or swept into improbable styles. Male gnomes often sport impressive mustaches and beards, which they groom into fanciful shapes.

Gnomes mature at the same rate as humans but live much longer, often reaching 350 to 500 years. This extended lifespan gives them the luxury to pursue multiple vocations, hobbies, and areas of study throughout their lives.

## Communities of Creation and Wonder

Gnomish communities are marvels of creative engineering, often built into hillsides, among tree roots, or even underground. Their architecture favors round doorways, circular windows, and organic shapes that blend with the natural environment while incorporating clever mechanical features, rotating rooms, expandable spaces, and hidden compartments.

Gnome society places high value on individual expression and contribution to the community. They organize themselves loosely around shared interests and skills rather than rigid hierarchies, with respected elders serving as advisors rather than rulers. Decision-making tends to be communal, though gnomes joke that getting a group of them to agree on anything is like "herding cats through a room of interesting distractions."

Gnomes approach life with insatiable curiosity and boundless enthusiasm. They see the world as an endless series of puzzles to solve and mysteries to unravel. This perspective makes them natural experimenters and inventors, constantly tinkering with new ideas and approaches. Their failures are as celebrated as their successes, seen as valuable learning experiences rather than setbacks.

Humor is central to gnomish culture, with practical jokes, wordplay, and storytelling serving as both entertainment and a way to impart wisdom. Gnomes believe that laughter opens the mind to new possibilities and helps put life's challenges in perspective.

## Gnome Names

Gnome names are typically a combination of given names (often passed down through families) and nicknames that reflect their interests, achievements, or personality quirks. By the time a gnome reaches adulthood, they may have collected half a dozen nicknames from different circles of friends and family.

\*\*Male Names:\*\* Alston, Boddynock, Dimble, Eldon, Fonkin, Gimble, Glim, Gerbo, Jebeddo, Namfoodle, Orryn, Roondar, Seebo, Zook

\*\*Female Names:\*\* Bimpnottin, Caramip, Duvamil, Ellywick, Ellyjobell, Loopmottin, Mardnab, Roywyn, Shamil, Tana, Waywocket, Zanna

\*\*Family Names:\*\* Beren, Daergel, Folkor, Garrick, Nackle, Murnig, Ningel, Raulnor, Scheppen, Timbers, Turen

\*\*Nicknames:\*\* Aleslosh, Ashhearth, Badger, Cloak, Doublelock, Filchbatter, Oneshoe, Sparklegem, Stumbleduck

## Gnome Traits

Your gnome character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 2.

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

\*\*Natural Curiosity.\*\* You have proficiency in one of the following skills of your choice: Arcana, History, Investigation, or Nature.

\*\*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.

## Gnome Variants

Three main variants of gnomes populate the world of Aethel: tinker gnomes, arcanist gnomes, and prankster gnomes. Choose one of these variants.

### Tinker Gnome

As a tinker gnome, you have an intuitive understanding of mechanical devices and a talent for invention. Tinker gnomes are known for creating incredible contraptions that solve problems in unexpected ways.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 1.

\*\*Artificer's Lore.\*\* Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

\*\*Tinker.\*\* You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

\*Clockwork Toy.\* This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

\*Fire Starter.\* The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

\*Music Box.\* When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

\*Mechanical Sensor.\* The device can detect the presence of creatures within 30 feet. When a creature enters or leaves this range, the device makes a chirping noise audible within 10 feet.

### Arcanist Gnome

As an arcanist gnome, you have an innate connection to arcane magic and a talent for manipulating spell energies. Arcanist gnomes are known for their magical experimentation and ability to modify spells in subtle but significant ways.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Natural Illusionist.\*\* You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

\*\*Speak with Small Beasts.\*\* Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Arcanist gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

\*\*Arcane Tinkering.\*\* When you cast a spell that deals damage, you can change the damage type to one of the following: acid, cold, fire, lightning, or thunder. Once you use this trait, you can't use it again until you finish a short or long rest.

### Prankster Gnome

As a prankster gnome, you have a natural talent for illusion, misdirection, and practical jokes. Prankster gnomes are known for their good-natured trickery and ability to bring joy and laughter to those around them.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Minor Illusion.\*\* You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

\*\*Distracting Prank.\*\* As a bonus action, you can create a momentary distraction that causes a creature you can see within 30 feet to have disadvantage on the next Wisdom (Perception) or Intelligence (Investigation) check it makes before the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Slippery Mind.\*\* You have advantage on saving throws against being charmed or frightened.

# Goblin

\*"The goblin merchant's eyes darted constantly, taking in every detail of the marketplace. Her green skin was adorned with intricate tattoos depicting tools and mechanical designs, and a dozen pouches hung from her belt, each containing some salvaged treasure. 'You want quality? I got quality!' she announced, producing a contraption of gears and springs. 'Made it myself from the finest scrap in the Eastern Wastes. Guaranteed to work... mostly.'"\*

Goblins are small, resourceful creatures with a knack for survival and improvisation. Often underestimated, they possess surprising talents and adaptability. Goblin society values practical skills, resourcefulness, and the ability to make something useful out of almost nothing.

## Small but Mighty

Goblins stand between 3 and 4 feet tall, with wiry, nimble builds. Their skin ranges from yellow-green to blue-green to gray-green, often with mottled patterns or scars that tell the story of a hard-lived life. Their eyes are large and expressive, typically amber, red, or yellow, and seem to glow slightly in dim light.

A goblin's most distinctive features are their large, pointed ears and their wide mouths filled with sharp teeth. Their noses are long and often hooked, and many goblins have tufts of coarse hair in unusual colors, bright red, orange, yellow, or even blue or purple. Some goblins decorate their skin with tattoos, piercings, or tribal scarification that denotes their clan, profession, or personal accomplishments.

Goblins mature quickly, reaching adulthood around age 8, and can live to be 60 years old, though few reach such an advanced age due to their dangerous lifestyles and societies.

## Survivors and Scavengers

Goblin communities are typically found in places other races avoid or abandon, caves, ruins, sewers, or the fringes of other societies. Their architecture is pragmatic and improvised, making use of whatever materials are available and incorporating clever traps and escape routes.

Goblin society is organized around small, tight-knit clans led by the strongest, smartest, or most charismatic member. Leadership changes frequently, either through challenge, trickery, or when the current leader makes a significant mistake. Despite this seemingly chaotic structure, goblins are surprisingly cooperative within their clans, sharing resources and working together to ensure collective survival.

Goblins approach life with pragmatic creativity. They see value in objects and ideas that others discard, finding innovative uses for broken tools, scraps of metal, or half-forgotten knowledge. This perspective makes them natural scavengers, tinkers, and improvisers, able to create functional (if not always reliable) solutions with minimal resources.

Humor is important in goblin culture, though it tends toward the practical joke and slapstick variety. Goblins use laughter as a way to cope with hardship and to establish social bonds within their clans.

## Goblin Names

Goblin names are typically short, harsh-sounding, and often descriptive of a physical trait or notable deed. Clan names usually reference a distinctive feature of the clan's territory or a legendary ancestor.

\*\*Male Names:\*\* Crank, Dreg, Fizz, Grix, Hakk, Ixle, Krusk, Mig, Nikk, Ript, Skiv, Zark

\*\*Female Names:\*\* Bix, Deet, Eepa, Grit, Hix, Jix, Kriz, Lula, Nix, Pika, Skit, Zizi

\*\*Clan Names:\*\* Boltsnapper, Gearsmasher, Rustbucket, Sparkspark, Trapmaker, Wastewalker, Bergstein

## Goblin Traits

Your goblin character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 2, and your Constitution score increases by 1.

\*\*Age.\*\* Goblins reach adulthood at age 8 and rarely live longer than 60 years.

\*\*Alignment.\*\* Goblins are typically neutral, focused on survival and self-interest rather than moral absolutes. They tend toward chaos, valuing flexibility and freedom over rigid structures.

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

\*\*Speed.\*\* Your base walking speed is 30 feet.

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

\*\*Nimble Escape.\*\* You can take the Disengage or Hide action as a bonus action on each of your turns.

\*\*Fury of the Small.\*\* When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Languages.\*\* You can speak, read, and write Common and Goblin. The Goblin language is filled with hard consonants and guttural sounds, making it distinctive and somewhat difficult for other races to pronounce correctly.

## Goblin Variants

Three main variants of goblins populate the world of Aethel: boom goblins, scrap goblins, and shadow goblins. Choose one of these variants.

### Boom Goblin

As a boom goblin, you have a fascination with explosives, fire, and things that go "boom." Boom goblins are known for their demolition expertise and their ability to create volatile substances from seemingly harmless components.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1.

\*\*Demolition Expert.\*\* You have proficiency with alchemist's supplies. When you make an Intelligence check related to alchemical substances, explosives, or incendiary devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

\*\*Blast Resistance.\*\* You have resistance to fire damage and advantage on Dexterity saving throws against effects that create explosions.

\*\*Improvised Explosive.\*\* As an action, you can create and throw a small explosive device. Choose a point within 30 feet. Each creature within 5 feet of that point must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or take 1d4 fire damage. This damage increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level. Once you use this trait, you can't use it again until you finish a short or long rest.

### Scrap Goblin

As a scrap goblin, you have an uncanny ability to find value in junk and create useful items from discarded materials. Scrap goblins are known for their resourcefulness and their talent for improvisation.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Junk Collector.\*\* You have proficiency with tinker's tools. When you make a Wisdom (Perception) check to find useful items in junk, trash, or ruins, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

\*\*Scavenger's Luck.\*\* When you make a Dexterity (Sleight of Hand) check or a Wisdom (Perception) check to find hidden objects, you can roll a d4 and add the number rolled to the check.

\*\*Improvised Tool.\*\* As an action, you can create a simple tool or weapon from available materials. You create one of the following items, which lasts until you use this trait again:

- A simple weapon

- A set of thieves' tools

- A climber's kit

- A healing kit

- Any other simple tool the DM agrees to

The item functions as a normal item of its kind but has half the normal hit points. Once you use this trait, you can't use it again until you finish a short or long rest.

### Shadow Goblin

As a shadow goblin, you have developed exceptional stealth abilities and a talent for moving unseen. Shadow goblins are known for their infiltration skills and their ability to hide in plain sight.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Superior Darkvision.\*\* Your darkvision has a radius of 120 feet.

\*\*Shadow Stealth.\*\* You have proficiency in the Stealth skill. When you are in dim light or darkness, you can take the Hide action as a bonus action.

\*\*Shadow Blend.\*\* When you are in dim light or darkness, you can use your action to become invisible until you move, take an action, or react. Once you use this trait, you can't use it again until you finish a short or long rest.

# Human

\*"The human merchant adjusted her Imperial coat, its gold buttons gleaming in the marketplace sun. 'My family has traded along these routes for seven generations,' she said with practiced confidence. 'We may not live as long as elves or dwarves, but we accomplish twice as much in half the time. That's the human way.'"\*

Humans are adaptable, ambitious, and diverse, representing the most widespread race in Aethel. Their versatility and determination have allowed them to thrive in countless environments. Human society values innovation, achievement, and progress, creating cultures that constantly evolve and expand.

## Versatile and Ambitious

Humans display the greatest physical diversity of all the races of Aethel. They stand between 5 and 6½ feet tall, with builds ranging from slender to broad and muscular. Their skin tones cover a wide spectrum from pale to dark brown, with every shade in between. Their hair and eye colors are equally varied, though dark hair and eyes are most common.

What humans lack in uniformity, they make up for in adaptability and ambition. Their relatively short lifespans (rarely exceeding 80 years) drive them to accomplish much in the time they have, leading to a dynamism that other races sometimes find exhausting or inspiring.

## Cultures of Innovation and Expansion

Human societies are as diverse as their physical appearances, ranging from nomadic tribes to sprawling empires. What unites most human cultures is a drive toward expansion, innovation, and achievement. Humans build cities, establish trade networks, and found institutions with an eye toward the future, hoping to create legacies that will outlive them.

The typical human society is a blend of tradition and progress, with humans readily adopting useful practices from other races while maintaining their own cultural identities. This adaptability has allowed humans to establish communities in virtually every environment, from frozen tundras to scorching deserts.

Human governance ranges from monarchies and oligarchies to republics and tribal councils. What these systems tend to share is a pragmatic approach to leadership, with humans generally preferring practical solutions over ideological purity. This pragmatism extends to religion as well, with many humans worshipping multiple deities associated with different aspects of life.

Perhaps the most distinctive feature of human society is its constant change. While dwarven kingdoms may remain largely unchanged for centuries and elven communities might preserve traditions for millennia, human cultures evolve noticeably within a single generation. This capacity for rapid adaptation is both a strength and a challenge, allowing humans to respond quickly to new threats but sometimes leading to a loss of cultural continuity.

## Human Names

Human names vary widely by culture and region. Some human communities use family names passed down through generations, while others use patronymics or matronymics. Still others might use names that reflect a person's occupation, birthplace, or distinctive traits.

\*\*Male Names:\*\* Adan, Bram, Cormac, Darian, Evendur, Farid, Galen, Hadrian, Ivor, Jorah, Karim, Liam, Malik, Nolan, Orin, Pavel, Quincy, Rowan, Soren, Tarik

\*\*Female Names:\*\* Amara, Brenna, Cora, Dessa, Eliza, Fara, Gwendolyn, Hana, Imogen, Jessa, Kira, Lyra, Mira, Nadia, Octavia, Petra, Quinn, Raya, Sera, Talia

\*\*Family Names:\*\* Arkwright, Blackwood, Corliss, Devereux, Eastwood, Farnsworth, Grayson, Harrington, Ironwood, Jericho, Kingsley, Lockwood, Mercer, Northcott, Orman, Prescott, Quentin, Redfield, Silverman, Thorne

## Human Traits

Your human character has the following racial traits.

\*\*Ability Score Increase.\*\* Your ability scores each increase by 1.

\*\*Age.\*\* Humans reach adulthood in their late teens and rarely live even a single 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.

\*\*Versatility.\*\* You gain proficiency in one skill of your choice.

\*\*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.

## Human Variants

Three main variants of humans populate the world of Aethel: imperial humans, nomadic humans, and scholarly humans. Choose one of these variants.

### Imperial Human

As an imperial human, you come from one of the great human cities or kingdoms, where commerce, politics, and social hierarchies shape daily life. Imperial humans are known for their leadership abilities and their talent for organization and diplomacy.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1 (for a total of +2 to Charisma).

\*\*Social Intuition.\*\* You have proficiency in the Persuasion skill. If you already have this proficiency, you gain proficiency in one of the following skills of your choice: Deception, Insight, or Intimidation.

\*\*Diplomatic Training.\*\* You know one additional language of your choice.

\*\*Natural Leader.\*\* Once per short rest, when you or an ally within 30 feet of you rolls a 1 on an attack roll, ability check, or saving throw, you can call out a warning or offer quick advice, allowing the roll to be rerolled. The second roll must be used.

### Nomadic Human

As a nomadic human, you come from a culture that travels regularly, whether following herds, trading routes, or seasonal patterns. Nomadic humans are known for their survival skills and their ability to adapt to changing environments.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 1, and your Wisdom score increases by 1 (for a total of +2 to Constitution and +2 to Wisdom).

\*\*Environmental Adaptation.\*\* You have advantage on saving throws against extreme heat and cold.

\*\*Survival Instinct.\*\* You have proficiency in the Survival skill. If you already have this proficiency, you gain proficiency in one of the following skills of your choice: Animal Handling, Medicine, or Nature.

\*\*Wayfinder.\*\* You always know which way is north, and you have advantage on Wisdom (Survival) checks to avoid becoming lost.

### Scholarly Human

As a scholarly human, you come from a tradition that values learning, research, and the preservation of knowledge. Scholarly humans are known for their intellectual curiosity and their ability to master new skills quickly.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1 (for a total of +2 to Intelligence).

\*\*Knowledge Seeker.\*\* You have proficiency in the History skill. If you already have this proficiency, you gain proficiency in one of the following skills of your choice: Arcana, Investigation, or Religion.

\*\*Quick Learner.\*\* You gain proficiency with one set of tools of your choice.

\*\*Lore Master.\*\* When you make an Intelligence check to recall information about something you've studied, you can add double your proficiency bonus instead of any proficiency bonus you normally apply.

# Mycelian

\*"The mycelian elder's body seemed to pulse with a soft, bioluminescent glow as she spoke, her voice resonating with the deep wisdom of decomposition and renewal. 'All things return to the earth,' she said, tendrils of fungal growth gently swaying around her head like a living crown. 'We are merely the caretakers of this eternal cycle, helping that which has ended to nourish that which is yet to begin.'"\*

Mycelians are fungal beings with unique physiologies and perspectives. Their connection to decomposition and renewal gives them unusual abilities related to life and death. Mycelian society values balance, patience, and the interconnectedness of all living things.

## Beings of Decay and Renewal

Mycelians stand between 5 and 6 feet tall, with slender, slightly asymmetrical builds. Their skin resembles various types of fungi, smooth and pale, rough and textured, or covered in small pores or ridges. Many mycelians display bioluminescent patches that pulse gently with their emotions, typically in blues, greens, or purples.

A mycelian's most distinctive features are the fungal growths that replace or supplement hair on their heads and sometimes their bodies. These growths range from shelf-like protrusions to delicate, branching structures to clusters of small, colorful caps. These fungal parts are sensitive and expressive, often moving slightly in response to the mycelian's emotions or environmental changes.

Mycelians have large, wide-set eyes that range from solid black to luminous white, with no visible pupils or irises. Their facial features tend to be soft and somewhat indistinct, with small noses and mouths that can expand surprisingly wide when needed.

## Networks of Community and Connection

Mycelian communities are typically found in forests, swamps, or caves, environments rich with organic matter and moisture. Their settlements are often partially underground, with structures that incorporate living fungi and blend seamlessly with the natural environment. Many mycelian dwellings are connected by underground networks of mycelia, allowing for communication and resource sharing throughout the community.

Mycelian society is communal and non-hierarchical, organized around the principle that all members are connected parts of a greater whole. Decision-making is typically done through consensus, with elders serving as guides rather than rulers. These elders are often those who have developed the most extensive mycelial networks, connecting them to vast stores of shared knowledge and experience.

Mycelians approach life with patience and perspective. They understand that decay is a necessary part of renewal, and that apparent endings often contain the seeds of new beginnings. This worldview makes them excellent mediators and counselors, able to see the cycles and patterns that connect seemingly disparate events.

Time moves differently for mycelians than for most other races. They can enter periods of dormancy when conditions are unfavorable, slowing their metabolism and consciousness to conserve energy. This ability allows them to survive through droughts, harsh winters, or other challenging times, emerging when conditions improve.

## Mycelian Names

Mycelian names often incorporate sounds that evoke their fungal nature, soft, slightly damp consonants and flowing vowels. Their personal names are often descriptive of their appearance or abilities, while community names typically reference the environment where they grow.

\*\*Male Names:\*\* Agaric, Boletus, Clathrus, Daldinia, Entoloma, Fomes, Grifola, Helvella, Inonotus, Lentinus

\*\*Female Names:\*\* Amanita, Bovista, Cantharella, Daedalea, Exidia, Fistulina, Geastrum, Hericium, Inocybe, Lactaria

\*\*Community Names:\*\* Deeproot, Forestfloor, Hollowlog, Moistcavern, Oldgrowth, Rottencore, Shadedglen, Sporecloud, Undergrowth, Wethollow

## Mycelian Traits

Your mycelian character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 2.

\*\*Age.\*\* Mycelians mature quickly, reaching adulthood around age 10. Their lifespans are difficult to measure, as they can enter periods of dormancy that extend their lives. Under normal conditions, they typically live to be around 80 years old, but some ancient mycelians are known to be several centuries old.

\*\*Alignment.\*\* Most mycelians tend toward neutrality, seeing life as a balance of opposing forces. They often have good intentions but prioritize the natural cycle of life and death over abstract moral principles.

\*\*Size.\*\* Mycelians stand between 5 and 6 feet tall and average about 100 pounds. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet.

\*\*Darkvision.\*\* Accustomed to life underground and in dark forests, 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.

\*\*Fungal Nature.\*\* You have resistance to poison damage and advantage on saving throws against being poisoned. You don't need to breathe, but you still require food, water, and sleep.

\*\*Spore Cloud.\*\* As an action, you can release a cloud of spores in a 10-foot radius centered on yourself. Each creature in the area must succeed on a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or be blinded until the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Mycological Insight.\*\* You have advantage on Intelligence (Nature) checks related to fungi, plants, and the process of decay.

\*\*Languages.\*\* You can speak, read, and write Common and Undercommon.

## Mycelian Variants

Three main variants of mycelians populate the world of Aethel: spore mycelians, decay mycelians, and symbiotic mycelians. Choose one of these variants.

### Spore Mycelian

As a spore mycelian, you have developed advanced reproductive capabilities through specialized spore structures. Spore mycelians are known for their ability to produce spores with various effects, from illumination to disorientation.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 1.

\*\*Bioluminescent Spores.\*\* You can cause the fungal growths on your body to shed bright light in a 10-foot radius and dim light for an additional 10 feet. You can dismiss this effect as a bonus action.

\*\*Hallucinogenic Cloud.\*\* When you use your Spore Cloud trait, you can choose to release hallucinogenic spores instead of blinding spores. Creatures that fail the saving throw experience mild hallucinations and have disadvantage on Wisdom (Perception) checks until the end of your next turn.

\*\*Spore Preservation.\*\* You can preserve a small sample of your spores in a special container. If you die, these spores can potentially grow into a new mycelian with your memories and personality, effectively reincarnating you. This process requires specific conditions and is not guaranteed to succeed.

### Decay Mycelian

As a decay mycelian, you have specialized in breaking down organic matter and absorbing its nutrients. Decay mycelians are known for their ability to accelerate decomposition and draw sustenance from decaying materials.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 1.

\*\*Decomposition Touch.\*\* As an action, you can touch one corpse or piece of nonmagical organic material no larger than a 5-foot cube and cause it to rapidly decompose. A corpse affected by this trait is reduced to a skeleton in 1 minute. Plant matter withers and breaks down into compost. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Consume Decay.\*\* When you are adjacent to a corpse or significant amount of decaying organic matter, you can use your action to absorb nutrients from it. You gain temporary hit points equal to your level that last for 1 hour. Once you use this trait, you can't use it again until you finish a long rest.

\*\*Decay Sense.\*\* You can sense the presence of dead or decaying organic matter within 30 feet of you. You also know the general age of the decay.

### Symbiotic Mycelian

As a symbiotic mycelian, you have developed the ability to form beneficial bonds with other living beings. Symbiotic mycelians are known for their healing abilities and their capacity to share strength with allies.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Healing Spores.\*\* As an action, you can release healing spores that affect one creature you can touch. The target regains hit points equal to 1d8 + your Wisdom modifier. Once you use this trait, you can't use it again until you finish a long rest.

\*\*Symbiotic Bond.\*\* As an action, you can form a temporary bond with a willing creature you can touch. While bonded, when either you or the bonded creature takes damage, you can use your reaction to transfer up to half of that damage to the other creature. This bond lasts for 1 minute or until you end it as a bonus action. Once you use this trait, you can't use it again until you finish a long rest.

\*\*Empathic Link.\*\* While you are bonded to a creature using your Symbiotic Bond trait, you can sense the creature's emotions and general physical condition (healthy, injured, diseased, etc.) as long as you are on the same plane of existence.

# Ogre

\*"The ogre craftsman's massive hands worked with surprising delicacy, carving intricate patterns into the stone column. Standing nearly nine feet tall, his gray-green skin was covered in tribal markings that told the story of his mountain clan. 'Small folk think ogres just smash,' he rumbled, his voice like distant thunder. 'But we build to last centuries. That is true strength.'"\*

Ogres are massive, powerful beings with natural strength and resilience. Their imposing physiques belie the complexity of their cultures and the depth of their traditions. Ogre society values strength, endurance, and craftsmanship, creating communities that have endured for generations despite the challenges they face.

## Giants Among the Races

Ogres stand between 8 and 10 feet tall, with broad, muscular builds that can weigh up to 800 pounds. Their skin ranges from gray-green to blue-gray to ruddy brown, often with a leathery texture that provides natural protection. Their features are heavy and pronounced, broad noses, prominent brow ridges, and strong jaws with slightly protruding lower canines.

An ogre's eyes are typically small in proportion to their massive heads but are expressive and intelligent, ranging in color from amber to deep brown to pale blue. Many ogres have patchy hair growth, with males sometimes growing sparse beards or tufts of hair on their heads. Some ogres decorate their bodies with tribal markings, tattoos, or ritual scarification that denotes their clan, accomplishments, or social status.

Despite their intimidating size, ogres move with a deliberate grace that speaks to their self-awareness. They understand their strength and have learned to control it, moving carefully in spaces designed for smaller races.

## Strength and Tradition

Ogre communities are typically found in mountainous regions, hills, or other areas where their size is an advantage rather than a hindrance. Their architecture is massive and durable, built to accommodate their proportions and to last for generations. Many ogre structures incorporate stone and massive timbers, with high ceilings, wide doorways, and furniture scaled to their size.

Ogre society is organized around extended family groups or clans, with leadership typically determined by a combination of strength, wisdom, and service to the community. While physical prowess is respected, ogres recognize that true leadership requires more than just muscle. Elders are highly respected for their experience and knowledge, often serving as advisors even after they can no longer lead physically.

Ogres approach life with patience and deliberation. They value thoroughness and durability in all things, from craftsmanship to relationships. This perspective makes them excellent builders, craftspeople, and loyal allies, though their methodical nature can sometimes frustrate more impulsive races.

Contrary to common stereotypes, ogre culture places high value on artistic expression, particularly in forms that showcase their natural strengths, stone carving, metalwork, and epic oral poetry that recounts clan histories and heroic deeds. These traditions are passed down through generations, with young ogres apprenticing under masters to learn both techniques and the cultural significance of their work.

## Ogre Names

Ogre names are typically short and powerful, with hard consonants that can be easily called across mountain valleys. Clan names often reference geographical features or legendary ancestors.

\*\*Male Names:\*\* Brak, Drog, Gorn, Hrak, Karg, Morg, Narg, Rolk, Thog, Vrog

\*\*Female Names:\*\* Dara, Grasha, Kora, Luga, Moga, Nara, Orla, Rasha, Shaga, Vona

\*\*Clan Names:\*\* Boulderfist, Ironhide, Mountainroot, Rockfury, Stonehammer, Thunderfist

## Ogre Traits

Your ogre character has the following racial traits.

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

\*\*Age.\*\* Ogres mature slightly slower than humans, reaching adulthood around age 20. They typically live to be around 90 years old.

\*\*Alignment.\*\* Most ogres tend toward lawful alignments, valuing tradition and community structure. They are often neutral in the good-evil axis, prioritizing the welfare of their clan over abstract moral principles.

\*\*Size.\*\* Ogres stand between 8 and 10 feet tall and weigh between 600 and 800 pounds. Your size is Large.

\*\*Speed.\*\* Your base walking speed is 30 feet.

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

\*\*Natural Armor.\*\* Your thick, leathery skin gives you a base AC of 12 + your Constitution modifier.

\*\*Long-Limbed.\*\* When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

\*\*Languages.\*\* You can speak, read, and write Common and Giant.

## Ogre Variants

Three main variants of ogres populate the world of Aethel: mountain ogres, war ogres, and marsh ogres. Choose one of these variants.

### Mountain Ogre

As a mountain ogre, you have adapted to life in high, rocky terrain. Mountain ogres are known for their stone-working skills, their throwing prowess, and their ability to navigate difficult mountain paths with surprising agility.

\*\*Ability Score Increase.\*\* Your Strength score increases by 1 (for a total of +3 to 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. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Mountain Born.\*\* You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

\*\*Mighty Thrower.\*\* When you throw a weapon or object as part of an attack, its range increases by 30 feet.

### War Ogre

As a war ogre, you come from a tradition of disciplined warriors and battlefield commanders. War ogres are known for their tactical acumen, their intimidating presence, and their ability to inspire allies in combat.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Battle Cry.\*\* As a bonus action, you can let out a mighty battle cry. Each ally within 30 feet of you who can hear you gains temporary hit points equal to your level. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Intimidating Presence.\*\* You have proficiency in the Intimidation skill. When you use Intimidation against a creature that is your size or smaller, you have advantage on the check.

\*\*Tactical Training.\*\* You have proficiency with two martial weapons of your choice and with medium armor.

### Marsh Ogre

As a marsh ogre, you have adapted to life in swamps and wetlands. Marsh ogres are known for their hunting skills, their resistance to disease, and their ability to move through difficult terrain with ease.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 1.

\*\*Swamp Camouflage.\*\* You have proficiency in the Stealth skill. When you attempt to hide in a swamp or marsh environment, you can do so even when only lightly obscured.

\*\*Disease Resistance.\*\* You have advantage on saving throws against disease and poison.

\*\*Swamp Stride.\*\* Moving through nonmagical difficult terrain in swamps and marshes costs you no extra movement.

# Orc

\*"The orc huntmaster's scarred face broke into a fierce grin as she examined the tracks. 'Three elk, moving northeast,' she said, her tusks gleaming in the forest light. 'The large one is injured, see how the right hoof drags? We'll have meat for the clan tonight, and fine hides for the winter.'"\*

Orcs are strong, resilient beings with deep tribal traditions and a profound connection to the natural world. Their physical prowess and endurance have allowed them to thrive in harsh environments. Orc society values strength, honor, and community, creating cultures that respect both martial prowess and spiritual wisdom.

## Strength and Honor

Orcs stand between 6 and 7 feet tall, with powerful, muscular builds. Their skin ranges from gray-green to deep forest green to earthy brown, often with subtle mottling or patterns. Their features are distinctive, prominent brow ridges, small tusks that protrude from their lower jaws, and slightly pointed ears that sweep back along their heads.

An orc's eyes are typically bright and expressive, in shades of amber, red, or yellow, and seem to glow slightly in dim light. Many orcs have coarse, dark hair that they wear in braids, topknots, or mohawks, often decorated with beads, bones, or feathers that signify personal achievements or clan affiliation. Ritual scarification and tattoos are common among orcs, with patterns that tell the story of their lineage, accomplishments, and spiritual journey.

Orcs mature quickly, reaching adulthood around age 12, and few live past 50 years. This relatively short lifespan gives them an intensity and focus that longer-lived races sometimes lack, and orcs understand that life is brief and must be lived with purpose and passion.

## Tribal Traditions and Natural Wisdom

Orc communities are typically organized around extended family groups or clans, led by those who have proven their worth through deeds rather than birth. Leadership can be martial, spiritual, or a combination of both, with war chiefs leading in times of conflict and shamans guiding the clan's spiritual life.

Most orc settlements are found in wilderness areas, forests, mountains, or plains, where they can hunt, gather, and live in harmony with the natural world. Their dwellings are practical and often portable, allowing the clan to move with game migrations or seasonal changes. Some orc clans have established more permanent settlements, particularly those who have developed agriculture or trade relationships with other races.

Orc culture places high value on personal honor, courage, and contribution to the clan. Every member is expected to develop their strengths and use them for the benefit of all. While physical prowess is respected, orcs also value cunning, wisdom, and spiritual insight. Their societies make room for many paths to honor, whether through hunting, crafting, healing, or communing with ancestral spirits.

Contrary to stereotypes held by other races, orc culture is rich with artistic traditions, storytelling, music, dance, and crafts that preserve their history and express their connection to the natural world. Many of these traditions are integrated into daily life and seasonal celebrations, with the entire clan participating.

## Orc Names

Orc names are typically short and strong, with harsh consonants and open vowels that carry well across battlefields or hunting grounds. Many orcs have a birth name and an earned name that reflects a significant deed or quality.

\*\*Male Names:\*\* Brug, Dench, Feng, Gell, Henk, Holg, Imsh, Keth, Krusk, Mhurren, Ront, Shump, Thokk

\*\*Female Names:\*\* Baggi, Emen, Engong, Kansif, Myev, Neega, Ovak, Ownka, Shautha, Sutha, Vola, Volen, Yevelda

\*\*Clan Names:\*\* Bloodfist, Bonebreaker, Eaglespirit, Nighthowl, Skullcleaver, Wolfrunner

## Orc Traits

Your orc character has the following racial traits.

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

\*\*Age.\*\* Orcs mature a little faster than humans, reaching adulthood around age 12. They age noticeably faster and rarely live longer than 50 years.

\*\*Alignment.\*\* Orcs tend toward chaotic alignments, valuing freedom and following their instincts over rigid structures. They lean toward neutral rather than good or evil, though individuals vary widely based on personal experience and tribal values.

\*\*Size.\*\* Orcs are usually over 6 feet tall and weigh between 230 and 280 pounds. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet.

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

\*\*Aggressive.\*\* As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

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

\*\*Primal Intuition.\*\* You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, or Survival.

\*\*Languages.\*\* You can speak, read, and write Common and Orc. The Orc language has no script of its own but is written in the Dwarvish script. Orc writing is found primarily in graffiti, trophy markings, and practical records of hunting grounds and tribal territories.

## Orc Variants

Three main variants of orcs populate the world of Aethel: war orcs, shaman orcs, and hunter orcs. Choose one of these variants.

### War Orc

As a war orc, you come from a tradition of disciplined warriors and battlefield tacticians. War orcs are known for their combat prowess, their intimidating presence, and their ability to push beyond normal physical limits.

\*\*Ability Score Increase.\*\* Your Strength score increases by 1 (for a total of +3 to Strength).

\*\*Relentless Endurance.\*\* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't use it again until you finish a long rest.

\*\*Savage Attacks.\*\* When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

\*\*Battle Ready.\*\* You have proficiency with two martial weapons of your choice and with light and medium armor.

### Shaman Orc

As a shaman orc, you have developed a spiritual connection to the natural world and ancestral spirits. Shaman orcs are known for their magical abilities, their wisdom, and their role as spiritual leaders within their communities.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Spirit Guide.\*\* You know the guidance cantrip. When you reach 3rd level, you can cast the speak with animals spell once per day. When you reach 5th level, you can also cast the augury spell once per day. Wisdom is your spellcasting ability for these spells.

\*\*Ancestral Knowledge.\*\* You have advantage on Intelligence (History) checks related to your clan's history and on Wisdom (Religion) checks related to spirits and the afterlife.

\*\*Healer's Intuition.\*\* You have proficiency with the herbalism kit. When you use an action to stabilize a dying creature, that creature also regains 1 hit point.

### Hunter Orc

As a hunter orc, you have honed your skills as a tracker and provider for your clan. Hunter orcs are known for their stealth, their knowledge of beasts and terrain, and their ability to survive in the harshest environments.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 1.

\*\*Natural Tracker.\*\* You have advantage on Wisdom (Survival) checks to track creatures, and you can track at a normal pace instead of at a slow pace.

\*\*Beast Affinity.\*\* You have advantage on Wisdom (Animal Handling) checks and on Intelligence (Nature) checks related to beasts.

\*\*Hunter's Stealth.\*\* You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

# Troll

\*"The troll elder's skin was a patchwork of scars and regenerated tissue, each mark telling a story of survival. She towered over the delegation, her massive frame silhouetted against the swamp mists. 'We remember,' she rumbled, her voice like stones grinding together. 'When your grandfathers' grandfathers were not yet born, we were here. And we will remain when your cities have returned to dust.'"\*

Trolls are massive, regenerative beings with incredible resilience and primal power. Their ability to heal from almost any wound has shaped both their physiology and their culture. Troll society values endurance, adaptation, and the wisdom that comes from centuries of survival.

## Eternal Survivors

Trolls stand between 7 and 9 feet tall, with lanky, powerful builds that can weigh up to 500 pounds. Their skin ranges from mossy green to swampy brown to stony gray, often with a rough, almost bark-like texture that provides natural protection. Their features are exaggerated and somewhat bestial, long arms that hang below their knees, hunched postures, elongated faces with prominent jaws, and large, pointed ears.

A troll's most distinctive features are their regenerative capabilities and their incredible longevity. Their bodies constantly heal and renew themselves, allowing them to recover from wounds that would kill other creatures and to live for centuries. This regeneration sometimes results in unusual growths or asymmetrical features, particularly in older trolls who have recovered from serious injuries.

Trolls have large, expressive eyes that range from yellow to red to deep black, often with vertical pupils like those of cats or reptiles. Many trolls develop tufts of moss-like hair or even small plants growing from their bodies, particularly those who dwell in swamps or forests.

## Ancient Wisdom and Primal Power

Troll communities are typically found in environments that other races find inhospitable, deep swamps, remote mountains, or dense forests. Their settlements are often built around natural features like caves, massive trees, or stone formations, with structures that blend into the environment and can be easily abandoned and rebuilt if necessary.

Troll society is organized around extended family groups or clans, with leadership determined by age and wisdom rather than strength alone. The eldest trolls, some of whom may be several centuries old, serve as living repositories of knowledge and history, passing down oral traditions that stretch back to times before human civilizations existed.

Trolls approach life with patience and pragmatism. Their regenerative abilities and long lifespans give them a perspective that shorter-lived races often lack, they have seen civilizations rise and fall, environments change, and seemingly permanent structures crumble. This perspective makes them somewhat fatalistic but also deeply practical, focused on adaptation and survival rather than building monuments or empires.

Despite their fearsome appearance and reputation, many troll clans maintain complex spiritual traditions centered around natural cycles, ancestral wisdom, and the balance between creation and destruction. Troll shamans are respected for their ability to commune with nature spirits and ancestral guides, serving as both healers and spiritual leaders for their communities.

## Troll Names

Troll names are typically guttural and primal, with sounds that evoke their natural environments and regenerative nature. Many trolls accumulate multiple names throughout their long lives, with each name marking a significant period or transformation.

\*\*Male Names:\*\* Brog, Churk, Drog, Grak, Hork, Krag, Lurk, Morg, Rolk, Skrag, Thrag, Vrok

\*\*Female Names:\*\* Drega, Grasha, Harga, Karga, Lurga, Morga, Narga, Olga, Sharga, Urga, Vorga, Yurga

\*\*Clan Names:\*\* Bogstrider, Mossback, Rockfist, Stonehide, Swampdweller, Thornheart

## Troll Traits

Your troll character has the following racial traits.

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

\*\*Age.\*\* Trolls mature at about the same rate as humans but can live for centuries thanks to their regenerative abilities. Some ancient trolls claim to be over 500 years old.

\*\*Alignment.\*\* Most trolls tend toward chaotic alignments, valuing freedom and adaptation over rigid structures. They lean toward neutral rather than good or evil, though individuals vary widely based on personal experience and clan values.

\*\*Size.\*\* Trolls stand between 7 and 9 feet tall and weigh between 300 and 500 pounds. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet.

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

\*\*Regeneration.\*\* At the start of your turn, you regain hit points equal to your proficiency bonus if you have at least 1 hit point. If you take acid or fire damage, this trait doesn't function at the start of your next turn.

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

\*\*Claws.\*\* Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

\*\*Languages.\*\* You can speak, read, and write Common and Giant.

## Troll Variants

Three main variants of trolls populate the world of Aethel: swamp trolls, stone trolls, and blood trolls. Choose one of these variants.

### Swamp Troll

As a swamp troll, you have adapted to life in fetid marshes and bogs. Swamp trolls are known for their toxic secretions, their resistance to disease, and their ability to blend into marshy environments.

\*\*Ability Score Increase.\*\* Your Wisdom score increases by 1.

\*\*Toxic Secretions.\*\* When a creature hits you with a melee attack while within 5 feet of you, you can use your reaction to deal poison damage to the attacker equal to your proficiency bonus. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Disease Immunity.\*\* You are immune to disease.

\*\*Swamp Camouflage.\*\* You have proficiency in the Stealth skill. When you attempt to hide in a swamp or marsh environment, you can do so even when only lightly obscured.

### Stone Troll

As a stone troll, you have developed a tough, stone-like hide and a natural affinity for earth and rock. Stone trolls are known for their durability, their strength, and their ability to blend into rocky environments.

\*\*Ability Score Increase.\*\* Your Strength score increases by 1 (for a total of +2 to Strength).

\*\*Stone Hide.\*\* Your AC increases by 1.

\*\*Earth Affinity.\*\* You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

\*\*One with Stone.\*\* You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### Blood Troll

As a blood troll, you have developed the ability to manipulate your own vitality and that of others. Blood trolls are known for their blood magic, their enhanced regeneration, and their ability to transfer life force between creatures.

\*\*Ability Score Increase.\*\* Your Charisma score increases by 1.

\*\*Enhanced Regeneration.\*\* When you use your Regeneration trait, you regain additional hit points equal to your Constitution modifier.

\*\*Blood Magic.\*\* You know the blood manipulation cantrip. When you reach 3rd level, you can cast the false life spell once per day. When you reach 5th level, you can also cast the vampiric touch spell once per day. Charisma is your spellcasting ability for these spells.

\*\*Vitality Transfer.\*\* As an action, you can touch a willing creature and transfer some of your life force to them. You take damage equal to your level, and the target regains hit points equal to twice that amount. Once you use this trait, you can't use it again until you finish a long rest.

# Undead

\*"The undead scholar's eyes glowed with an eerie blue light as she carefully turned the ancient tome's pages with skeletal fingers. Despite her fearsome appearance, her voice was cultured and measured. 'Death,' she said, 'is merely a transition. I have experienced what lies beyond the veil, and returned with knowledge that the living can only dream of.'"\*

Undead are beings who have transcended death through magic, willpower, or cosmic intervention. Unlike mindless zombies or skeletons, sentient undead retain their personalities and memories from life, though often altered by their transformation. Undead society, where it exists, values knowledge, patience, and the perspective that comes from existing beyond mortal concerns.

## Beyond Death's Veil

Undead vary widely in appearance depending on their specific nature, but all share certain traits that mark them as no longer fully alive. Their bodies do not age or decay further once transformed, preserving them in the state they were in at the moment of their transformation. Many undead have pale, bloodless skin ranging from alabaster white to ashen gray, while others may appear more skeletal or spectral.

The eyes of sentient undead often glow with inner light, blue, green, purple, or amber, reflecting the magical energies that animate them. Some undead retain a nearly human appearance, while others are more obviously transformed, with skeletal features, translucent flesh, or bodies that seem to shift between solid and incorporeal states.

Undead do not need to breathe, eat, or sleep in the traditional sense, though many maintain these habits from their living days. They often have unusual connections to negative energy, shadows, or the spiritual planes, granting them supernatural abilities but also creating unique vulnerabilities.

## Eternal Perspective

Undead communities are rare, as most sentient undead exist as individuals within living society or in self-imposed isolation. Where undead do gather, they typically form small, secretive enclaves in remote locations, ancient crypts, abandoned ruins, or pocket dimensions connected to the Shadowfell.

Without the biological imperatives that drive living races, undead society organizes around intellectual or magical pursuits, the preservation of knowledge, or the fulfillment of ancient oaths or purposes. Leadership, where it exists, typically falls to the oldest or most magically powerful individuals, though undead are generally individualistic and resistant to hierarchical structures.

Undead approach existence with patience and detachment. Freed from mortal concerns like aging, disease, and basic survival needs, they can pursue long-term goals across centuries. This perspective makes them excellent scholars, mages, and keepers of historical knowledge, but can also make them seem cold or inhuman to the living.

Many undead struggle with emotional connections, finding that feelings from their living days have become muted or altered by their transformation. Some fight to maintain their capacity for empathy and connection, while others embrace the emotional distance as a form of liberation from mortal concerns.

## Undead Names

Undead typically retain the names they had in life, though many adopt new names or titles that reflect their transformed nature or the purpose that drives their continued existence.

\*\*Male Names:\*\* Aldric, Bartholomew, Cassius, Darius, Ezekiel, Gideon, Lazarus, Mordecai, Nicodemus, Thaddeus

\*\*Female Names:\*\* Anastasia, Cassandra, Eleanora, Isolde, Liliana, Morgana, Ophelia, Ravenna, Seraphina, Threnody

\*\*Titles:\*\* the Deathless, the Eternal, the Returned, the Undying, Shadowbound, Soulkeeper

## Undead Traits

Your undead character has the following racial traits.

\*\*Ability Score Increase.\*\* Your Constitution score increases by 2, and your Intelligence score increases by 1.

\*\*Age.\*\* Undead do not age physically after their transformation. The oldest known undead have existed for millennia, though most are much younger.

\*\*Alignment.\*\* Undead tend toward lawful alignments, as the force of will required to maintain sentience beyond death often comes with a structured mindset. They span the moral spectrum from good to evil, though many are neutral, viewing mortal concerns from a detached perspective.

\*\*Size.\*\* Undead maintain the size they had in life. Your size is Medium.

\*\*Speed.\*\* Your base walking speed is 30 feet.

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

\*\*Undead Nature.\*\* You are considered both humanoid and undead for effects that target either type. You don't need to breathe, eat, or sleep, though you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You don't dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

\*\*Necrotic Resistance.\*\* You have resistance to necrotic damage.

\*\*Deathless Fortitude.\*\* When damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 5 + the damage taken). On a success, you drop to 1 hit point instead. You can't use this feature if you're reduced to 0 hit points by radiant damage or a critical hit. Once you use this trait, you can't use it again until you finish a long rest.

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

## Undead Variants

Three main variants of undead populate the world of Aethel: lichborn, revenants, and wraiths. Choose one of these variants.

### Lichborn

As a lichborn, you have achieved undeath through arcane study and ritual, preserving your consciousness and magical abilities beyond death. Lichborn are known for their arcane knowledge, their connection to negative energy, and their ability to manipulate souls and life force.

\*\*Ability Score Increase.\*\* Your Intelligence score increases by 1 (for a total of +2 to Intelligence).

\*\*Arcane Knowledge.\*\* You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

\*\*Soul Drain.\*\* As an action, you can touch one creature and draw out a portion of its life essence. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failed save, the creature takes necrotic damage equal to 1d6 + your Intelligence modifier, and you gain temporary hit points equal to the damage dealt. This damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. Once you use this trait, you can't use it again until you finish a short or long rest.

\*\*Arcane Recovery.\*\* Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your level (rounded up), and none of the slots can be 6th level or higher.

### Revenant

As a revenant, you have returned from death to fulfill an unfinished purpose or seek vengeance for a terrible wrong. Revenants are known for their determination, their ability to track those who have wronged them, and their resistance to effects that would impede their mission.

\*\*Ability Score Increase.\*\* Your Strength score increases by 1.

\*\*Relentless Nature.\*\* When you are reduced to 0 hit points, you can make a DC 10 Constitution saving throw. If you succeed, you can immediately take an action. Once you use this trait, you can't use it again until you finish a long rest.

\*\*Vengeful Tracker.\*\* You know the general direction and distance to a creature against whom you have sworn vengeance. This awareness extends to any plane of existence. You must perform a 1-hour ritual to designate a target for your vengeance. You can have only one such target at a time, and you can change your target by performing the ritual again.

\*\*Unfinished Business.\*\* You have advantage on saving throws against being charmed or frightened, as your singular purpose overrides such effects.

### Wraith

As a wraith, you exist in a state between corporeal and incorporeal, able to shift between solid form and spectral essence. Wraiths are known for their ability to pass through solid objects, their connection to the shadow realm, and their ability to instill fear in the living.

\*\*Ability Score Increase.\*\* Your Dexterity score increases by 1.

\*\*Incorporeal Movement.\*\* You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. You can use this ability for a number of rounds equal to your proficiency bonus. These rounds need not be consecutive. Once you've used all these rounds, you can't use this ability again until you finish a long rest.

\*\*Shadow Stealth.\*\* You have proficiency in the Stealth skill. When you are in dim light or darkness, you can take the Hide action as a bonus action.

\*\*Chilling Touch.\*\* When you hit a creature with an unarmed strike, you can deal cold damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

***# Chapter 3: Classes***

Adventurers are extraordinary people, driven by a thirst for excitement into a life that others would never dare lead. They are heroes, compelled to explore the dark places of the world and take on the challenges that lesser women and men can't stand against.

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Class shapes the way you think about the world and interact with it and your relationship with other people and powers in Aethel. A soldier, for example, might view the world in pragmatic terms of strategy and maneuvering, and see herself as just a pawn in a much larger game. A cleric, by contrast, might see himself as a willing servant in a god's unfolding plan or a conflict brewing among various deities. While the soldier has contacts in a mercenary company or army, the cleric might know a number of priests, paladins, and devotees who share his faith.

Your class gives you a variety of special features, such as a soldier's mastery of weapons and armor, and a wizard's spells. At low levels, your class gives you only two or three features, but as you advance in level you gain more and your existing features often improve. Each class entry in this chapter includes a table summarizing the benefits you gain at every level, and a detailed explanation of each one.

Adventurers sometimes advance in more than one class. A thief might switch direction in life and swear the oath of a paladin. A barbarian might discover latent magical ability and dabble in the wizard class while continuing to advance as a barbarian. Elves are known to combine martial mastery with magical training and advance as warriors and wizards simultaneously. Optional rules for combining classes in this way, called multiclassing, appear in chapter 6.

Eighteen classes, listed in the Classes table, are found throughout Aethel and define the spectrum of typical adventurers.

## Classes Table

| Class | Description | Hit Die | Primary Ability | Saving Throw Proficiencies | Armor and Weapon Proficiencies |

|-------|-------------|--------|-----------------|----------------------------|--------------------------------|

| Bard | An inspiring magician whose power echoes the music of creation | d8 | Charisma | Dexterity & Charisma | Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords |

| Cleric | A priestly champion who wields divine magic in service of a higher power | d8 | Wisdom | Wisdom & Charisma | Light and medium armor, shields, simple weapons |

| Crimson Agent | A versatile combatant who blends martial prowess with arcane techniques | d8 | Dexterity & Intelligence | Dexterity & Intelligence | Light/medium armor, simple and martial weapons |

| Dragoon | A master of aerial combat who harnesses momentum and gravity | d10 | Strength & Dexterity | Strength & Dexterity | All armor, shields, simple and martial weapons |

| Druid | A priest of the Old Faith, wielding the powers of nature and adopting animal forms | d8 | Wisdom | Intelligence & Wisdom | Light and medium armor (nonmetal), shields (nonmetal), clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears |

| Mage | A versatile arcane spellcaster with a broad range of magical abilities | d6 | Intelligence | Intelligence & Wisdom | Daggers, darts, slings, quarterstaffs, light crossbows |

| Monk | A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection | d8 | Dexterity & Wisdom | Strength & Dexterity | Simple weapons, shortswords |

| Mirrorsage | A specialist in reflection magic who manipulates light, images, and duplicates | d6 | Intelligence & Charisma | Intelligence & Charisma | Light armor, simple weapons, shortswords |

| Oracle | A divinely inspired seer whose prophecies and visions guide their magic | d8 | Wisdom & Charisma | Wisdom & Charisma | Light armor, simple weapons |

| Ranger | A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization | d10 | Dexterity & Wisdom | Strength & Dexterity | Light and medium armor, shields, simple and martial weapons |

| Shaman | A spiritual guide who communes with ancestral and elemental spirits | d8 | Wisdom | Wisdom & Constitution | Light/medium armor, shields, simple weapons |

| Soldier | A disciplined warrior trained in military tactics and weapon mastery | d10 | Strength or Dexterity | Strength & Constitution | All armor, shields, simple and martial weapons |

| Thief | A skilled infiltrator who uses stealth and trickery to overcome obstacles and enemies | d8 | Dexterity | Dexterity & Intelligence | Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords |

| Tinker | An innovative creator who combines mechanical ingenuity with magical enhancement | d8 | Intelligence | Intelligence & Dexterity | Light armor, simple weapons, hand crossbows, light crossbows |

| Warrior | A fierce combatant who relies on raw power and combat instinct | d12 | Strength | Strength & Constitution | All armor, shields, simple and martial weapons |

| Wizard | A scholarly magic-user capable of manipulating the structures of reality | d6 | Intelligence | Intelligence & Wisdom | Daggers, darts, slings, quarterstaffs, light crossbows |

| Paladin | A holy warrior bound to a sacred oath | d10 | Strength & Charisma | Wisdom & Charisma | All armor, shields, simple and martial weapons |

## Building Zeetes, Continued

As we saw in chapter 1, Shawn is creating Zeetes, a gnome tinkerer who has recently left his workshop to seek adventure and inspiration. Now that she's chosen his race, he needs to select a class that fits her character concept. Given Zeetes' background as an inventor and his natural curiosity about mechanical devices, Shawn decides that the Tinker class is the perfect fit. This class will allow Zeetes to create useful gadgets and infuse them with magical properties, reflecting his lifelong passion for invention. As a 1st-level Tinker, Zeetes gains several class features, including the ability to create simple mechanical devices and the Tinker's Intuition feature that helps him understand and repair complex mechanisms. Shawn notes these features on her character sheet, along with Zeetes' proficiencies in light armor, simple weapons, hand crossbows, light crossbows, and tinker's tools.

"I think Zeetes will approach adventuring like an experiment," Shawn says. "He'll be constantly taking notes on everything he encounters and thinking about how he could build devices to solve the problems the party faces. He might not be the strongest fighter, but his gadgets will give the group options they wouldn't otherwise have."

## Class Features

As a member of a class, you gain a variety of features that define your capabilities. When you gain a new level in a class, you get additional features from your class as shown in the class description. Some features indicate a level at which you gain an enhanced version of the feature. For example, a monk gains Unarmored Movement at 2nd level and then gains an enhancement to that feature at 9th level.

### Hit Points

Your hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice).

\*\*Hit Dice:\*\* Each class has a Hit Die, a die of a specific size that determines how many hit points you gain when you level up. For example, a warrior uses a d12, while a wizard uses a d6. When you gain a level, you roll your class's Hit Die, add your Constitution modifier, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

\*\*Hit Points at 1st Level:\*\* When you create your character, you determine your hit points by adding your Constitution modifier to the highest possible total of your class's Hit Die. For example, if you're a warrior with a Constitution score of 16 (modifier of +3), your starting hit points would be 15 (12 + 3).

\*\*Hit Points at Higher Levels:\*\* Each time you gain a level, you roll your class's Hit Die (or take the average value). Add your Constitution modifier to the roll and add the total to your hit point maximum.

### Proficiency Bonus

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the numbers you'll be using for your character:

- Attack rolls using weapons you're proficient with

- Attack rolls with spells you cast

- Ability checks using skills you're proficient in

- Ability checks using tools you're proficient with

- Saving throws you're proficient in

- Saving throw DCs for spells you cast

Your class determines your weapon and armor proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. Your background gives you additional skill and tool proficiencies, and some races give you more proficiency. Be sure to note all of your proficiencies on your character sheet. Your proficiency bonus can't be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once.

### Skill Trees and Specialization

One of the defining features of Decennium Descent's class system is the skill tree. Beginning at 1st level, each class has access to three distinct specialization paths, represented by skill trees. As you advance in level, you can invest skill points into these trees, unlocking new abilities and enhancing existing ones and if you plan correctly, you might be able to discover a Prestige Class!!!

Each skill tree represents a different approach to your class's core concept. For example, a Soldier might choose between skill trees focusing on defense, two-handed weapons, or battlefield control. This system allows for tremendous customization within each class, ensuring that no two characters of the same class need be alike.

The skill tree system works as follows:

1. You gain skill points as you level up, which can be invested in your class skill trees

2. Each skill tree contains multiple tiers of abilities, with higher tiers requiring investment in lower tiers first

3. You can invest in multiple skill trees, creating hybrid specializations

4. Some abilities have prerequisites beyond tier placement, such as minimum ability scores or other specific abilities

5. At higher levels, you can access prestige classes by meeting specific requirements within your skill trees

This system allows you to customize your character to match your preferred playstyle while maintaining the core identity of your chosen class.

### Multiclassing

Decennium Descent allows characters to gain levels in multiple classes, representing the diversification of their training and abilities. Multiclassing enables the creation of unique character concepts that blend the features of different classes.

To multiclass, you must meet minimum ability score requirements for both your current class and the new class you wish to adopt. When you gain a level, you must choose which of your classes to advance, gaining all the benefits provided by a level in that class.

Multiclassing comes with both advantages and challenges:

\*\*Advantages\*\*

- Access to a wider variety of abilities and features

- Unique combinations that can create specialized character concepts

- Greater versatility in addressing different situations

\*\*Challenges\*\*

- Slower access to high-level abilities in any single class

- More complex character management

- Potential MAD (Multiple Ability Dependency) requiring good scores in several abilities

Specific rules for multiclassing, including how features like spellcasting and skill trees interact across classes, are detailed in the Multiclassing section at the end of this chapter.

### Prestige Classes

As you advance in your base class and develop your character's abilities, you may qualify for prestige classes, elite specializations that represent the pinnacle of certain paths or combinations of skills. Prestige classes offer powerful abilities and unique features that aren't available to base classes. Unlike multiclassing, which allows you to diversify your character's abilities, prestige classes represent focused mastery and specialization. Each prestige class has specific prerequisites that must be met before you can take levels in it, such as minimum ability scores, skill tree investments, or specific accomplishments in the game world. Prestige classes are detailed in a separate chapter, but they're mentioned here because your choice of base class and how you develop your skill trees will determine which prestige classes become available to your character.

### Classes and Society

Your class often influences how you are perceived in the world of Aethel. Some classes, like Soldiers and Clerics, are common and widely accepted across most societies. Others, like certain specializations of Wizards or Thieves, may face suspicion or prejudice in certain regions.

\*\*Class Organizations\*\*

Many classes have associated organizations, guilds, or orders that train new members and provide community for established practitioners:

- \*\*Military Academies and Mercenary Companies:\*\* Train Soldiers, Warriors, and Dragoons

- \*\*Arcane Colleges:\*\* Centers of magical research and education for Wizards, Mages, and Mirrorsages

- \*\*Clerical Hierarchies:\*\* Religious organizations structured around specific deities

- \*\*Druidic Circles:\*\* Secretive groups dedicated to preserving natural balance

- \*\*Thieves' Guilds:\*\* Underground networks for Thieves and similar classes

- \*\*Bardic Colleges:\*\* Institutions preserving lore and training performers

- \*\*Tinkers' Workshops:\*\* Collaborative spaces where inventors share ideas and resources

\*\*Class and Culture\*\*

Different cultures may favor certain classes based on their values and environment:

- Imperial human societies often value Wizards, Soldiers, and Clerics

- Nomadic human tribes commonly produce Warriors, Rangers, and Shamans

- Elven communities typically respect Mages, Druids, and Rangers

- Dwarven societies honor Soldiers, Clerics, and Tinkers

- Orcish tribes revere Warriors, Shamans, and Rangers

## Using This Chapter

The following sections detail each of the eighteen base classes. For each class, you'll find:

1. \*\*Class Overview:\*\* A general description of the class, its role, and its place in the world

2. \*\*Class Features:\*\* The mechanical abilities gained as the character advances in level

3. \*\*Skill Trees:\*\* The three specialization paths available to the class

4. \*\*Playing the Class:\*\* Advice on effective tactics, roleplaying, and character development

5. \*\*Class Relationships:\*\* How the class typically interacts with other classes

6. \*\*Notable NPCs:\*\* Famous examples of the class in the world of Aethel

When creating a character, read through the class descriptions to find one that matches your preferred playstyle and character concept. Consider not just the mechanical benefits but also how the class will influence your character's personality, background, and goals.

Remember that while classes provide structure and abilities, they don't dictate every aspect of your character. A Soldier might be a noble knight, a grizzled mercenary, or a tribal defender. Use the class as a foundation for your character, then build upon it with unique traits, goals, and quirks that make the character truly yours.  
# Bard

*\*"The half-elf's fingers danced across her lute strings, weaving a melody that seemed to shimmer in the air. As she sang of ancient heroes and forgotten battles, her companions felt their weariness fade and their spirits lift. The wounds of their recent battle seemed less painful, their resolve strengthened by the power of her song."\**

Bards are versatile performers whose magic flows through music, poetry, and other artistic expressions. In the world of Aethel, bards serve as entertainers, historians, messengers, and magical practitioners whose power comes from the emotional resonance of their performances. Their unique blend of performance skills, arcane knowledge, and social prowess makes them adaptable adventurers capable of supporting allies, hindering enemies, and solving complex problems.

## Class Overview

As a bard, you harness the fundamental power of artistic expression to create magical effects. Your performances can inspire courage, heal wounds, manipulate emotions, and even harm your enemies. Beyond your magical abilities, you serve as a repository of knowledge, stories, and cultural traditions, making you valuable in both social and practical situations.

In Aethel, bards can be found in virtually every society, from royal courts to frontier taverns. They might be wandering minstrels carrying news between isolated settlements, court performers entertaining nobility, lore keepers preserving cultural histories, or battle singers inspiring troops on the battlefield.

## Core Mechanics

\*\*Crescendo\*\* – Each Bard ability played in rhythm without interruption adds 1 Crescendo stack (max 5). At 5 stacks, the next ability consumes them all for a bonus effect. Maintaining rhythm and building Crescendo is central to mastering the Bard class.

### Primary Attributes

- \*\*Main Attribute:\*\* Charisma

- \*\*Secondary Attributes:\*\* Dexterity, Intelligence

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor

- \*\*Weapon Proficiency:\*\* Simple weapons, musical instruments as weapons

- \*\*Tool Proficiency:\*\* Three musical instruments of your choice

## Progression Path

### Level 1-2 (Base Bard Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Verse Mastery:\*\* +5% damage on all Verses.

- \*\*Lingering Notes:\*\* Chants last 1 extra turn after being interrupted.

- \*\*Melodic Instinct:\*\* +5% initiative and movement speed.

- \*\*Echo Harmonization:\*\* Echo effects apply +1 turn duration.

- \*\*Performance Focus:\*\* Gain 10% reduced cooldown on Bard skills when at max Crescendo.

#### Active Skills

- \*\*Verse of Courage:\*\* A quick musical phrase that deals minor damage to a single target and grants +5% damage to an ally for 2 turns.

- \*\*Chant of Renewal:\*\* A sustained melody that heals nearby allies for a small amount each turn while maintained.

- \*\*Echo of Inspiration:\*\* Amplifies your last performed ability, causing its effects to repeat at 50% potency next turn.

- \*\*Dissonant Note:\*\* A jarring sound that interrupts enemy concentration and has a chance to briefly stun.

- \*\*Bardic Knowledge:\*\* Passive ability that grants insight into lore, history, and cultural information encountered during adventures.

### Level 3-9 (Arch Class: Virtuoso)

At level 3, bards specialize into the Virtuoso arch class, refining their musical talents and developing more powerful performances.

#### Passive Skills

- \*\*Fluid Tempo:\*\* Crescendo stacks no longer drop when hit.

- \*\*Verses Unbound:\*\* Verses can now crit, dealing x1.5 damage.

- \*\*Chorus Shield:\*\* Using a Chant grants a minor damage shield to self and nearest ally.

- \*\*Signature Sound:\*\* Choose a single element (Fire/Ice/Lightning). Your Verses deal +10% of that type.

- \*\*Perfect Pitch (Capstone):\*\* At 5 Crescendo, Verses also apply a debuff: -10% enemy resistances for 2 turns.

#### Active Skills

- \*\*Virtuoso's Verse:\*\* An enhanced musical phrase that deals moderate damage and has a chance to apply a short debuff based on your Signature Sound element.

- \*\*Resonant Chant:\*\* A powerful sustained melody that provides both healing and a small defensive bonus to allies in range.

- \*\*Cascading Echo:\*\* Creates multiple echoes of your previous ability, each at diminishing potency.

- \*\*Tempo Control:\*\* Manipulates the flow of battle, slightly increasing allies' action speed while decreasing enemies' speed.

- \*\*Harmonic Convergence:\*\* Consumes all Crescendo stacks to create a powerful area effect that combines damage to enemies and support for allies.

### Level 10+ (Hero Path Selection)

At level 10, bards choose a Hero path influenced by their alignment, further specializing their musical abilities.

#### Harmony (Good Hero Path)

Supportive songsmith focused on healing, cleansing, and morale.

##### Passive Skills

- \*\*Song of Serenity:\*\* Nearby allies regenerate minor HP over 2 turns after a Chant.

- \*\*Cleansing Verse:\*\* Crescendo 5 grants group-wide status cleanse.

- \*\*Echo of Light:\*\* Echoes apply +10% healing received.

- \*\*Divine Chorus:\*\* Party gains +1 action every 3 turns while Crescendo is active.

- \*\*Finale: Crescendo of Hope:\*\* On death, performs one last healing Chant automatically. (1/day)

##### Active Skills

- \*\*Healing Harmony:\*\* A powerful restorative melody that heals allies and has a chance to remove negative status effects.

- \*\*Protective Verse:\*\* Creates a barrier around an ally that absorbs damage and grants resistance to the next status effect.

- \*\*Chorus of Renewal:\*\* Consumes all Crescendo stacks to provide a significant healing effect to all allies in range.

- \*\*Inspiring Performance:\*\* Boosts allies' morale, granting bonuses to attack, defense, and saving throws.

- \*\*Symphony of Serenity:\*\* Ultimate ability that creates a zone of peace, healing allies over time and preventing enemies from using certain aggressive abilities.

#### Virtuoso (Neutral Hero Path)

Absolute mastery of tempo, combos, and battlefield manipulation.

##### Passive Skills

- \*\*Echo Reverb:\*\* Echo effects trigger a second time for 50% potency.

- \*\*Chant Cascade:\*\* Using a Chant resets cooldown on your last Verse.

- \*\*Encore:\*\* 20% chance a Bard skill refunds its cooldown.

- \*\*Tempo Theft:\*\* Gain +5% action speed for each enemy affected by your Chants.

- \*\*Finale: Grand Performance:\*\* Spend 5 Crescendo to grant an extra action to all allies in range. (1/day)

##### Active Skills

- \*\*Masterful Verse:\*\* A complex musical phrase that deals damage to multiple targets and builds Crescendo faster.

- \*\*Tempo Manipulation:\*\* Alters the flow of time in a small area, speeding up allies or slowing enemies.

- \*\*Virtuoso's Medley:\*\* Combines effects of your previously used abilities into a powerful sequence.

- \*\*Harmonic Resonance:\*\* Creates zones of beneficial or harmful energy based on musical notes played.

- \*\*Symphony of Mastery:\*\* Ultimate ability that maximizes your Crescendo generation and allows rapid casting of multiple bard abilities in sequence.

#### Discord (Evil Hero Path)

A twisted songweaver who manipulates madness, fear, and ruin.

##### Passive Skills

- \*\*Dissonant Pulse:\*\* Chants deal minor psychic damage each round.

- \*\*Cacophony:\*\* Verses apply a stacking -5% Accuracy debuff.

- \*\*Maddening Echo:\*\* Echoes may confuse enemies for 1 turn (25% chance).

- \*\*Twisted Chorus:\*\* Crescendo 5 causes enemies to suffer -10% to all saves for 2 turns.

- \*\*Finale: Dirge of Madness:\*\* Once per long rest, enemies in a wide area are stunned and take psychic damage based on your Crescendo stacks.

##### Active Skills

- \*\*Verse of Agony:\*\* A painful melody that deals damage over time and reduces healing received.

- \*\*Chant of Fear:\*\* Causes enemies to flee or fight at reduced effectiveness.

- \*\*Discordant Echo:\*\* Corrupts the effects of your previous ability to create harmful distortions.

- \*\*Mind-Rending Performance:\*\* Deals psychic damage and has a chance to confuse or stun enemies.

- \*\*Symphony of Madness:\*\* Ultimate ability that creates a zone of chaotic energy, causing enemies to attack each other and suffer from hallucinations.

## Playing a Bard

As a bard in Decennium Descent, your effectiveness depends on rhythm, positioning, and strategic use of your Crescendo mechanic. Unlike other classes that might focus on raw damage or defense, you excel at controlling the flow of battle through tempo manipulation and well-timed performances.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Harmony Bards\*\* should position themselves to maximize the number of allies affected by their supportive abilities, using Verses strategically to build Crescendo for powerful group healing effects.

- \*\*Virtuoso Bards\*\* thrive on maintaining perfect rhythm, using their abilities in carefully planned sequences to maximize Encore procs and Echo effects. They are the most technically demanding bard path but offer unparalleled versatility.

- \*\*Discord Bards\*\* should focus on disrupting enemy formations and targeting key opponents with debilitating effects, using their damage-over-time abilities to pressure multiple enemies simultaneously.

All bards should remember that maintaining Crescendo is crucial, being interrupted or missing beats can reset your momentum and significantly reduce your effectiveness.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Harmony Bards\*\* are generally welcomed in civilized settlements and may receive discounts or special treatment from those who value their healing and protective abilities.

- \*\*Virtuoso Bards\*\* are respected for their technical skill but may be viewed with some suspicion due to their unpredictable nature. They typically have neutral reputation modifiers in most regions.

- \*\*Discord Bards\*\* often face prejudice and suspicion, particularly in lawful communities. They may need to disguise their true nature or find alternative paths to achieve their goals in certain regions.

## Notable Bard NPCs in Aethel

### Lyria Silverharp

A high elf Harmony bard who serves as the Royal Chronicler in the Imperial Court. She has documented the reign of three emperors and is known for her healing symphonies that can cure even the most grievous wounds.

### Thorne Battleson

A human Virtuoso bard who travels with mercenary companies, using his perfect mastery of tempo to coordinate attacks and provide tactical advantages. His performances are studied by military strategists throughout Aethel.

### Whisper

A mysterious feykin Discord bard who performs in high-society gatherings throughout Aethel. Those who hear Whisper's haunting melodies often find themselves revealing secrets they intended to keep or acting against their own interests days after the performance has ended.

# Cleric

*\*"The dwarven cleric raised her holy symbol, and a wave of golden light emanated from it, washing over her wounded companions. As the light touched them, their wounds began to close, and the weariness faded from their eyes. 'The divine favors those who act in its name,' she proclaimed, turning to face the approaching darkness with renewed determination."\**

Clerics are divine conduits who channel the power of their deity to heal allies, smite enemies, and perform sacred rites. In the world of Aethel, clerics serve as intermediaries between mortals and the divine, interpreting the will of their gods and manifesting divine power through faith and devotion. Their connection to higher powers grants them abilities that can turn the tide of battle, restore life to the fallen, and banish unholy threats.

## Class Overview

As a cleric, you draw power directly from your deity through prayer, ritual, and unwavering faith. Your divine connection allows you to heal wounds, protect allies, smite enemies, and perform sacred ceremonies that invoke your deity's power. Beyond your magical abilities, you serve as a spiritual guide, offering counsel and representing your faith's tenets in your actions.

In Aethel, clerics can be found in temples, on battlefields, in remote shrines, or wandering the land in service to their deity. They might be devoted healers tending to the sick, zealous warriors fighting against heretics, or scholarly priests preserving ancient religious knowledge.

## Core Mechanics

\*\*Divine Favor\*\* – Clerics accumulate Conviction points through prayer, ritual actions, and fulfilling their deity's will. These points can be spent to empower divine abilities, with more powerful effects requiring more Conviction. Managing this resource effectively is key to maximizing a cleric's potential.

### Primary Attributes

- \*\*Main Attribute:\*\* Wisdom

- \*\*Secondary Attributes:\*\* Intelligence, Constitution

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light and medium armor, shields

- \*\*Weapon Proficiency:\*\* Simple weapons, deity-favored weapons

- \*\*Tool Proficiency:\*\* Religious implements

## Progression Path

### Level 1-2 (Base Cleric Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Conviction Pool:\*\* +2 max Conviction cap.

- \*\*Consecrated Ground:\*\* Healing allies on terrain you sanctify (via Rite) heals for +10%.

- \*\*Judging Light:\*\* Smite deals +20% bonus damage to enemies afflicted by Cursed or Weakened effects.

- \*\*Fervent Ritualist:\*\* +10% faster channel speed on all Rites.

- \*\*Invocation Attunement:\*\* Choose one Invocation Path (see below); gain a permanent passive tied to it.

##### Invocation Path Bonuses (Apply at Level 2)

- \*\*Radiance:\*\* +10% healing power and heals cleanse minor conditions.

- \*\*Judgment:\*\* Smites mark enemies with Judged for 2 rounds, reducing their AC by 1.

- \*\*Renewal:\*\* Healing Rites restore 5 stamina to the target.

- \*\*Flame:\*\* Conviction can be consumed to ignite targets for 2 turns (fire DoT).

- \*\*Veil:\*\* Gain passive True Sight vs invisible or ethereal creatures.

- \*\*Echoes:\*\* 10% of healing or damage is repeated 1 turn later (Echo Effect).

#### Active Skills

- \*\*Divine Smite:\*\* Channel divine energy into a powerful strike against a single enemy, dealing damage based on your Wisdom and consuming 1 Conviction.

- \*\*Healing Rite:\*\* A channeled ability that restores health to an ally, with increased effectiveness on consecrated ground.

- \*\*Sacred Chant:\*\* A sustained prayer that generates 1 Conviction every 3 turns while maintained.

- \*\*Consecrate:\*\* Sanctify the ground in a 15-foot radius, creating consecrated terrain that enhances your healing abilities and weakens undead enemies.

- \*\*Divine Insight:\*\* Commune briefly with your deity to gain insight about a religious matter, sacred location, or divine presence.

### Level 3-9 (Arch Class: Bishop)

At level 3, clerics specialize into the Bishop arch class, refining their connection to the divine and developing more powerful prayers and rites.

#### Passive Skills

- \*\*Aura of Faith:\*\* Allies in range gain +5% healing received and +1 to saves.

- \*\*Sermon of Purpose:\*\* Chants now generate 1 Conviction every 2 turns.

- \*\*Liturgical Flow:\*\* Chaining 2 Rites reduces cooldown of your next Invocation by 1 turn.

- \*\*Anointed Guardian:\*\* First time an ally drops below 20% HP per combat, grant them a 30% damage reduction shield for 2 rounds.

- \*\*Sanctified Reprisal:\*\* Whenever you heal, next Smite deals 20% more damage and stuns Undead.

- \*\*Miraculous Channel:\*\* Sacrificing 3 Conviction causes your next Rite to affect the full party.

- \*\*Capstone: Bishop's Mandate:\*\* Activating a Sacrament automatically casts a free Invocation without cost or cooldown.

#### Active Skills

- \*\*Divine Invocation:\*\* Channel a powerful prayer based on your chosen Invocation Path, with effects ranging from mass healing to divine fire or protective barriers.

- \*\*Sacrament:\*\* Perform a sacred ceremony that consumes Conviction to create a powerful, sustained effect in an area.

- \*\*Banish Unholy:\*\* Channel divine energy to damage and potentially banish undead, demons, or other unholy entities.

- \*\*Blessing of Protection: \*\* Bestow a divine blessing on an ally, granting them resistance to a specific damage type or condition.

- \*\*Commune: \*\* Enter a deep meditative state to receive guidance directly from your deity, gaining insight on important matters or divine intervention.

### Level 10+ (Hero Path Selection)

At level 10, clerics choose a Hero path influenced by their alignment, further specializing their divine abilities.

#### Saint (Good Hero Path)

Master of mass healing and divine immunity.

##### Passive Skills

- \*\*Aura of Grace:\*\* Allies in range resist critical hits and gain minor HP regen.

- \*\*Divine Rebirth:\*\* On revive, ally returns with 50% HP and a temporary resistance shield.

- \*\*Merciful Sacrament:\*\* Sacraments cost no Conviction if used on an ally under 25% HP.

- \*\*Unyielding Light:\*\* Once per day, prevents party wipe and restores 30% HP.

- \*\*Final Miracle: Celestial Resurgence:\*\* Revive all allies who died within the last 3 turns.

##### Active Skills

- \*\*Mass Healing Light:\*\* Channel divine energy to heal all allies within 30 feet, with increased effectiveness on those most wounded.

- \*\*Divine Intervention:\*\* Call upon your deity to intervene directly, potentially averting disaster or creating a miraculous effect.

- \*\*Sanctify Being:\*\* Bestow temporary divine protection on an ally, granting them immunity to specific conditions or damage types.

- \*\*Radiant Burst:\*\* Release a powerful wave of divine energy that heals allies and damages unholy creatures.

- \*\*Resurrection:\*\* Return a fallen ally to life with renewed vigor and temporary divine blessing.

#### Priest (Neutral Hero Path)

Pragmatic defender of faith and balance.

##### Passive Skills

- \*\*Scriptural Echo:\*\* Casting a Rite repeats the Invocation used previously for 50% effect.

- \*\*Words of Equilibrium:\*\* Heal and Damage dealt scale off the higher of INT or WIS.

- \*\*Balanced Scales:\*\* Enemies take divine damage if they attack healed targets.

- \*\*Doctrine Shield:\*\* Gain 1 Conviction anytime a condition is removed.

- \*\*Final Miracle: Word of Binding:\*\* Enemies in a large AoE are silenced, snared, and take +25% divine damage for 3 turns.

##### Active Skills

- \*\*Balance Restoration:\*\* Channel divine energy that both heals allies and damages enemies in an area, maintaining cosmic balance.

- \*\*Divine Judgment:\*\* Mark an enemy for judgment, causing them to take damage proportional to the harm they inflict.

- \*\*Ritual of Cleansing:\*\* Perform a ritual that removes multiple negative conditions from allies while potentially imposing them on enemies.

- \*\*Word of Power:\*\* Speak a divine word that has different effects based on the target's nature and actions.

- \*\*Cosmic Equilibrium:\*\* Create a zone where healing and harm are balanced, converting excess damage to healing and vice versa.

#### Cultist (Evil Hero Path)

Twisted zealot using death, sacrifice, and dark rites.

##### Passive Skills

- \*\*Sanguine Rite: \*\* Rites damage enemies and heal allies for a portion of the same amount.

- \*\*Blasphemous Tongue:\*\* Sacraments inflict Doomed, reducing healing received and buff duration.

- \*\*Dark Conviction:\*\* Killing an enemy grants 1 Conviction instantly.

- \*\*Zealot's Touch:\*\* Healing over time effects become life drain if cast on enemies.

- \*\*Final Miracle: Rite of the Crimson Choir:\*\* Summon 4 fanatics for 3 turns. Each heals you for 10% of their damage dealt and explodes in death.

##### Active Skills

- \*\*Blood Sacrifice:\*\* Sacrifice a portion of your health or an ally's to generate Conviction and empower your next divine ability.

- \*\*Dark Sacrament:\*\* Perform a twisted ritual that drains life from enemies to heal allies or create other beneficial effects.

- \*\*Corrupt Divinity:\*\* Channel corrupted divine energy to weaken enemies and potentially convert them to your cause.

- \*\*Zealot's Fervor:\*\* Enter a state of religious frenzy, increasing your damage output and healing power at the cost of defense.

- \*\*Ritual of Undeath:\*\* Perform a forbidden ritual that can temporarily raise fallen enemies as servants or prevent allies from dying by transforming them into undead-like entities.

## Playing a Cleric

As a cleric in Decennium Descent, your effectiveness depends on Conviction management, positioning, and strategic use of your divine abilities. Unlike other classes that might focus on raw damage or defense, you excel at supporting allies, controlling the battlefield through divine effects, and adapting to the needs of your party.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Saint Clerics\*\* should position themselves to maximize the number of allies affected by their healing and protective abilities, using Conviction strategically for powerful group healing effects when the party is most threatened.

- \*\*Priest Clerics\*\* balance offensive and supportive abilities, adapting to the flow of battle and maintaining equilibrium between healing allies and smiting enemies. They excel at removing conditions and turning enemies' actions against them.

- \*\*Cultist Clerics\*\* use more aggressive tactics, often sacrificing health or weaker enemies to fuel powerful abilities. They should focus on creating situations where their life-draining effects can be maximized.

All clerics should remember that Conviction management is crucial, spending it too quickly can leave you without resources when most needed, while being too conservative might prevent you from turning the tide of battle at critical moments.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Saint Clerics\*\* are generally welcomed in civilized settlements and may receive special treatment from those who share their faith or benefit from their healing abilities.

- \*\*Priest Clerics\*\* are respected for their balanced approach to divine matters but may face scrutiny from zealots of both good and evil alignments. They typically have neutral reputation modifiers in most regions.

- \*\*Cultist Clerics\*\* often face prejudice and persecution, particularly in lawful good communities. They may need to disguise their true nature or find alternative paths to achieve their goals in certain regions.

## Notable Cleric NPCs in Aethel

### High Priestess Elara

A human Saint cleric who leads the Cathedral of Dawn in the Imperial Capital. Her miraculous healing abilities have saved countless lives, including the Emperor himself during an assassination attempt. She is known for her mercy even toward enemies of the faith.

### Brother Thorne

A dwarf Priest cleric who maintains a shrine at a crossroads between three warring nations. He offers healing and guidance to travelers of all backgrounds, maintaining strict neutrality in political matters while ensuring the cosmic balance is preserved.

### Cultist Morrigan

A feykin Cultist cleric who leads a hidden sect in the shadow of Mount Dread. Her blood rituals are feared throughout the region, but desperate people still seek her out when conventional healing fails, willing to pay her dark price for miraculous cures.

# Crimson Agent

*\*"The half-elf moved like a shadow through the moonlight, twin daggers gleaming with a crimson sheen. As she struck, her blades left more than mere wounds, they left a lingering connection, a magical tether of blood that bound her to her target. With each heartbeat, the connection grew stronger, until she whispered a single word that caused her enemy to collapse as if drained from within."\**

Crimson Agents are masters of blood magic and stealth, combining precise strikes with hemomantic abilities that manipulate the vital essence of their targets. In the world of Aethel, these specialized operatives serve as elite assassins, spies, and saboteurs who use their unique connection to blood to track, weaken, and eliminate their targets with terrifying efficiency.

## Class Overview

As a Crimson Agent, you harness the power of blood to enhance your combat abilities and create magical effects. Your specialized training allows you to mark targets with your blades, establish magical connections through blood, and manipulate these connections to devastating effect. Beyond your combat abilities, you excel at infiltration, tracking, and gathering intelligence through your heightened senses and stealth capabilities.

In Aethel, Crimson Agents might serve noble houses as specialized bodyguards, work for intelligence networks as field operatives, or operate independently as mercenaries for those who can afford their unique services. Some are viewed with suspicion due to their use of blood magic, while others are highly sought after for their unparalleled effectiveness in eliminating threats.

## Core Mechanics

\*\*Blood Mark\*\* – Crimson Agents accumulate Blood Gauge points (initially max 3, later 6) through successful attacks and special abilities. These points can be spent to create and detonate Blood Marks on enemies or to power Veinweaves (self-targeted buffs). Managing this resource effectively is key to maximizing a Crimson Agent's potential.

### Primary Attributes

- \*\*Main Attribute:\*\* Dexterity

- \*\*Secondary Attributes:\*\* Intelligence, Constitution

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor

- \*\*Weapon Proficiency:\*\* Simple weapons, finesse weapons, thrown weapons

- \*\*Tool Proficiency:\*\* Poisoner's kit, thieves' tools

## Progression Path

### Level 1-2 (Base Crimson Agent Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Arterial Cut:\*\* Critical hits apply Bleed for 3 turns; Bleed duration +2 turns.

- \*\*Blood Tithe:\*\* Killing a bleeding target restores 10% of max HP.

- \*\*Veinweaver's Core:\*\* Unlocks use of Veinweaves (1 active at a time).

- \*\*Vital Targeting:\*\* +15% damage to flanked or unaware enemies.

- \*\*Shroudstep:\*\* After using stealth movement, gain +10% dodge for 1 turn.

#### Active Skills

- \*\*Hemorrhage Slash:\*\* A precise strike that deals moderate damage and applies Bleed status to the target, generating 1 Blood Gauge point.

- \*\*Veinweave: Quickblood:\*\* Consume 1 Blood Gauge point to increase your movement and attack speed by 15% for 3 turns.

- \*\*Blood Mark:\*\* Apply a magical mark to a bleeding target that lasts for 5 turns. The mark can be detonated for additional effects.

- \*\*Shroud:\*\* Enter stealth mode, becoming invisible to enemies until you attack or move into bright light. Limited uses per encounter.

- \*\*Vital Sense:\*\* Heighten your senses for 1 minute, allowing you to detect the presence of living creatures within 60 feet and see their vital points more clearly (+10% critical hit chance).

### Level 3-9 (Arch Class: Hemomancer)

At level 3, Crimson Agents specialize into the Hemomancer arch class, refining their blood magic and developing more powerful hemomantic techniques.

#### Passive Skills

- \*\*Blood Echo:\*\* Bleeds now stack twice and deal +10% more damage.

- \*\*Bio-Alchemical Flow:\*\* Veinweaves do not break stealth.

- \*\*Spill Control:\*\* Max Blood Gauge increased to 6.

- \*\*Rupture Trigger:\*\* Detonating a Blood Mark causes AoE Bleed in a small radius.

- \*\*Crimson Flow:\*\* Using Blood Gauge grants +10% movement and attack speed for 2 turns.

- \*\*Crimson Harmony:\*\* Maintain 2 Veinweaves simultaneously.

- \*\*Capstone – Bloodbound Edge:\*\* Once per rest, convert all Bleeds on enemies to instant True Damage.

#### Active Skills

- \*\*Veinweave: Bloodshield:\*\* Consume 2 Blood Gauge points to create a protective barrier that absorbs damage equal to 20% of your maximum health.

- \*\*Rupture:\*\* Detonate a Blood Mark on a target, dealing significant damage and consuming the mark.

- \*\*Bloodtrail:\*\* Mark a bleeding target, allowing you to track them perfectly for 1 hour regardless of distance or obstacles.

- \*\*Veinweave: Sensory Theft:\*\* Consume 2 Blood Gauge points to briefly experience what a bleeding target sees and hears.

- \*\*Hemostasis:\*\* Stop all bleeding effects on yourself or an ally, converting each remaining turn of Bleed into a small amount of healing.

### Level 10+ (Hero Path Selection)

At level 10, Crimson Agents choose a Hero path influenced by their alignment, further specializing their hemomantic abilities.

#### Bloodweaver (Good Hero Path)

A blood-magic defender who uses hemomancy to heal and shield others.

##### Passive Skills

- \*\*Bloodbond:\*\* Link with an ally; share 25% incoming damage and transfer 10% healing to them.

- \*\*Hemostasis:\*\* Bleeds applied to allies now heal them instead.

- \*\*Protective Flow:\*\* Allies affected by your Veinweaves gain 10% DR and +1 to all saves.

- \*\*Veinlock Tether:\*\* Form a damage-sharing link with an ally for 3 turns.

- \*\*Final Cut – Crimson Pact:\*\* Detonate all enemy Bleeds to heal nearby allies and grant them barriers. (1/day)

##### Active Skills

- \*\*Transfusion:\*\* Transfer health from yourself to an ally, healing them for 150% of the health sacrificed.

- \*\*Veinweave: Vitality Link:\*\* Consume 3 Blood Gauge points to link with an ally, sharing beneficial effects and healing for 3 turns.

- \*\*Blood Ward:\*\* Create a protective circle using blood magic that shields allies within from certain types of damage or effects.

- \*\*Purify Blood:\*\* Remove poison, disease, or other blood-borne afflictions from a target.

- \*\*Lifewell:\*\* Ultimate ability that converts all your remaining Blood Gauge into a powerful healing aura for allies.

#### Shadow Operative (Neutral Hero Path)

Master of sabotage, stealth dominance, and disruption.

##### Passive Skills

- \*\*Ghost Vein:\*\* Attacks from stealth ignore 25% of target resistances.

- \*\*Blackout Agent:\*\* Dodging an attack blinds the attacker for 1 turn.

- \*\*Ghostflow Reflexes:\*\* While Veinweave is active: +5% dodge, cooldowns -1, +10% crit resistance.

- \*\*Veinjammer:\*\* Bleeds reduce enemy casting and action speed by 10%.

- \*\*Final Cut – Total Silence:\*\* AoE disables all enemy passives and silences for 2 turns.

##### Active Skills

- \*\*Phantom Strike:\*\* Attack from stealth with increased critical chance and apply a Blood Mark automatically.

- \*\*Veinweave: Shadow Meld:\*\* Consume 3 Blood Gauge points to become nearly undetectable for 1 minute, gaining enhanced stealth capabilities.

- \*\*Disrupt Flow:\*\* Temporarily disable a target's special abilities by disrupting their vital energies.

- \*\*Blood Cipher:\*\* Extract information directly from a bleeding target's blood, potentially learning secrets or weaknesses.

- \*\*Blackout:\*\* Ultimate ability that creates a zone of magical darkness where only you can see clearly, granting significant advantages.

#### Thirstborn (Evil Hero Path)

A blood-crazed executioner who turns suffering into strength.

##### Passive Skills

- \*\*Blood Frenzy:\*\* +5% damage per enemy actively bleeding (max +25%).

- \*\*Hemorrhagic Plague:\*\* Bleeds automatically spread to nearby enemies every 3 turns.

- \*\*Pain-to-Power Conduction:\*\* Veinweaves explode when struck, dealing AoE Bleed and minor Fear.

- \*\*Carrion Conductor:\*\* Corpses leave behind blood pools that explode for AoE damage.

- \*\*Final Cut – Veinburst Requiem:\*\* Detonates all Bleeds and Blood Gauge effects in range. Enemies under 25% HP are instantly executed. (1/day)

##### Active Skills

- \*\*Exsanguinate:\*\* Violently extract blood from a target, dealing heavy damage to bleeding enemies and generating additional Blood Gauge.

- \*\*Veinweave: Blood Frenzy:\*\* Consume 3 Blood Gauge points to enter a frenzied state, increasing damage and attack speed but reducing defense.

- \*\*Blood Boil:\*\* Cause a target's blood to heat rapidly, dealing internal damage and potentially stunning them.

- \*\*Crimson Harvest:\*\* Execute a heavily wounded target, restoring health and Blood Gauge based on the target's missing health.

- \*\*Bloodstorm:\*\* Ultimate ability that creates a swirling vortex of blood, dealing continuous damage to enemies and empowering your abilities.

## Playing a Crimson Agent

As a Crimson Agent in Decennium Descent, your effectiveness depends on stealth, positioning, and strategic use of your Blood Gauge. Unlike other classes that might focus on direct confrontation, you excel at selecting high-value targets, establishing Blood Marks, and choosing the perfect moment to strike.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Bloodweaver Agents\*\* should focus on establishing beneficial links with allies, using their hemomantic abilities to support the party while still maintaining offensive pressure on key targets.

- \*\*Shadow Operative Agents\*\* excel at reconnaissance and ambush tactics, using stealth to position themselves advantageously and disable high-threat enemies before they can act effectively.

- \*\*Thirstborn Agents\*\* thrive in prolonged combat, building up multiple Bleed effects across the battlefield and then detonating them for devastating area damage.

All Crimson Agents should remember that Blood Gauge management is crucial, spending it too quickly can leave you without resources when most needed, while being too conservative might prevent you from capitalizing on perfect opportunities.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Bloodweaver Agents\*\* are often viewed with cautious respect, as their use of blood magic for healing and protection challenges common prejudices against hemomancy.

- \*\*Shadow Operative Agents\*\* typically maintain low profiles, with their true capabilities known only to their employers and targets. They may have neutral or ambiguous reputations in most regions.

- \*\*Thirstborn Agents\*\* are feared and reviled in most civilized areas, their blood-harvesting practices considered abhorrent. They often operate in the shadows or in regions where such practices are tolerated.

## Notable Crimson Agent NPCs in Aethel

### Lyria Bloodmender

A high elf Bloodweaver who serves as a special operative for the Imperial Court. Her unique ability to use blood magic for healing has made her invaluable during assassination attempts against the royal family, though many courtiers remain uncomfortable in her presence.

### Shadowvein

A human Shadow Operative whose true identity remains unknown. Shadowvein works as an independent contractor for various factions, specializing in information extraction and target elimination without leaving evidence. Their reputation for perfect execution commands premium rates.

### The Red Harvester

A drow Thirstborn who operates in the undercity of the capital, leading a cult that worships blood as the ultimate source of power. The Harvester's victims are found completely drained, their blood used in forbidden rituals that grant temporary but immense power to the cult's inner circle.

# Dragoon

*\*"The Drakari warrior leapt impossibly high, her spear gleaming in the sunlight as she reached the apex of her jump. For a moment, she seemed suspended against the sky before plummeting downward with devastating force. The ground shook as she landed, her spear driving through the armored hide of the wyvern, pinning it to the earth with a thunderous impact."\**

Dragoons are elite warriors who combine exceptional mobility with devastating polearm attacks, specializing in aerial combat techniques inspired by the hunting methods of dragons. In the world of Aethel, these specialized fighters serve as elite shock troops, monster hunters, and battlefield controllers who use their signature leap attacks to strike from unexpected angles and control the flow of combat.

## Class Overview

As a Dragoon, you harness momentum and gravity to enhance your combat abilities, using powerful leap attacks to strike enemies from above with devastating force. Your specialized training allows you to build and maintain momentum throughout battle, converting it into powerful attacks or defensive maneuvers. Beyond your combat abilities, you excel at vertical mobility, anti-air tactics, and polearm mastery.

In Aethel, Dragoons might serve in elite military units, work as specialized monster hunters focusing on flying creatures, or act as guardians of mountain passes and other strategic high ground. Their distinctive fighting style makes them instantly recognizable on the battlefield, and their ability to control vertical space gives them unique tactical advantages.

## Core Mechanics

\*\*Momentum Gauge\*\* – Dragoons build Momentum through movement and successful attacks. This resource (initially max 5, later 7) can be spent to power special attacks or defensive abilities. Managing this resource effectively is key to maximizing a Dragoon's potential in extended engagements.

### Primary Attributes

- \*\*Main Attribute:\*\* Strength

- \*\*Secondary Attributes:\*\* Dexterity, Constitution

- \*\*Hit Points:\*\* High (10 + Constitution modifier at 1st level, 1d10 per level thereafter)

- \*\*Armor Proficiency:\*\* Light and medium armor

- \*\*Weapon Proficiency:\*\* Simple weapons, polearms (spears, glaives, tridents)

- \*\*Tool Proficiency:\*\* Leatherworker's tools

## Progression Path

### Level 1-2 (Base Dragoon Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Skybound Assault:\*\* Leap to a target and deal +25% damage. Grants 1 Momentum.

- \*\*Draconic Discipline:\*\* Gain +10% resistance to knockback and crowd control.

- \*\*Momentum Engine:\*\* Movement of 3+ tiles in a turn grants 1 Momentum (Max 5).

- \*\*Dragoon's Reach:\*\* Polearm attacks strike 1 tile further and have +5% crit chance.

- \*\*Aerial Poise:\*\* While airborne, take 25% reduced damage from ranged attacks.

#### Active Skills

- \*\*Dragon Leap:\*\* Launch yourself into the air and come crashing down on a target up to 30 feet away, dealing damage based on your Strength and height.

- \*\*Piercing Thrust:\*\* A powerful spear attack that partially ignores enemy armor and has increased critical hit chance.

- \*\*Wyvern's Guard:\*\* Enter a defensive stance that increases your resistance to damage from the next attack.

- \*\*Momentum Surge:\*\* Consume 2 Momentum to gain a burst of speed and +1 to your next attack roll.

- \*\*Draconic Roar:\*\* Release a intimidating battle cry that can frighten weaker enemies and rally allies.

### Level 3-9 (Arch Class: Dragon Lancer)

At level 3, Dragoons specialize into the Dragon Lancer arch class, refining their aerial combat techniques and developing more powerful momentum-based abilities.

#### Passive Skills

- \*\*Crater Strike:\*\* Leap attack that applies knockdown in a small AoE.

- \*\*Momentum Overflow:\*\* Exceed Momentum cap (Max 7), bonus damage scales with overflow.

- \*\*Piercing Howl:\*\* Next polearm strike ignores 50% armor.

- \*\*Lance Tempo:\*\* If you moved this turn, gain +10% evasion and +10% crit damage.

- \*\*Wyvern's Flow:\*\* Successful leaps refund 1 Momentum and reduce next cooldown by 1.

- \*\*Apex Assault:\*\* Ultimate leap: high damage finisher that consumes all Momentum.

- \*\*Capstone – Lancer's Apex:\*\* Leap attacks now cost no action if performed at max Momentum (1/encounter).

#### Active Skills

- \*\*Dragonflight:\*\* An enhanced leap ability that allows you to jump twice as high and far, with increased damage based on distance traveled.

- \*\*Spear Cyclone:\*\* Spin your polearm in a wide arc, striking all enemies within range and building Momentum for each hit.

- \*\*Momentum Burst:\*\* Consume all Momentum to gain a significant boost to your next attack's damage and critical hit chance.

- \*\*Aerial Recovery:\*\* After being knocked down or back, instantly regain your footing and gain 1 Momentum.

- \*\*Dragon's Eye:\*\* Briefly gain the keen vision of a dragon, allowing you to spot weaknesses in enemy defenses and increase your critical hit range.

### Level 10+ (Hero Path Selection)

At level 10, Dragoons choose a Hero path influenced by their alignment, further specializing their aerial combat techniques.

#### Dragon Guardian (Good Hero Path)

A protector who uses leaps to intercept danger and shield allies with wyrm-forged resilience.

##### Passive Skills

- \*\*Aegis Leap:\*\* Leap to an ally and intercept the next attack made against them.

- \*\*Wyrmhide:\*\* Gain +10% DR and immunity to Bleed/Burn/Poison while above 50% HP.

- \*\*Momentum Shield:\*\* Spending Momentum grants temporary HP.

- \*\*Spiral Defense:\*\* Automatically counter melee attacks with a polearm when at max Momentum.

- \*\*Final Flight – Bastion Descent:\*\* Slam down between allies, cleansing effects and shielding the group.

##### Active Skills

- \*\*Guardian's Intercept:\*\* Leap to an ally's position and take the next attack targeted at them, with reduced damage to yourself.

- \*\*Draconic Ward:\*\* Channel draconic energy to create a protective aura around yourself and nearby allies, reducing incoming damage.

- \*\*Wyrmscale Defense:\*\* Temporarily harden your skin like dragon scales, gaining significant damage reduction and status effect resistance.

- \*\*Momentum Barrier:\*\* Convert your Momentum into a protective shield that absorbs damage for you and nearby allies.

- \*\*Dragon's Sanctuary:\*\* Ultimate ability that creates a zone of protection, significantly reducing damage to all allies within range and cleansing negative effects.

#### Drake Rider (Neutral Hero Path)

Balanced rider of power and discipline, favors fast, reactive strikes and elemental tactics.

##### Passive Skills

- \*\*Drake Mark:\*\* Each leap attack marks enemies. Marked enemies take +10% damage from you.

- \*\*Elemental Spearcraft:\*\* Infuse polearms with Fire, Ice, or Lightning for 3 turns (switchable).

- \*\*Air Mastery:\*\* Gain +20% jump range and 10% reduced cooldown on leap skills.

- \*\*Momentum Tempo:\*\* After spending 3+ Momentum in a round, gain an extra action next turn.

- \*\*Final Flight – Drakestorm Dive:\*\* Choose an element and leap into a group, triggering a large AoE blast.

##### Active Skills

- \*\*Elemental Lance:\*\* Infuse your weapon with elemental energy (fire, ice, or lightning), adding additional damage and effects to your attacks.

- \*\*Drake's Agility:\*\* Channel the speed of a drake, significantly increasing your movement speed and allowing an additional leap this turn.

- \*\*Aerial Combo:\*\* Perform a rapid series of attacks while airborne, building and consuming Momentum with each strike.

- \*\*Elemental Adaptation:\*\* Temporarily gain resistance to a chosen element and infuse your attacks with that element.

- \*\*Drakestorm:\*\* Ultimate ability that summons a swirling storm of elemental energy around you, dealing damage to nearby enemies and enhancing your mobility.

#### Dragon Tyrant (Evil Hero Path)

Harnesses draconic wrath, devastating bursts, tyrannical pressure, and terrain-breaking leaps.

##### Passive Skills

- \*\*Tyrant's Crash:\*\* Leap attack applies Fear and Sunder Armor in an AoE.

- \*\*Momentum Feeder:\*\* Killing or critting grants +2 Momentum.

- \*\*Wyrmblood Surge:\*\* Each Momentum spent grants +5% damage for the next 2 turns.

- \*\*Skypiercer Stance:\*\* Gain passive +15% crit and ignore height restrictions on leaps.

- \*\*Final Flight – Sovereign Descent:\*\* Break the ground in a large radius, stunning enemies and applying Bleed and Burn. (1/rest)

##### Active Skills

- \*\*Tyrant's Impale:\*\* A devastating attack that can pin weaker enemies to the ground, preventing movement and causing bleeding damage.

- \*\*Draconic Dominance:\*\* Channel the terrifying presence of a dragon, causing fear in nearby enemies and potentially causing them to flee.

- \*\*Momentum Rampage:\*\* Enter a state of draconic fury, gaining increased damage and attack speed based on your current Momentum.

- \*\*Terrain Shatter:\*\* A powerful ground strike that damages enemies in an area and creates difficult terrain.

- \*\*Wyrmking's Wrath:\*\* Ultimate ability that channels pure draconic power, greatly enhancing your leap attacks and allowing rapid successive jumps for a short duration.

## Playing a Dragoon

As a Dragoon in Decennium Descent, your effectiveness depends on mobility, positioning, and strategic use of your Momentum Gauge. Unlike other classes that might focus on sustained damage or defense, you excel at burst damage, battlefield control through positioning, and devastating single-target attacks.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Dragon Guardian Dragoons\*\* should focus on positioning to protect vulnerable allies, using their leap abilities to intercept threats and their defensive skills to absorb damage that would otherwise harm their companions.

- \*\*Drake Rider Dragoons\*\* excel at adaptability, switching between elemental effects to exploit enemy weaknesses and using their superior mobility to control the battlefield from multiple angles.

- \*\*Dragon Tyrant Dragoons\*\* thrive on aggressive tactics, building and spending Momentum rapidly to maintain a constant offensive pressure and using fear effects to disrupt enemy formations.

All Dragoons should remember that Momentum management is crucial, building it through movement and spending it at optimal moments can dramatically increase your effectiveness in combat.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Dragon Guardian Dragoons\*\* are often respected and welcomed in civilized areas, their protective abilities and discipline making them valued defenders of communities and allies in battle.

- \*\*Drake Rider Dragoons\*\* typically maintain neutral reputations, their balanced approach to combat and pragmatic use of elemental powers making them effective mercenaries and monster hunters.

- \*\*Dragon Tyrant Dragoons\*\* may face suspicion or fear in peaceful settlements due to their aggressive tactics and intimidating presence, though they are often sought after by military forces for their devastating effectiveness in battle.

## Notable Dragoon NPCs in Aethel

### Commander Thorne Skyleap

A human Dragon Guardian who leads the Imperial Dragoon Corps, an elite unit responsible for defending the capital from aerial threats. His ability to intercept flying attackers has saved countless lives during wyvern raids.

### Aria Stormspear

A Drakari Drake Rider who works as an independent monster hunter, specializing in taking down dangerous flying creatures. Her mastery of elemental spearcraft allows her to adapt her tactics to any prey, earning her the nickname "The Elemental Lance."

### Krag the Earthbreaker

An orc Dragon Tyrant whose devastating leap attacks have become legendary on the battlefield. His signature move, a leap so powerful it creates a small crater and shockwave, has broken enemy formations in numerous conflicts, earning him both fear and respect among military leaders.

# The Druid

*"The balance of nature is not a metaphor, it is the fundamental truth of existence. As a druid, I am both its guardian and its instrument."* , Thorna Oakenheart, Circle of the Land Archdruid

Druids are the voice of nature, channeling its primal power and defending the balance of life. In Aethel, they stand as guardians of wild places, mediators between civilization and wilderness, and masters of transformation. Drawing power from the natural world itself, druids can call upon the elements, commune with beasts, and even take on animal forms through their unique shapeshifting abilities.

Class Features

As a druid, you gain the following class features.

Hit Points

**Hit Dice:** 1d8 per druid level  
**Hit Points at 1st Level:** 8 + your Constitution modifier  
**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

**Armor:** Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)  
**Weapons:** Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears  
**Tools:** Herbalism kit  
**Saving Throws:** Intelligence, Wisdom  
**Skills:** Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

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

* (a) a wooden shield or (b) any simple weapon
* (a) a scimitar or (b) any simple melee weapon
* Leather armor, an explorer's pack, and a druidic focus

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Spellcasting

Drawing on the essence of nature itself, you can cast spells to shape that essence to your will. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid spell list.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many Resonance Points you have to cast your druid spells. To cast one of your druid spells, you must expend a number of Resonance Points equal to the spell's level. You regain all expended Resonance Points when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have Resonance Points.

For example, if you are a 3rd-level druid, you have 6 Resonance Points. With a Wisdom of 16, your list of prepared spells can include six spells, and they can be of 1st or 2nd level in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using 1 Resonance Point. 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 druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your druid spells.

Shapeshifting

At 1st level, you gain the ability to transform into various animal forms. This ability replaces the traditional Wild Shape feature and functions according to the following rules:

Activation and Duration

You can use a bonus action to assume a beast form. You can remain in beast form for 10 minutes per use. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn.

Uses per Day

At 1st level, you can use your Shapeshifting ability twice per long rest. You gain additional uses as you reach higher levels, as shown in the Shapeshifting Uses column of the Druid table.

Available Forms

At 1st level, you can transform into any of the Base Druid Forms listed below. At 11th level, you gain access to Arch Druid Forms. At 10th level, you gain access to Hero Druid Forms specific to your chosen Circle.

Limitations While Transformed

While in beast form:

* You cannot cast spells unless specified by your Hero Class
* Your ability to speak is limited (only preserved in arch/hero forms)
* You retain your mental ability scores (Intelligence, Wisdom, and Charisma)
* You gain the physical traits of the chosen form as specified

Base Druid Forms (Levels 1-10)

**Wolf Form (Striker)**

* +10 ft. movement speed
* Keen Senses: Advantage on Wisdom (Perception) checks that rely on hearing or smell
* Bite: 1d8 piercing damage + DC 11 Strength save or target is knocked prone

**Bear Form (Tank)**

* +20 HP temporary buffer
* AC set to 14 (unless your normal AC is higher)
* Claw: 2d6 slashing damage
* Rage-like trait: Deal +1 damage per attack

**Hawk Form (Scout)**

* Flight speed of 60 ft.
* Keen Sight: Advantage on Wisdom (Perception) checks that rely on sight
* Dive Attack: 1d4 slashing damage + advantage if striking from above

**Boar Form (Brawler)**

* Tough Hide: Resistance to slashing damage
* Charge: If you move at least 10 ft. straight toward a target, you deal an additional 1d6 damage and push the target 5 ft.

**Panther Form (Stealth)**

* +4 bonus to Dexterity (Stealth) checks
* 60 ft. darkvision
* Pounce: If you move at least 20 ft. straight toward a creature and hit with a claw attack (2d4 damage), the target must succeed on a DC 12 Strength saving throw or be grappled

Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land, the Circle of the Moon, or the Circle of the Storm, all detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

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.

Timeless Body

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Spells

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Shapeshifting. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid

At 20th level, you can use your Shapeshifting feature an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shapes from Shapeshifting.

The Druid Table

| Level | Proficiency Bonus | Features | Cantrips Known | Resonance Points | Shapeshifting Uses | Max CR of Form |
| --- | --- | --- | --- | --- | --- | --- |
| 1st | +2 | Druidic, Spellcasting, Shapeshifting | 2 | 2 | 2 | 1/4 |
| 2nd | +2 | Druid Circle | 2 | 3 | 2 | 1/4 |
| 3rd | +2 | - | 2 | 6 | 2 | 1/4 |
| 4th | +2 | Ability Score Improvement | 3 | 7 | 3 | 1/2 |
| 5th | +3 | - | 3 | 10 | 3 | 1/2 |
| 6th | +3 | Druid Circle Feature | 3 | 12 | 3 | 1/2 |
| 7th | +3 | - | 3 | 14 | 4 | 1 |
| 8th | +3 | Ability Score Improvement | 3 | 16 | 4 | 1 |
| 9th | +4 | - | 3 | 18 | 4 | 1 |
| 10th | +4 | Druid Circle Feature, Hero Forms | 4 | 20 | 5 | 2 |
| 11th | +4 | Arch Druid Forms | 4 | 23 | 5 | 2 |
| 12th | +4 | Ability Score Improvement | 4 | 25 | 5 | 2 |
| 13th | +5 | - | 4 | 27 | 6 | 3 |
| 14th | +5 | Druid Circle Feature | 4 | 29 | 6 | 3 |
| 15th | +5 | - | 4 | 31 | 6 | 3 |
| 16th | +5 | Ability Score Improvement | 4 | 33 | 7 | 4 |
| 17th | +6 | - | 4 | 36 | 7 | 4 |
| 18th | +6 | Timeless Body, Beast Spells | 4 | 38 | 7 | 4 |
| 19th | +6 | Ability Score Improvement | 4 | 40 | 8 | 5 |
| 20th | +6 | Archdruid | 4 | 42 | Unlimited | 5 |

Arch Druid Forms (Levels 11-20)

At 11th level, you gain access to more powerful shapeshifting forms:

**Dire Wolf**

* Pack Tactics: You have advantage on attack rolls against a creature if at least one of your allies is within 5 ft. of the creature and not incapacitated
* Bite: 2d6 piercing damage
* Howl: As an action, you can emit a frightening howl. Each hostile creature within 30 ft. must succeed on a Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns.

**Earth Warden (Dire Bear)**

* 30 temporary hit points while in this form
* Earth Slam: As an action, you can slam the ground, causing a shockwave in a 10-ft. radius. Each creature in that area must make a Dexterity saving throw or take 2d6 bludgeoning damage and be knocked prone.
* Stone Resistance: You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks

**Sky Serpent**

* Flight speed of 80 ft.
* Lightning Bite: Your bite deals 2d8 lightning damage
* Glide Reflexes: You gain a +2 bonus to Dexterity saving throws

**Ironhorn Ram**

* AC set to 17 (unless your normal AC is higher)
* Charge: If you move at least 20 ft. straight toward a target and hit with a ram attack, the target takes an extra 3d6 bludgeoning damage and must succeed on a DC 14 Strength saving throw or be pushed 10 ft. away
* Stability: You cannot be knocked prone

**Shadow Lynx**

* Blink: As a reaction when you would be hit by an attack, you can teleport up to 30 ft. to an unoccupied space you can see
* Magical Attacks: Your attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks

Druid Circles

Circle of the Land

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended Resonance Points to recover. The Resonance Points can have a combined level that is equal to or less than half your druid level (rounded up), and none of the points can be used to cast spells of 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to 2 Resonance Points during a short rest.

Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land, arctic, coast, desert, forest, grassland, mountain, swamp, or Murk, and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

**Arctic** 3rd level: hold person, spike growth 5th level: sleet storm, slow 7th level: freedom of movement, ice storm 9th level: commune with nature, cone of cold

**Coast** 3rd level: mirror image, misty step 5th level: water breathing, water walk 7th level: control water, freedom of movement 9th level: conjure elemental, scrying

**Desert** 3rd level: blur, silence 5th level: create food and water, protection from energy 7th level: blight, hallucinatory terrain 9th level: insect plague, wall of stone

**Forest** 3rd level: barkskin, spider climb 5th level: call lightning, plant growth 7th level: divination, freedom of movement 9th level: commune with nature, tree stride

**Grassland** 3rd level: invisibility, pass without trace 5th level: daylight, haste 7th level: divination, freedom of movement 9th level: dream, insect plague

**Mountain** 3rd level: spider climb, spike growth 5th level: lightning bolt, meld into stone 7th level: stone shape, stoneskin 9th level: passwall, wall of stone

**Swamp** 3rd level: darkness, Melf's acid arrow 5th level: water walk, stinking cloud 7th level: freedom of movement, locate creature 9th level: insect plague, scrying

**Murk** 3rd level: spider climb, web 5th level: gaseous form, stinking cloud 7th level: greater invisibility, stone shape 9th level: cloudkill, insect plague

Land's Stride

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Nature's Ward

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Hero Forms: Circle of Thorns

At 10th level, you gain access to the following Hero Druid Forms:

**Blight Elk**

* Aura of Decay: Enemies that start their turn within 5 ft. of you take 1d4 poison damage
* Antlers: Your antler attack deals 2d8 piercing damage
* Toxic Presence: Plants wither in your presence, and water becomes tainted

**Tanglemaw**

* Bite: Your bite attack deals 2d6 piercing damage and causes the target to be restrained on a failed DC 14 Strength saving throw
* Thorny Body: Creatures that touch you or hit you with a melee attack take 1d4 piercing damage
* Root Network: You can sense the presence of creatures touching the ground within 30 ft. of you

Nature's Sanctuary

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Circle of the Moon

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

Combat Shapeshifting

When you choose this circle at 2nd level, you gain the ability to use Shapeshifting as a bonus action rather than as an action. Additionally, while you are transformed by Shapeshifting, you can use a bonus action to expend one Resonance Point to regain 1d8 hit points per level of the Resonance Point expended.

Circle Forms

Starting at 2nd level, you can use your Shapeshifting to transform into more powerful beast forms than a typical druid. Your level as a druid determines the maximum CR of the form you can take, as shown in the Druid table.

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Hero Forms: Circle of the Moon

At 10th level, you gain access to the following Hero Druid Forms:

**Beastlord (Alpha Animal Hybrid)**

* Chimera Cub: Your attacks deal 1d4 each of fire, cold, and lightning damage in addition to their normal damage
* Alpha Dire Wolf: You can intimidate all creatures within 15 ft. As an action, each creature in range must succeed on a Wisdom saving throw or become frightened for 1 minute
* Pack Leader: Beast allies within 30 ft. of you gain advantage on attack rolls

**Mooncursed**

* Lycanthropic Resilience: You have resistance to all damage except silver
* Lunar Rage: During a full moon, your attacks deal an additional 1d8 damage
* Howl of the Wild: As an action, you can emit a howl that inspires allies or terrifies enemies. Choose one effect: allies within 30 ft. gain 2d8 temporary hit points, or enemies within 30 ft. must make a Wisdom saving throw or be frightened for 1 minute.

Elemental Shapeshifting

At 14th level, you gain the ability to transform into an elemental. You can transform into an air elemental, an earth elemental, a fire elemental, or a water elemental. You can use this feature twice. You regain expended uses when you finish a long rest.

Circle of the Storm

The Circle of the Storm consists of druids who have forged a special bond with the elemental spirits of storms, lightning, and thunder. These druids are often found in coastal regions, mountain peaks, or anywhere the fury of storms manifests most powerfully. They serve as both harbingers of coming tempests and protectors against their most destructive aspects.

Storm Magic

When you choose this circle at 2nd level, you gain the ability to subtly control the weather around you. If it is raining, you can make it rain harder or stop. If it is windy, you can increase or decrease the wind's intensity. These minor changes last for 1 hour after you stop actively maintaining them.

Additionally, you learn the thunderwave and fog cloud spells, which don't count against your number of druid spells known.

Thunderous Strike

At 2nd level, when you deal lightning or thunder damage to a Large or smaller creature, you can push it up to 10 feet away from you.

Storm's Embrace

Starting at 6th level, you gain resistance to lightning and thunder damage. Additionally, whenever you cast a spell that deals lightning or thunder damage, add your Wisdom modifier to the damage it deals.

Hero Forms: Stormcaller

At 10th level, you gain access to the following Hero Druid Forms:

**Tempest Raptor**

* Lightning Claw: Your claw attacks deal 2d6 lightning damage
* Flight: You have a flying speed of 60 ft.
* Storm Shroud: You are surrounded by crackling electricity. Creatures that touch you or hit you with a melee attack take 1d6 lightning damage.

**Thunderhorn Stag**

* Charge: If you move at least 20 ft. straight toward a target and hit with a horn attack, the target takes 2d8 thunder damage and must succeed on a Constitution saving throw or be deafened until the end of its next turn
* Thunder Step: Once per transformation, you can teleport up to 30 ft. in a crack of thunder. Each creature within 10 ft. of the space you left must make a Constitution saving throw or take 2d8 thunder damage and be deafened until the end of its next turn.
* Weather Sense: You can sense approaching storms up to 24 hours in advance

Eye of the Storm

At 14th level, you gain the ability to create a zone of relative calm within a storm. As an action, you can create a 20-foot-radius sphere centered on you. Within the sphere, winds are reduced to gentle breezes, precipitation stops, and temperature becomes moderate. This effect lasts for 10 minutes and doesn't require concentration.

Additionally, when you cast a spell that deals lightning or thunder damage, you can choose a number of creatures equal to your Wisdom modifier (minimum of one) to automatically succeed on their saving throws against the spell, taking no damage if they would normally take half damage on a successful save.

Additional Druid Circles

Circle of Thorns

Druids of the Circle of Thorns embrace the darker aspects of nature, decay, poison, and the inevitable cycle of death and rebirth. Often misunderstood and feared, these druids understand that rot and decay are as essential to the natural order as growth and bloom. They tend blighted areas, ensuring that decay serves its purpose without spreading unchecked.

Toxic Affinity

When you choose this circle at 2nd level, you gain resistance to poison damage and advantage on saving throws against being poisoned. Additionally, you learn the poison spray cantrip if you don't already know it.

Blighted Touch

Starting at 2nd level, you can channel decay through your touch. As an action, you can touch a creature and force it to make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 2d6 poison damage and is poisoned until the end of your next turn. On a successful save, the creature takes half damage and isn't poisoned.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Withering Aura

Beginning at 6th level, you emanate an aura of decay. As a bonus action, you can activate this aura, causing nonmagical plants within 10 feet of you to wither and die. Additionally, each creature of your choice that starts its turn within 10 feet of you must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 1d6 poison damage.

This aura lasts for 1 minute or until you dismiss it as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

Hero Forms: Circle of Thorns

At 10th level, you gain access to the following Hero Druid Forms:

**Blight Elk**

* Aura of Decay: Enemies that start their turn within 5 ft. of you take 1d4 poison damage
* Antlers: Your antler attack deals 2d8 piercing damage
* Toxic Presence: Plants wither in your presence, and water becomes tainted

**Tanglemaw**

* Bite: Your bite attack deals 2d6 piercing damage and causes the target to be restrained on a failed DC 14 Strength saving throw
* Thorny Body: Creatures that touch you or hit you with a melee attack take 1d4 piercing damage
* Root Network: You can sense the presence of creatures touching the ground within 30 ft. of you

Master of Decay

At 14th level, you gain immunity to poison damage and the poisoned condition. Additionally, when you cast a spell that deals poison damage, you can choose a number of creatures equal to your Wisdom modifier (minimum of one) to automatically fail their saving throws against the spell.

Circle of Winterfang

Druids of the Circle of Winterfang have forged a special bond with the harsh beauty and unforgiving nature of winter. These druids often dwell in arctic regions or high mountains, where they serve as guardians of the delicate balance of life that exists in these extreme environments.

Frost Magic

When you choose this circle at 2nd level, you learn the ray of frost cantrip if you don't already know it. Additionally, you learn the ice knife spell, which doesn't count against your number of druid spells known.

Cold Resistance

Starting at 2nd level, you gain resistance to cold damage. Additionally, you are naturally adapted to cold climates, as described in chapter 5 of the Player's Handbook.

Winter's Embrace

Beginning at 6th level, you can surround yourself with an aura of biting cold. As a bonus action, you can activate this aura, causing each creature of your choice that starts its turn within 10 feet of you to make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 1d6 cold damage and its speed is reduced by 10 feet until the start of its next turn.

This aura lasts for 1 minute or until you dismiss it as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

Hero Forms: Winterfang

At 10th level, you gain access to the following Hero Druid Forms:

**Snow Leopard**

* Claw: Your claw attacks deal 2d6 cold damage
* Stealth: You gain a +10 bonus to Dexterity (Stealth) checks made in snowy or icy terrain
* Frost Walk: You can move across icy surfaces without making ability checks and through snow without penalty

**Frost Wyrmling**

* Breath Weapon: As an action, you can exhale a 30-foot cone of freezing air. Each creature in the area must make a Dexterity saving throw against your spell save DC, taking 4d6 cold damage on a failed save, or half as much on a successful one. Once you use this breath weapon, you can't use it again until you complete a short or long rest.
* Scales of Ice: You gain a +2 bonus to AC
* Cold Immunity: You are immune to cold damage

Master of Winter

At 14th level, you gain immunity to cold damage. Additionally, you can cast the control weather spell once without expending Resonance Points, but when you do so, you can only create weather conditions related to winter (such as snow, sleet, or freezing rain). Once you cast the spell in this way, you can't do so again until you finish a long rest.

Circle of the Rotshaper

Druids of the Circle of the Rotshaper have formed a unique bond with the often-overlooked creatures of nature, vermin, insects, and other small beings that most consider pests. These druids understand that even the smallest creatures play vital roles in the ecosystem, breaking down dead matter and returning it to the soil.

Vermin Affinity

When you choose this circle at 2nd level, you can communicate simple ideas with tiny beasts such as rats, spiders, insects, and other vermin. Additionally, such creatures are indifferent to you by default rather than hostile.

Swarm Summoning

Starting at 2nd level, you can summon a swarm of tiny creatures to aid you. As an action, you can summon a swarm of insects, rats, or spiders (your choice) in an unoccupied space within 30 feet of you. The swarm acts on your initiative count and obeys your verbal commands. It lasts for 10 minutes, until it drops to 0 hit points, or until you dismiss it as a bonus action.

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

Plague Bearer

Beginning at 6th level, you can infect creatures with debilitating diseases. When you hit a creature with a melee attack, you can force it to make a Constitution saving throw against your spell save DC. On a failed save, the creature is poisoned for 1 minute. While poisoned in this way, the creature takes 1d6 poison damage at the start of each of its turns.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can't use it again until you finish a short or long rest.

Hero Forms: Rotshaper

At 10th level, you gain access to the following Hero Druid Forms:

**Carrion Rat King**

* Poison Bite: Your bite attack deals 1d8 piercing damage plus 2d6 poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.
* Summon Swarm: As an action, you can summon a swarm of rats that acts on your initiative and obeys your mental commands. The swarm lasts for 1 minute or until reduced to 0 hit points.
* Disease Immunity: You are immune to disease and the poisoned condition.

**Insect Broodmother**

* Spawn Swarms: Each time you transform into this form, you can spawn 1d4 swarms of insects (CR 1/4 each) that act on your initiative and obey your mental commands. The swarms last until they are reduced to 0 hit points or until you revert to your normal form.
* Chitinous Armor: You gain a +3 bonus to AC
* Wall Crawling: You can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Master of Vermin

At 14th level, you gain the ability to transform into a swarm of tiny beasts (insects, rats, bats, or spiders) as if using your Shapeshifting feature. While in swarm form, you have resistance to bludgeoning, piercing, and slashing damage, and you can move through any space large enough for a Tiny creature without squeezing.

Additionally, when you cast a spell that summons or creates beasts, you can choose to summon a swarm instead of individual creatures.

Circle of the Ashen Grove

Druids of the Circle of the Ashen Grove understand that fire, while destructive, is also a natural force of renewal. These druids often tend to areas recovering from wildfires, helping to guide the process of regeneration. They believe that from ash and cinder, new life will always emerge stronger.

Fire Affinity

When you choose this circle at 2nd level, you gain resistance to fire damage. Additionally, you learn the produce flame cantrip if you don't already know it.

Blazing Rebirth

Starting at 2nd level, you can channel the regenerative power of fire. When you or an ally within 30 feet of you takes fire damage, you can use your reaction to grant temporary hit points equal to your druid level + your Wisdom modifier to that creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Flame Stride

Beginning at 6th level, you can move through fire without taking damage. Additionally, when you move through a space containing fire, you can choose to leave a trail of fire behind you. Each creature that enters this fire for the first time on a turn or starts its turn there takes 1d6 fire damage.

The fire lasts for 1 minute or until extinguished. Once you use this feature, you can't use it again until you finish a short or long rest.

Hero Forms: Ashen Grove

At 10th level, you gain access to the following Hero Druid Forms:

**Charbear**

* Flame Aura: Creatures within 5 ft. of you take 1d6 fire damage at the start of their turn
* Fire Claw: Your claw attacks deal 2d8 fire damage
* Smoke Cloud: As an action, you can create a 20-foot-radius sphere of smoke centered on yourself. The area is heavily obscured, and creatures other than you that start their turn in the smoke must succeed on a Constitution saving throw or be poisoned until the start of their next turn.

**Blazewood Stag**

* Flaming Trail: You leave a trail of fire behind you as you move. Each creature that enters this fire for the first time on a turn or starts its turn there takes 1d8 fire damage.
* Burning Charge: If you move at least 20 ft. straight toward a target and hit with a horn attack, the target takes an additional 2d6 fire damage.
* Conflagration: Once per long rest, you can explode in a burst of flame. Each creature within 10 ft. of you must make a Dexterity saving throw against your spell save DC, taking 6d6 fire damage on a failed save, or half as much on a successful one.

Master of Ash

At 14th level, you gain immunity to fire damage. Additionally, when you cast a spell that deals fire damage, you can choose a number of creatures equal to your Wisdom modifier (minimum of one) to automatically fail their saving throws against the spell.

Furthermore, you can cast the plant growth spell to instantly restore vegetation to an area devastated by fire, causing plants to grow to full maturity within minutes rather than over the course of a year.

Playing a Druid

As a druid, you gain power through a profound connection to the natural world and its cycles. Your shapeshifting abilities allow you to literally walk in the paws, hooves, or claws of nature's creatures, gaining not just their physical capabilities but also their perspectives. This intimate understanding of the natural order gives you a unique outlook on the world.

Roleplaying a Druid

Consider these questions when creating your druid character:

* What aspect of nature do you feel most connected to? Forests, mountains, storms, or something else?
* How did you first discover your ability to shapeshift? Was it a gradual development or a sudden transformation in a moment of need?
* What is your attitude toward civilization? Do you see it as a threat to nature or as part of the natural order?
* How do you view your role in maintaining the balance of nature? Are you a guardian, a mediator, or something else?
* What natural disaster or environmental threat most concerns you, and how do you work to prevent or mitigate it?

Druid Circles in Aethel

In Aethel, druid circles are more than just philosophical groupings, they are actual communities with territories, traditions, and hierarchies. Some notable circles include:

* **The Verdant Conclave**: A powerful circle in the Greenhaven Forest that maintains the ancient groves and protects them from encroachment.
* **The Stormcallers of Mistral Plains**: Druids who ride the great thunderstorms across the plains, bringing rain where needed and diverting destructive weather.
* **The Frostbound**: A secretive circle in the northern reaches who guard ancient secrets frozen in the ice since the Dawn Era.
* **The Ashen Renewal**: Druids who specialize in helping lands recover from devastation, whether natural or magical in origin.
* **The Deeproot Network**: A circle that spans the continent through underground connections, sharing information through fungal networks and root systems.

Druids and Reputation

Your actions as a druid will significantly impact your reputation with various factions:

* **Nature-Focused Groups**: Your fellow druids and other nature protectors will judge you based on how well you maintain the balance. Allowing unnecessary destruction of natural areas will harm your standing.
* **Settled Communities**: Villages and towns near wild areas often have complex relationships with druids, respecting their power but sometimes fearing their priorities.
* **Arcane Organizations**: Many magical academies seek druidic knowledge but approach nature from a more analytical perspective, creating tension.
* **Religious Orders**: Some religious groups view druids as competitors for spiritual authority, while others see them as allies in maintaining divine order.

Druids and Alignment

A druid's alignment often reflects their view of natural order:

* **Good-aligned druids** typically focus on nature's nurturing aspects, protecting life and helping communities live in harmony with their environment.
* **Neutral druids** often embody the balance of nature itself, understanding that both creation and destruction are necessary parts of the cycle.
* **Evil-aligned druids** might emphasize nature's ruthlessness, believing that the strong should dominate the weak as predators do prey.

Your alignment will influence which Hero Form paths become available to you at 10th level, reflecting how your moral choices shape your connection to nature's power.

Notable Druid NPCs in Aethel

**Thorna Oakenheart** - An ancient elf of the Circle of the Land who has protected the Greenhaven Forest for centuries. She appears as a wizened woman with bark-like skin and leaves growing from her hair.

**Gale Stormrider** - A human Circle of the Storm druid who travels the Mistral Plains, helping communities predict and prepare for the massive thunderstorms that sweep across the region.

**Frost Whisperer Narak** - A Drakari of the Circle of Winterfang who guards the frozen northern reaches against those who would disturb ancient evils trapped beneath the ice.

**Mossbeard** - A dwarf of the Circle of the Land who has devoted his life to reclaiming lands corrupted by dark magic, slowly cleansing them and restoring natural growth.

**Vex Thornheart** - A tiefling of the Circle of Thorns who studies the natural cycle of decay and rebirth, often misunderstood due to her focus on death as part of life's cycle.

# Fighter

*\*"The human fighter moved with practiced precision, her blade a blur of steel as she parried the incoming attack and countered with a devastating riposte. As more enemies closed in, she shifted her stance, building momentum with each strike and block. With a thunderous battle cry, she unleashed a whirlwind of attacks that left her opponents reeling, her tactical awareness of the battlefield giving her the upper hand despite being outnumbered."\**

Fighters are masters of combat who excel through superior training, tactical awareness, and battlefield control. In the world of Aethel, these warriors represent the pinnacle of martial prowess, relying not on magic but on honed skill, physical conditioning, and combat expertise to overcome challenges and enemies.

## Class Overview

As a fighter, you excel at weapon mastery, tactical positioning, and adaptive combat techniques. Your training allows you to build and maintain momentum throughout battle, converting it into powerful maneuvers or defensive capabilities. Beyond your combat abilities, you serve as a battlefield anchor, protecting allies and controlling enemy movement through strategic positioning and presence.

In Aethel, fighters might serve as military officers, elite guards, mercenary captains, or wandering duelists. Their practical skills and reliability make them valued in virtually any group that might face physical danger, from adventuring parties to merchant caravans traversing dangerous territories.

## Core Mechanics

\*\*Momentum\*\* – Fighters build Momentum (initially max 5, later 7) through striking enemies, blocking or dodging attacks, and using specific skills like Hold the Line or Advance. This resource can be spent on enhanced attacks, defenses, or battlefield positioning. Managing Momentum effectively is key to maximizing a fighter's potential.

### Primary Attributes

- \*\*Main Attribute:\*\* Strength

- \*\*Secondary Attributes:\*\* Constitution, Dexterity

- \*\*Hit Points:\*\* High (10 + Constitution modifier at 1st level, 1d10 per level thereafter)

- \*\*Armor Proficiency:\*\* All armor types and shields

- \*\*Weapon Proficiency:\*\* All weapons

- \*\*Tool Proficiency:\*\* One type of artisan's tools or gaming set

## Progression Path

### Level 1-2 (Base Fighter Skills)

Foundational skills before Arch class selection.

#### Combat Styles (Pick 1 at Start)

- \*\*Sword & Board:\*\* +10% block chance, +5% DR. Blocking generates +1 Momentum.

- \*\*Great Weapon:\*\* +15% crit damage. Gaining Momentum grants +10% next hit bonus.

- \*\*Dual Wield:\*\* +1 bonus unarmed parry per round, +5% movement.

- \*\*Polearm Control:\*\* +1 tile range, applies Halted on AoO.

#### Passive Skills

- \*\*Hold the Line:\*\* Guard an adjacent ally; both gain +10% DR next turn.

- \*\*Advance:\*\* Move 2 tiles and gain 1 Momentum.

- \*\*Crushing Blow:\*\* Spend 1 Momentum for a +20% damage attack.

- \*\*Tactical Step:\*\* Shift 1 tile when struck; limited to 1/round.

- \*\*Combat Conditioning:\*\* +10% resistance to stagger, immobilize, and flanking.

#### Active Skills

- \*\*Precise Strike:\*\* Execute a carefully aimed attack with increased accuracy and critical hit chance.

- \*\*Shield Wall:\*\* Enter a defensive stance that significantly increases your block chance and provides partial cover to adjacent allies.

- \*\*Battle Shout:\*\* Release a motivating cry that grants you and nearby allies a temporary combat bonus.

- \*\*Disarm:\*\* Attempt to knock an opponent's weapon from their grasp, temporarily reducing their combat effectiveness.

- \*\*Second Wind:\*\* Tap into your reserves of stamina to recover a portion of your health and gain 1 Momentum.

### Level 3-9 (Arch Class: Battlemaster)

At level 3, fighters specialize in the Battlemaster arch class, refining their combat techniques and developing more advanced tactical abilities.

#### Passive Skills

- \*\*Momentum Overflow:\*\* Momentum cap increased to 7.

- \*\*Parry & Riposte:\*\* On successful block or parry, strike back for free.

- \*\*Break Formation:\*\* Spend 2 Momentum: displace target and interrupt any channeling.

- \*\*Stand Firm:\*\* You and adjacent allies cannot be flanked.

- \*\*Weapon Mastery:\*\* Weapon crit range increased by 5% with equipped weapon type.

- \*\*Capstone – Unbreakable Rhythm:\*\* At 7 Momentum, next attack becomes free and strikes twice. (1/encounter)

#### Active Skills

- \*\*Combat Superiority:\*\* Enter a state of heightened combat awareness, increasing your critical hit chance and allowing you to react more quickly to threats.

- \*\*Battlefield Control:\*\* Use your presence and tactical knowledge to control a section of the battlefield, hindering enemy movement and creating opportunities for allies.

- \*\*Rally:\*\* Inspire nearby allies to push beyond their limits, removing minor negative effects and granting a temporary combat bonus.

- \*\*Tactical Advance:\*\* Perform a coordinated movement that positions you advantageously while building Momentum.

- \*\*Devastating Strike:\*\* Channel your combat expertise into a single, powerful attack that can break through defenses and potentially stagger your target.

### Level 10+ (Hero Path Selection)

At level 10, fighters choose a Hero path influenced by their alignment, further specializing their combat abilities.

#### Champion (Good Hero Path)

Selfless battlefield protector and frontline bulwark.

##### Passive Skills

- \*\*Inspire Valor:\*\* Nearby allies gain +5% to all saves.

- \*\*Heroic Stand:\*\* Spend 3 Momentum: Intercept all attacks on a nearby ally this round.

- \*\*Bulwark Pulse:\*\* Blocking reflects 10% of absorbed damage as radiant backlash.

- \*\*Final – Shield of the Living Wall:\*\* For 2 rounds, become immovable. All adjacent allies gain +25% DR. You absorb 25% of their damage.

##### Active Skills

- \*\*Defender's Stance:\*\* Enter a protective stance that allows you to intercept attacks meant for nearby allies.

- \*\*Rallying Cry:\*\* Inspire nearby allies with a powerful shout that grants temporary health and increased morale.

- \*\*Selfless Protector:\*\* Temporarily transfer a portion of damage from an ally to yourself, allowing them to fight more effectively.

- \*\*Righteous Strike:\*\* Channel your protective instincts into an attack that deals additional damage to enemies that have harmed your allies.

- \*\*Heroic Sacrifice:\*\* Ultimate ability that allows you to take a potentially fatal blow meant for an ally, with a chance to survive based on your remaining Momentum.

#### Warlord (Neutral Hero Path)

Master strategist and position-based commander.

##### Passive Skills

- \*\*Tactical Roar:\*\* Enemies in range have -10% accuracy. Allies gain +1 move.

- \*\*Battlefield Expertise:\*\* You may command an ally to take a basic action on your turn (1/encounter).

- \*\*Flicker Reaction:\*\* Gain +1 reaction per round while above 3 Momentum.

- \*\*Final – Commanding Flow:\*\* For 2 turns, you may give an ally a free movement or attack as a reaction after your own.

##### Active Skills

- \*\*Tactical Assessment:\*\* Quickly analyze the battlefield, gaining insight into enemy weaknesses and optimal positioning.

- \*\*Coordinated Strike:\*\* Direct an ally to attack in tandem with you, creating a powerful combination attack.

- \*\*Battlefield Control:\*\* Use your tactical expertise to control enemy movement and create advantageous positions for your allies.

- \*\*Strategic Repositioning:\*\* Command allies to move to optimal positions as a reaction to changing battlefield conditions.

- \*\*Master Tactician:\*\* Ultimate ability that grants you and your allies increased combat effectiveness through perfect coordination and positioning.

#### Conqueror (Evil Hero Path)

Domineering brute who bends foes with force and fear.

##### Passive Skills

- \*\*Crushing Authority:\*\* Enemies struck while at max Momentum are Weakened and Slowed.

- \*\*Fear Pulse:\*\* Spend 3 Momentum: force nearby enemies to flee or cower for 1 round.

- \*\*Execution Threshold:\*\* Strikes deal double damage vs enemies under 25% HP.

- \*\*Final – Iron Tyrant's Wrath:\*\* Leap into a group, consume all Momentum, and strike all enemies in 2-tile radius. If a target dies, refresh all cooldowns.

##### Active Skills

- \*\*Intimidating Presence:\*\* Project an aura of dominance that can cause weaker enemies to hesitate or flee.

- \*\*Brutal Strike:\*\* Deliver a devastating attack designed to maim and demoralize, with increased damage against weakened foes.

- \*\*Dominating Gaze:\*\* Focus your intimidating presence on a single target, potentially causing them to cower in fear.

- \*\*Conqueror's Advance:\*\* Move aggressively across the battlefield, building Momentum and forcing enemies to give ground.

- \*\*Reign of Terror:\*\* Ultimate ability that creates an aura of fear around you, significantly reducing enemy combat effectiveness and potentially causing them to flee.

## Playing a Fighter

As a fighter in Decennium Descent, your effectiveness depends on positioning, Momentum management, and adapting your combat style to the situation. Unlike classes that rely on magic or specialized resources, you excel at consistent performance and tactical flexibility throughout extended engagements.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path and combat style:

- \*\*Champion Fighters\*\* should focus on positioning to protect vulnerable allies, using their defensive abilities to absorb damage and their Momentum for both offense and protection as needed.

- \*\*Warlord Fighters\*\* excel at coordinating with allies, using their tactical abilities to create advantageous situations and maintain battlefield control through superior positioning.

- \*\*Conqueror Fighters\*\* thrive on aggressive tactics, using intimidation and raw power to dominate enemies and executing weakened foes to maintain momentum.

All fighters should remember that Momentum management is crucial, building it through successful combat actions and spending it at optimal moments can dramatically increase your effectiveness.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Champion Fighters\*\* are often respected and welcomed in civilized areas, their protective nature and selfless combat style making them valued defenders of communities.

- \*\*Warlord Fighters\*\* are sought after as military advisors and mercenary captains, their tactical expertise making them valuable assets to any organized fighting force.

- \*\*Conqueror Fighters\*\* may be feared in peaceful settlements but respected in more martial societies where strength and dominance are valued. Some serve as enforcers for powerful factions or carve out their own territories through force.

## Notable Fighter NPCs in Aethel

### Commander Thalia Ironheart

A human Champion who leads the Imperial Guard in the capital city. Her legendary defensive prowess was demonstrated during the Siege of Highgate, where she held a critical bridge for three days against overwhelming odds, allowing civilians to evacuate.

### Tactician Vorn

A dwarf Warlord whose strategic brilliance has turned the tide of numerous battles. Though he rarely engages in direct combat himself, his ability to coordinate forces and exploit battlefield advantages has made him one of the most sought-after military advisors in Aethel.

### The Black Hammer

An orc Conqueror whose real name has been forgotten in favor of his fearsome title. He rules a band of mercenaries through intimidation and displays of overwhelming force, taking contracts only from those who can afford his exorbitant fees and turning against employers who show weakness.

# Mage

*\*"The elven mage's fingers traced complex patterns in the air, leaving trails of arcane energy that coalesced into a sphere of crackling lightning. With a word of power and a gesture of command, she hurled the sphere toward the approaching enemies. It detonated in a brilliant flash, arcs of electricity chaining between foes as they fell, their armor offering no protection against the raw elemental fury she had unleashed."\**

Mages are the purest embodiment of destructive arcane will, fragile but overwhelming spellcasters who shape elemental forces into lethal expressions of dominance. In the world of Aethel, these scholars of devastation stand apart from ritual-bound clerics or nature-attuned druids, relying instead on their intellectual mastery of the fundamental forces that compose reality itself.

## Class Overview

As a mage, you harness raw elemental power through rigorous study and practice, focusing primarily on evocation, conjuration, and abjuration magic. Your specialty lies in devastating spell combinations, precise area effects, and arcane defenses that compensate for your physical vulnerability. Beyond your combat abilities, you represent the pinnacle of arcane scholarship, capable of bending reality to your will through the application of magical theory and elemental manipulation.

In Aethel, mages might serve as royal advisors, battlefield artillery, arcane researchers, or independent scholars seeking to push the boundaries of magical understanding. Their power makes them both respected and feared, with many common folk viewing them with a mixture of awe and suspicion.

## Core Mechanics

\*\*Elemental Focus\*\* – At level 2, you choose one elemental specialization (Fire, Cold, or Lightning) that enhances your spells of that type and unlocks powerful finisher spells when you chain three consecutive spells of the same element.

\*\*Nuke Chains\*\* – After casting three consecutive spells of your chosen element, you can trigger an enhanced finisher spell with devastating effects.

\*\*Mana Surge\*\* – A resource-based casting system that enables burst-damage rotations, allowing you to sacrifice sustainability for moments of overwhelming power.

### Primary Attributes

- \*\*Main Attribute:\*\* Intelligence

- \*\*Secondary Attributes:\*\* Wisdom, Dexterity

- \*\*Hit Points:\*\* Low (6 + Constitution modifier at 1st level, 1d6 per level thereafter)

- \*\*Armor Proficiency:\*\* None (cloth only)

- \*\*Weapon Proficiency:\*\* Wands, staves, spell foci

- \*\*Tool Proficiency:\*\* Arcana tools, scribe's supplies

## Progression Path

### Level 1-2 (Base Mage Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Spellcasting:\*\* Access to Evocation Tier I spells, focusing on direct damage.

- \*\*Mana Pool:\*\* A reservoir of arcane energy that powers your spells and recovers during rest.

- \*\*Arcane Insight:\*\* Identify magical effects and items with greater accuracy than non-mages.

- \*\*Elemental Affinity:\*\* Gain a minor resistance to your chosen element once selected.

- \*\*Spell Precision:\*\* Reduce the chance of friendly fire damage from your area effect spells.

#### Active Skills

- \*\*Arcane Missile:\*\* Launch bolts of pure arcane energy that unerringly strike your target.

- \*\*Elemental Bolt:\*\* Cast a bolt of your chosen element (once selected) that deals additional effects based on the element.

- \*\*Mana Shield:\*\* Convert a portion of your mana into a temporary protective barrier.

- \*\*Blink:\*\* Teleport a short distance to avoid danger or reposition.

- \*\*Detect Magic:\*\* Sense and identify magical auras and effects in your vicinity.

### Level 3-9 (Arch Class: Arcanist)

At level 3, mages specialize into the Arcanist arch class, refining their destructive capabilities and spell efficiency.

#### Elemental Focus (Choose One at Level 2)

- \*\*Fire:\*\* +10% damage, adds Burn DoT effect. Finisher: Inferno Lance – 4-tile line, DoT over time

- \*\*Cold:\*\* +5% crit chance, slows targets. Finisher: Glacier Spike – Cone AoE, 50% slow

- \*\*Lightning:\*\* +15% jump chance, arc disruption. Finisher: Storm Arc – Jumps to 3 enemies, stuns on crit

#### Passive Skills

- \*\*Arcane Stability:\*\* Reduce spell fizzle chance by 25%.

- \*\*Overload Crits:\*\* Critical strikes deal +50% splash damage to nearby enemies.

- \*\*Arcane Bypass:\*\* Once per rest, ignore all enemy resistances for one spell.

- \*\*Metaspell Access:\*\* Choose one Universal Metamagic effect to apply to a spell once per day.

- \*\*Elemental Mastery:\*\* Increase the effectiveness of your chosen element's secondary effects.

- \*\*Spell Efficiency:\*\* Reduce the mana cost of spells cast in sequence with the same element.

#### Active Skills

- \*\*Elemental Surge:\*\* Channel a concentrated burst of your chosen element, dealing high damage to a single target.

- \*\*Arcane Barrage:\*\* Launch multiple arcane projectiles that seek out different targets.

- \*\*Conjure Elemental Familiar:\*\* Summon a minor elemental of your chosen type to assist you in combat.

- \*\*Displacement:\*\* Create illusory duplicates of yourself while teleporting to safety.

- \*\*Counterspell:\*\* Disrupt an enemy's spellcasting, potentially negating their spell entirely.

### Level 10+ (Hero Path Selection)

At level 10, mages choose a Hero path influenced by their alignment, further specializing their arcane abilities.

#### Archmage (Good Hero Path)

"True mastery means knowing when not to destroy."

##### Passive Skills

- \*\*Ward of Purity:\*\* Create an AoE shield that reflects 25% of incoming spells.

- \*\*Celestial Comet:\*\* Cast a Radiant/Arcane AoE that blinds enemies.

- \*\*Empowered Link:\*\* Share buffs with allies in a 5-tile radius.

- \*\*Harmonized Core:\*\* Spells heal allies for 10% of base damage as temporary HP.

##### Active Skills

- \*\*Arcane Sanctuary:\*\* Create a zone of protection that shields allies and enhances their magical abilities.

- \*\*Purifying Beam:\*\* Channel a beam of radiant arcane energy that damages enemies and cleanses negative effects from allies.

- \*\*Spell Sharing:\*\* Temporarily grant an ally access to one of your spells.

- \*\*Mana Transfusion:\*\* Transfer a portion of your mana to restore an ally's resources.

- \*\*Arcane Convergence:\*\* Combine your magic with nearby allies for a coordinated, enhanced spell effect.

#### Elementalist (Neutral Hero Path)

"I master not one element, but the storm that binds them all."

##### Passive Skills

- \*\*Elemental Pivot:\*\* Switch focus element mid-combat as a bonus action.

- \*\*Voltaic Pulse:\*\* Create an AoE jump-stun effect.

- \*\*Elemental Overload:\*\* Deal dual-element damage in a 3x3 blast.

- \*\*Elemental Supremacy:\*\* Deal +10% damage against elemental vulnerabilities; reset chain cooldown on kill.

##### Active Skills

- \*\*Elemental Fusion:\*\* Combine two elements to create a hybrid spell with unique effects.

- \*\*Cascade Storm:\*\* Trigger a sequence of elemental effects that build upon each other.

- \*\*Elemental Absorption:\*\* Temporarily absorb incoming elemental damage to enhance your next spell.

- \*\*Primal Channeling:\*\* Draw raw elemental energy from the environment to empower your spells.

- \*\*Elemental Mastery:\*\* Temporarily gain mastery over all elements, allowing you to use any elemental finisher regardless of your focus.

#### Lich (Evil Hero Path)

"I bled the world dry for this power. Now I bleed nothing."

To become a Lich, you must complete the multi-phase phylactery ritual at Level 10:

\*\*Phylactery Requirements:\*\*

- A Soul Coin or two participants (gains a bonus if they are willing)

- Defeat and bind 2-3 named mini-bosses as guardians

- Conduct the ritual in a planar nexus (e.g., Veil of Shadows)

- Survive a divine echo battle and pass a DC 20 INT + CON save

\*\*Failure Consequences:\*\*

- You become a melee undead NPC

- Permanently lose spellcasting

- Marked as a cursed being hostile to most factions

- Wear only cursed gear, gain no XP

##### Passive Skills

- \*\*Undying Spellform:\*\* When reduced to 0 HP, continue casting for 1 full round before death.

- \*\*Soul Reservoir:\*\* All DoT damage you deal feeds mana recovery.

- \*\*Necromantic Mastery:\*\* Gain access to enhanced necromancy spells and abilities.

- \*\*Undead Immunities:\*\* Become immune to poison, disease, fear, sleep, and mind control.

##### Active Skills

- \*\*Lingering Malice:\*\* Create a necrotic zone for 3 rounds that applies Fear or Drain effects.

- \*\*Mana to Flesh:\*\* Convert mana into HP (or vice versa) once per rest.

- \*\*Flesh to Ash:\*\* Create an AoE burst that doubles damage if target is below 50% HP.

- \*\*Corpse Gateway:\*\* Teleport to a corpse within line of sight.

- \*\*Soulbound Ritual:\*\* Revive a fallen undead pet with bonus stats.

##### Undead Pet System

Liches can maintain up to 3 elite undead companions:

| Pet Name | Role | Abilities |

|----------|------|-----------|

| Boneflayer | Ranged caster | Casts Bone Shards, Fear Pulse, AoE DoT |

| Dreadblade | Melee disruptor | Crits apply Weakened, interrupts casting |

| Wraithbound | Ethereal assassin | Invisible unless attacking, 20% stun chance |

## Playing a Mage

As a mage in Decennium Descent, your effectiveness depends on positioning, resource management, and strategic spell selection. Unlike more durable classes, you excel at dealing massive damage from a safe distance while controlling the battlefield through elemental effects.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Archmage Mages\*\* should focus on supporting allies while still dealing significant damage, using their protective abilities to enhance the party's survivability and their radiant spells to control the battlefield.

- \*\*Elementalist Mages\*\* excel at adapting to different combat situations, switching elements as needed to exploit enemy weaknesses and chain together devastating combinations of spells.

- \*\*Lich Mages\*\* command the battlefield through necromantic power, using their undead minions to distract and disrupt enemies while they unleash devastating spells and drain life force to sustain themselves.

All mages should remember that positioning is crucial, your low health and armor make you vulnerable to direct attacks, so maintaining distance from enemies while still having line of sight to your targets is essential.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Archmage Mages\*\* are generally respected in civilized areas, their focus on controlled and beneficial magic making them valuable advisors and protectors.

- \*\*Elementalist Mages\*\* often face a mixture of awe and wariness, their raw destructive potential balanced by their typically neutral stance on political matters.

- \*\*Lich Mages\*\* are universally feared and hunted in most regions, their necromantic powers and undead nature making them anathema to the living. They often must hide their true nature or dwell in remote locations, interacting with society through intermediaries or disguises.

## Notable Mage NPCs in Aethel

### Archmage Elyndra Starweaver

A high elf Archmage who serves as the head of the Imperial Arcane Academy. Her mastery of protective magic has saved the capital city multiple times from magical disasters, and her research into harmonic spell theory has revolutionized magical healing techniques.

### Stormcaller Krazak

An orc Elementalist who wanders the Storm Plains, studying the perpetual lightning storms that rage there. His ability to harness and redirect lightning has earned him the respect of even the most xenophobic human settlements, who seek his aid during the worst of the seasonal tempests.

### The Bone Collector

A human Lich who dwells in a tower at the edge of the Blighted Marsh. Few know his true name or history, but rumors speak of a once-noble mage who sought immortality to continue his research into curing a magical plague. Now, he sends his undead servants to collect rare components and magical artifacts, occasionally trading valuable arcane knowledge to those brave or desperate enough to seek him out.

# Mirrorsage

*\*"The half-elf's eyes gleamed with an otherworldly light as she faced the venomous serpent. As the creature lunged, spraying toxic venom, she made a complex gesture with her hands, capturing the essence of the attack in a shimmering mirror of arcane energy. With a fluid motion, she redirected the captured venom at the approaching bandits, who scattered in terror as their own ally's poison rained down upon them."\**

Mirrorsages are unique spellcasters who specialize in copying and reflecting the abilities of creatures they encounter. In the world of Aethel, these adaptive mages study the fundamental patterns of magic and life, learning to capture, store, and replicate the innate powers of beasts and monsters. Their versatility makes them unpredictable opponents and valuable allies, able to adapt their arsenal to meet any challenge.

## Class Overview

As a Mirrorsage, you harness the power of reflection and mimicry to build a constantly evolving repertoire of abilities. Your specialized training allows you to observe and capture monster abilities, store them in Echo Slots, and either cast them directly or manifest them through summoned mirror beasts. Beyond your mimicry abilities, you excel at adapting to new threats, charming creatures fighting alongside you, and turning enemies' powers against them. In Aethel, mirrorsages might serve as monster hunters, collecting abilities from dangerous creatures; researchers studying the fundamental nature of magical abilities; or explorers venturing into unknown territories to discover and catalog new powers. Their unique approach to magic often makes them objects of curiosity and sometimes suspicion among more traditional spellcasters.

## Core Mechanics

\*\*Echo Slots\*\* – Mirrorsages store monster abilities ("Echoes") in Echo Slots (initially 3, later 5). These function like spell slots, each Echo can be cast once before the slot is consumed. New Echoes are gained by observing or surviving an ability and capturing it with Mirrorbind.

\*\*Mirrorbind\*\* – Once per encounter, attempt to copy an ability witnessed in the current battle. If successful, the ability is stored in an Echo Slot. Bosses and creatures with INT ≥ 7 cannot be mirrored unless specifically scripted to allow it.

\*\*Charm Bind\*\* – Once per long rest, charm a creature with INT ≤ 6 for 3 rounds. The charmed creature uses its own stats and abilities and counts as your Reflective Companion (replacing Mirror Beast while active).

### Primary Attributes

- \*\*Main Attribute:\*\* Intelligence

- \*\*Secondary Attributes:\*\* Wisdom, Charisma

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor

- \*\*Weapon Proficiency:\*\* Simple weapons, short swords, hand crossbows

- \*\*Tool Proficiency:\*\* Calligrapher's supplies

## Progression Path

### Level 1-2 (Base Mirrorsage Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Echo Channeling:\*\* Cast a stored Echo ability. Consumes a slot.

- \*\*Mirrorcall:\*\* Summon a Mirror Beast that mimics one stored Echo ability.

- \*\*Echo Slot Expansion I:\*\* Increase slots from 2 → 3.

- \*\*Reflective Pulse:\*\* First hit you take each round returns 10% damage.

- \*\*Beast Instinct:\*\* +10% chance to capture Echoes from INT ≤ 6 creatures.

#### Active Skills

- \*\*Mirrorbind:\*\* Attempt to capture an ability you've just witnessed, storing it in an Echo Slot if successful.

- \*\*Echo Release:\*\* Cast a stored Echo ability, consuming the slot.

- \*\*Mirror Beast Summon:\*\* Call forth a Mirror Beast that can use one of your stored Echo abilities.

- \*\*Charm Creature:\*\* Attempt to temporarily charm a low-intelligence creature to fight alongside you.

- \*\*Reflective Shield:\*\* Create a brief defensive barrier that has a chance to reflect the next attack back at the attacker.

### Level 3-9 (Arch Class: Reflectionist)

At level 3, mirrorsages specialize into the Reflectionist arch class, refining their mimicry abilities and developing more powerful reflection techniques.

#### Passive Skills

- \*\*Advanced Mirrorcall:\*\* Mirror Beast can now shift once per fight into a new form based on a second Echo.

- \*\*Echo Slot Expansion II:\*\* Max Echo Slots: 5

- \*\*Dual Echo Cast:\*\* Spend 2 Echoes in one turn; must be from different creatures.

- \*\*Mimicry Focus:\*\* Gain +1 Focus Point per battle. Can spend Focus to empower Echoes (double duration/damage).

- \*\*Mirror Shell:\*\* Once per long rest, reflect the first ability cast at you.

- \*\*Capstone – Perfect Reflection:\*\* Reflect any observed ability (spell, breath, strike) back at the caster for full effect (1/day).

#### Active Skills

- \*\*Echo Fusion:\*\* Temporarily combine two stored Echoes to create a hybrid ability with properties of both.

- \*\*Mirror Shift:\*\* Command your Mirror Beast to change form, adopting a different stored Echo ability.

- \*\*Focus Channel:\*\* Spend a Focus Point to significantly enhance your next Echo cast or Mirror Beast ability.

- \*\*Reflective Analysis:\*\* Study a creature to gain insight into its abilities and weaknesses, increasing your chance to successfully bind its Echoes.

- \*\*Mirror Dimension:\*\* Create a small pocket dimension of reflective surfaces that confuses enemies and enhances your mimicry abilities.

### Level 10+ (Hero Path Selection)

At level 10, mirrorsages choose a Hero path influenced by their alignment, further specializing their reflection abilities.

#### Light Weaver (Good Hero Path)

Copies divine and beneficial abilities. Summons radiant beasts and support Echoes.

##### Passive Skills

- \*\*Blessed Copy:\*\* Echoed heals or buffs also affect a second ally.

- \*\*Luminant Bond:\*\* Charmed/Beast emits aura that reveals invisible and grants +5% saves.

- \*\*Sacred Echo Slot:\*\* +1 additional slot for healing/support abilities.

- \*\*Final – Radiant Archive:\*\* Cast 3 stored divine Echoes at once (once/day).

##### Active Skills

- \*\*Divine Reflection:\*\* Capture and enhance beneficial abilities, increasing their healing or protective power.

- \*\*Radiant Mirror Beast:\*\* Summon a Mirror Beast infused with divine energy, capable of healing allies and revealing hidden threats.

- \*\*Blessing Echo:\*\* Transform a captured offensive Echo into a beneficial effect that can heal or protect allies.

- \*\*Light Binding:\*\* Create bonds of radiant energy that can restrain enemies or create protective barriers for allies.

- \*\*Purifying Reflection:\*\* Reflect and purify harmful effects, potentially converting them into healing or beneficial effects.

#### Mirror Mage (Neutral Hero Path)

Pure mimicry and fusion-focused. Tactical duplicator and Echo manipulator.

##### Passive Skills

- \*\*Mirror Double:\*\* Create a copy of yourself for 1 turn. It casts your last Echo at 50% power.

- \*\*Fused Echo:\*\* Combine two Echoes to create a custom hybrid. Once per long rest.

- \*\*Floating Memory Slot:\*\* Temporarily store a 6th Echo. Auto-erases after combat.

- \*\*Final – Reflected Repertoire:\*\* Reset all Echo slots. Next 3 Echoes cast without consuming slots.

##### Active Skills

- \*\*Echo Manipulation:\*\* Modify a stored Echo, changing its element, range, or effect.

- \*\*Mirror Image:\*\* Create multiple illusory duplicates of yourself that can confuse enemies and potentially cast Echo abilities.

- \*\*Prismatic Reflection:\*\* Split a single-target Echo into multiple weaker versions that can affect several targets.

- \*\*Echo Preservation:\*\* Prevent an Echo from being consumed when cast, allowing it to be used again.

- \*\*Reality Fracture:\*\* Create a zone where Echo abilities are enhanced and have a chance to trigger additional effects.

#### Shattered One (Evil Hero Path)

Twists copied powers into destructive perversions. Uses glitched beastforms and corrupted abilities.

##### Passive Skills

- \*\*Corrupted Mirrorcall:\*\* Mirror Beast gains a random mutation (e.g., Burn Aura, Bleed Burst).

- \*\*Shatterbind:\*\* Echoes from undead/demons/aberrations gain necrotic or psychic damage tags.

- \*\*Fractured Echo:\*\* 25% chance each Echo triggers again randomly the next round.

- \*\*Final – Fractured Dominion:\*\* For 2 turns, every Echo cast also generates a Glitched Clone Echo that strikes a nearby enemy.

##### Active Skills

- \*\*Corrupt Echo:\*\* Twist a captured ability into a more destructive or debilitating version.

- \*\*Shattered Mirror Beast:\*\* Summon a corrupted Mirror Beast with unstable, mutated abilities that can harm both enemies and allies.

- \*\*Echo Leech:\*\* Drain life force from a target when casting certain Echo abilities, healing yourself.

- \*\*Fractured Reality:\*\* Create a zone of broken reflections that confuses and damages creatures within it.

- \*\*Mind Shatter:\*\* Use corrupted Echo energy to attack a creature's mind, potentially causing confusion or temporary insanity.

## Echo Bestiary System

All Echo-eligible creatures must have INT 6 or lower unless explicitly scripted as reflectable.

| Creature | INT | Bindable | Echo Example |

|----------|-----|----------|--------------|

| Venommaw Serpent | 2 | ✔️ | Venom Spray (Poison Cone) |

| Thunder Roc | 4 | ✔️ | Storm Dive (Lightning AoE) |

| Stonehide Troll | 6 | ✔️ | Regenerate Hide (+DR) |

| Lich Priest | 10 | ❌ | ❌ Cannot be bound or echoed |

## Playing a Mirrorsage

As a mirrorsage in Decennium Descent, your effectiveness depends on adaptability, strategic Echo collection, and creative use of your mimicked abilities. Unlike other classes that have fixed spell lists or abilities, you build your arsenal dynamically based on the creatures you encounter.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Light Weaver Mirrorsages\*\* should focus on capturing beneficial and protective abilities, using them to support allies while their Mirror Beasts provide additional utility and protection.

- \*\*Mirror Mage Mirrorsages\*\* excel at tactical flexibility, using their ability to manipulate and combine Echoes to adapt to changing battlefield conditions and exploit enemy weaknesses.

- \*\*Shattered One Mirrorsages\*\* thrive on chaos and destruction, corrupting captured abilities to maximize damage and debilitating effects, often at the risk of unpredictable consequences.

All mirrorsages should remember that Echo Slot management is crucial, deciding which abilities to capture and when to use them can dramatically affect your effectiveness in different situations.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Light Weaver Mirrorsages\*\* are generally viewed positively, their focus on beneficial mimicry and protective abilities making them welcome allies in most communities.

- \*\*Mirror Mage Mirrorsages\*\* are often regarded with curiosity and sometimes wariness, their neutral approach to mimicry and focus on pure replication making their intentions sometimes difficult to discern.

- \*\*Shattered One Mirrorsages\*\* frequently face suspicion or outright hostility, their corruption of natural abilities and unpredictable nature making them unwelcome in many civilized areas.

## Notable Mirrorsage NPCs in Aethel

### Lumina Brightmirror

A high elf Light Weaver who serves as a monster researcher for the Imperial Academy. She has cataloged hundreds of creature abilities and uses her mimicry to heal and protect explorers venturing into dangerous territories. Her radiant Mirror Beasts are often mistaken for celestial entities.

### Prism

A human Mirror Mage of unknown origin who travels between dimensions through reflective surfaces. His mastery of Echo manipulation allows him to combine abilities in ways thought impossible, creating entirely new effects. He appears at sites of magical disturbance, studies the phenomena, then vanishes without explanation.

### The Fractured Queen

A drow Shattered One who rules a hidden court of corrupted mirror creatures. Her ability to twist and pervert captured abilities has created an army of nightmarish beasts that serve her whims. Those who venture into her domain find themselves facing corrupted reflections of their own abilities and worst fears made manifest.

# Monk

*\*"The human monk moved with impossible grace, her body flowing like water between the attacks of her opponents. Each stance shift was seamless, each strike precise. As three attackers converged on her, she simply smiled, centered her breathing, and in a blur of motion, left all three sprawled unconscious on the ground."\**

Monks are masters of martial arts who harness their inner energy, known as ki, to perform extraordinary physical feats. Through rigorous training and meditation, they achieve a harmony of body, mind, and spirit that grants them capabilities beyond ordinary mortals, allowing them to fight effectively without weapons or armor.

## Class Overview

As a monk, you harness the power of ki to enhance your natural abilities and execute specialized martial techniques. Your training focuses on stance-based combat, allowing you to adapt to different situations by shifting your fighting style. Beyond your combat abilities, you excel at mobility, self-sufficiency, and maintaining inner balance in chaotic situations.

In Aethel, monks might belong to secluded mountain monasteries, serve as guardians of sacred sites, or travel the world seeking to perfect their art through practical experience. Some follow structured traditions with formal hierarchies, while others develop their abilities through intuitive self-discovery and adaptation.

## Core Mechanics

\*\*Ki Flow\*\* – Monks build Ki Chain (0-5) through movement + attack combos, critical strikes, or defensive reactions. This resource can be spent to fuel advanced techniques or trigger powerful effects. Managing Ki Chain effectively is central to mastering the monk class.

\*\*Stance System\*\* – Monks can switch between specialized combat stances as a free action once per round, adapting to changing battlefield conditions.

\*\*Unarmored Flow\*\* – Monks gain bonus dodge, initiative, and stance effects while wearing no armor, emphasizing mobility and agility over heavy protection.

### Primary Attributes

- \*\*Main Attribute:\*\* Dexterity

- \*\*Secondary Attributes:\*\* Wisdom, Constitution

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* None (benefits from Unarmored Flow)

- \*\*Weapon Proficiency:\*\* Simple weapons, monk weapons (kama, nunchaku, staff)

- \*\*Tool Proficiency:\*\* One artisan's tool of your choice

## Progression Path

### Level 1-2 (Base Monk Skills)

Foundational skills before Arch class selection.

#### Monk Stances

- \*\*Tiger Stance (Offense):\*\* +15% attack speed, +10% crit chance on unarmed strikes. Gain Ki Chain on crits.

- \*\*Tortoise Stance (Off-Tank):\*\* +20% DR, soft taunt aura (enemies within 2 tiles targeting allies get -20% accuracy). Blocks/dodges grant Ki Chain.

- \*\*Crane Stance (Support):\*\* +10% healing received. Moving 3+ tiles grants +15% dodge. At 5 Ki, next strike heals self and ally.

#### Passive Skills

- \*\*Flowing Form:\*\* Alternating move + strike each round grants +1 Ki Chain.

- \*\*Striking Palm:\*\* Crits with unarmed attacks deal +50% armor-piercing internal damage.

- \*\*Unarmored Speed:\*\* +10% movement and initiative while unarmored.

- \*\*Stance Shift:\*\* Switch stance freely once per round.

- \*\*Discipline Initiate:\*\* Choose a discipline (offense, tank, support) and gain 1 technique based on it.

#### Active Skills

- \*\*Flurry of Blows:\*\* Deliver a rapid sequence of unarmed strikes, with each hit having a chance to generate Ki Chain.

- \*\*Deflect Missile:\*\* React to a ranged attack by reducing its damage and potentially catching the projectile.

- \*\*Step of the Wind:\*\* Harness your ki to dramatically increase your movement speed and jumping distance for one turn.

- \*\*Patient Defense:\*\* Enter a defensive state that increases your dodge chance and generates Ki Chain when successfully avoiding attacks.

- \*\*Stunning Strike:\*\* Channel ki into a precise strike that can temporarily paralyze an opponent if they fail to resist.

### Level 3-9 (Arch Class: Master)

At level 3, monks specialize into the Master arch class, refining their ki manipulation and developing more advanced martial techniques.

#### Passive Skills

- \*\*Combo Step:\*\* Use three different unarmed attacks in one round to stun the target.

- \*\*Ki Reversal:\*\* At 4+ Ki Chain, auto-counter the next melee hit.

- \*\*Perfect Balance:\*\* Standing still: +15% crit. Moving: +15% dodge.

- \*\*Breath of Focus:\*\* Skip an attack to gain +1 Ki Chain.

- \*\*Rhythmic Flow:\*\* Every 3rd round, next strike auto-crits at max Ki.

- \*\*Martial Apex (Capstone):\*\* At 5 Ki, your next ability costs no action and deals +100% damage (1/encounter).

#### Tortoise Off-Tank Discipline (Integrated at Arch)

- \*\*Stone Shell Discipline:\*\* +15% DR and Ki Chain protection at 3+ Ki. Immune to forced movement.

- \*\*Redirecting Palm:\*\* Spend 1 Ki to redirect 50% of incoming melee damage to a nearby enemy.

- \*\*Iron Shell Pulse:\*\* Spend 3 Ki: grant nearby allies 10% DR and retaliation aura.

- \*\*Echoing Guard:\*\* Blocking/dodging applies Stagger (-10% damage, -1 move).

- \*\*Final Form – Bastion of Breath:\*\* Become immune for 1 round. Enemies who strike are stunned. On next round, release a force shockwave.

#### Active Skills

- \*\*Whirlwind Stance:\*\* Enter a flowing stance that allows you to strike multiple adjacent enemies with each attack.

- \*\*Focused Ki Burst:\*\* Channel your ki into a powerful energy discharge that damages enemies in a small area.

- \*\*Diamond Soul:\*\* Temporarily harden your body against physical and magical attacks, gaining resistance to damage.

- \*\*Pressure Point Strike:\*\* Target a specific vulnerability in your opponent, potentially disabling a limb or ability temporarily.

- \*\*Meditative Healing:\*\* Enter a brief meditative state that rapidly restores your health and ki.

### Level 10+ (Hero Path Selection)

At level 10, monks choose a Hero path influenced by their alignment, further specializing their martial abilities.

#### Enlightened Master (Good Hero Path)

Uses martial wisdom to heal, cleanse, and fortify the party.

##### Passive Skills

- \*\*Tranquil Lotus Step:\*\* Move to ally, absorb their debuff, and grant +15% healing received (2 Ki).

- \*\*Serenity Breaker Palm:\*\* Strike enemy; cleanse allies in 2 tiles (3 Ki).

- \*\*Balance Beyond Flesh:\*\* Allies in Crane stance range heal 5% each time they spend a resource.

- \*\*Final – Breath of the Thousand Petals:\*\* AoE revive and death immunity (1 round).

##### Active Skills

- \*\*Healing Touch:\*\* Channel positive ki energy through your hands to heal injuries and cure minor ailments.

- \*\*Purifying Palm:\*\* Strike an enemy while simultaneously cleansing negative effects from nearby allies.

- \*\*Circle of Harmony:\*\* Create a zone of balanced energy that gradually restores health to allies within it.

- \*\*Shared Breath:\*\* Temporarily link your life force with an ally, sharing damage and healing effects.

- \*\*Transcendent Meditation:\*\* Enter a deep meditative state that dramatically accelerates healing for yourself and nearby allies.

#### Iron Fist Master (Neutral Hero Path)

The battlefield is your dojo. Your fists are your verdict.

##### Passive Skills

- \*\*Ribcrusher Strike:\*\* Heavy strike, reduces enemy max HP by 10% (2 Ki).

- \*\*Centerline Blitz:\*\* Dash in a line, striking all targets. Final one is stunned at max Ki (3 Ki).

- \*\*Steel Reflection Form:\*\* Reflect 15% melee damage for 3 turns.

- \*\*Final – Limit Break Spiral:\*\* 2 bonus actions; all strikes crit this turn (1/day).

##### Active Skills

- \*\*Iron Palm:\*\* Channel ki into your strike to ignore a portion of the target's armor and resistance.

- \*\*Flowing Combo:\*\* Execute a series of perfectly coordinated strikes that build upon each other, with increasing damage per hit.

- \*\*Focused Breathing:\*\* Enter a state of perfect concentration, significantly increasing your critical hit chance for a short duration.

- \*\*Bone-Breaking Strike:\*\* Deliver a powerful blow that can temporarily reduce the target's maximum health.

- \*\*One Hundred Fists:\*\* Ultimate technique that allows you to strike with incredible speed, delivering numerous attacks in a single moment.

#### Way of Shadow (Evil Hero Path)

Master of pressure-point disruption, deception, and darkened breath.

##### Passive Skills

- \*\*Veinlock Nerve Jab:\*\* Strike blocks healing/resource gain (2 turns). Silences if hidden (2 Ki).

- \*\*Twilight Mirage:\*\* Summon a 1-turn clone to mirror strikes and intercept attacks (3 Ki).

- \*\*Nerve Fade Technique:\*\* Stacking Shadow Rot debuff (-saves, psychic DoT) (1 Ki).

- \*\*Final – Deathless Silence:\*\* Untargetable 1 turn → teleport to 3 enemies and apply Void Palm (max HP -25%, passive disable).

##### Active Skills

- \*\*Shadow Step:\*\* Briefly step into the shadow realm, becoming untargetable and reappearing at a different location.

- \*\*Nerve Strike:\*\* Target critical pressure points to temporarily disable an opponent's abilities or movement.

- \*\*Poison Hand:\*\* Infuse your strikes with toxic ki that causes continuing damage over time.

- \*\*Mind Cloud:\*\* Disrupt an enemy's mental clarity, causing confusion or hallucinations.

- \*\*Death Touch:\*\* Legendary technique that can potentially kill a weakened target instantly by stopping their heart.

## Playing a Monk

As a monk in Decennium Descent, your effectiveness depends on stance management, positioning, and strategic use of your Ki Chain. Unlike other classes that might rely on equipment or external power sources, you excel at adapting to changing situations through stance shifts and precise application of martial techniques.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path and current stance:

- \*\*Enlightened Masters\*\* should focus on maintaining Crane Stance when healing is needed, shifting to other stances to build Ki Chain for supportive techniques. They excel at removing debuffs and providing sustainable healing over time.

- \*\*Iron Fist Masters\*\* typically favor Tiger Stance for its offensive bonuses, building Ki Chain through critical hits and spending it on powerful striking techniques. They should focus on positioning to maximize their damage potential.

- \*\*Way of Shadow monks\*\* utilize stealth and deception, often opening combat with ambush techniques before applying debilitating pressure point strikes. They excel at disabling key targets and creating chaos among enemy ranks.

All monks should remember that stance shifting is crucial, adapting to the flow of battle by changing stances at the right moment can dramatically increase your effectiveness.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Enlightened Masters\*\* are generally respected for their wisdom and healing abilities, often welcomed in communities that value balance and harmony.

- \*\*Iron Fist Masters\*\* are known for their disciplined approach to combat and fair judgment, making them respected if somewhat feared in many regions.

- \*\*Way of Shadow monks\*\* are often viewed with suspicion due to their association with pressure point techniques and life force manipulation, sometimes forcing them to conceal their true abilities in certain regions.

## Notable Monk NPCs in Aethel

### Master Wei Longfist

A human Enlightened Master who leads the Monastery of the Jade Mountain. He is known for his healing touch and ability to cleanse even the most persistent curses. Despite his advanced age, his movements remain fluid and precise, a testament to his lifetime of disciplined practice.

### Iron Fist Kora

A Drakari Iron Fist Master who travels between fighting tournaments, testing her skills against worthy opponents. Her signature Ribcrusher Strike has ended many matches in seconds, and her fair judgment as a referee is sought after by tournament organizers throughout Aethel.

### Nightshade

A mysterious elf who follows the Way of Shadow, known only by whispers in the criminal underworld. Those who have survived encounters with Nightshade speak of paralyzed limbs, stolen memories, and the terrifying experience of fighting an opponent who seems to materialize from darkness itself.

# Oracle

*\*"The elven oracle's eyes rolled back, revealing only white as she spoke in a voice not her own. 'The path splits three ways before the ancient stone. Choose the shadow road, though it seems most perilous. What waits in light is death disguised.' As suddenly as it had come, the trance lifted, leaving her momentarily disoriented, the burden of prophecy etched in the lines of her face."\**

Oracles are living conduits of divine mystery, cursed and blessed in equal measure. In the world of Aethel, these individuals do not pray for magic, they burst with it, fractured by fate, wounded by prophecy, or chosen by powers beyond comprehension. Unlike clerics who serve deities through devotion, oracles are marked by divine forces, their bodies and minds transformed into vessels for cosmic power whether they desire it or not.

## Class Overview

As an oracle, you channel divine revelations through your very being, manifesting supernatural abilities tied to your specific Mystery. Your power comes at a price, a permanent Curse that marks you as touched by forces beyond mortal understanding. This duality of blessing and affliction defines your journey, as both your Mystery and Curse grow more powerful as you advance.

In Aethel, oracles might serve as advisors to rulers, wandering prophets warning of coming dangers, reclusive seers sought out by the desperate, or reluctant vessels struggling to control the divine power flowing through them. Some embrace their fate, while others rage against it, but all are forever changed by the mysteries they embody.

## Core Mechanics

\*\*Mystery\*\* – Each oracle is bound to a specific Mystery that determines their Revelation tree, passive effects, and thematic focus. This Mystery shapes how your divine power manifests and what types of Revelations you can access.

\*\*Curse\*\* – Every oracle bears a permanent divine affliction that cannot be removed. While limiting in some ways, your Curse also grants increasingly powerful boons as you advance in level, eventually becoming a source of tremendous power.

\*\*Revelation Charges\*\* – Instead of traditional spell slots, oracles use Revelation Charges (initially 3, maximum 7) to power their divine abilities. Each Mystery includes a unique Prophecy Trigger that allows you to recover charges in thematic ways.

### Primary Attributes

- \*\*Main Attribute:\*\* Charisma (determines Revelation potency, saves, aura strength)

- \*\*Secondary Attributes:\*\* Wisdom (for Curse triggers, insight, and resistances)

- \*\*Hit Points:\*\* Medium (6 + Constitution modifier at 1st level, 1d6 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor

- \*\*Weapon Proficiency:\*\* Simple weapons and symbolic weapons (dagger, staff, relics)

- \*\*Tool Proficiency:\*\* Divination tools

## Progression Path

### Level 1-2 (Base Oracle Skills)

At first level, you choose your Mystery and Curse, which will define your oracle's journey.

#### Mysteries (Choose One)

- \*\*Ancestor\*\* – Connection to ancestral spirits and legacy

- \*\*Battle\*\* – Tactical combat, divine fury, command under fire

- \*\*Bones\*\* – Undeath, decay, and corpse manipulation

- \*\*Cataclysm\*\* – Destruction, upheaval, and instability

- \*\*Dream\*\* – Illusion, unreality, condition-based control

- \*\*Flame\*\* – Fire, passion, and wrathful healing

- \*\*Life\*\* – Restoration, overflow healing, and protective blooms

- \*\*Shadow\*\* – Stealth, concealment, and psychic strikes

- \*\*Stars\*\* – Radiant clarity and foresight

- \*\*Time\*\* – Delay, reversal, and causality control

#### Curses (Choose One)

- \*\*Spiral-Touched\*\* – Manipulates initiative, gains time-based echoes

- \*\*Wound Eater\*\* – Cannot heal naturally, but drains enemies to live

- \*\*Soul-Cracked\*\* – Random alignment/magic shifts, immune to control

- \*\*Haunted\*\* – Spirits constantly surround you, both helping and hindering

- \*\*Tongues\*\* – Speaks in multiple languages simultaneously, causing confusion

- \*\*Burning Blood\*\* – Your blood ignites when exposed to air, damaging you and enemies

- \*\*False Life\*\* – You appear dead to divination and healing magic

- \*\*Shattered Mind\*\* – Your thoughts fragment, granting multiple partial actions

- \*\*Consumed\*\* – Your body slowly transforms into your Mystery's element

- \*\*Fate-Bound\*\* – Your destiny is locked, granting foresight but limiting choices

#### Active Skills

- \*\*Channel Revelation\*\* – Activate a Revelation from your Mystery, consuming Revelation Charges.

- \*\*Prophetic Insight\*\* – Gain a brief glimpse of possible futures, providing advantage on your next action.

- \*\*Curse Manifestation\*\* – Temporarily intensify your Curse to gain its benefits at the cost of increased limitations.

- \*\*Divine Sense\*\* – Detect the presence and general nature of divine, undead, or extraplanar entities.

- \*\*Oracular Trance\*\* – Enter a prophetic state to receive visions related to a specific question or situation.

### Level 3-9 (Revelation Tiers)

As you advance, you gain access to increasingly powerful Revelations tied to your Mystery.

#### Tier I Revelation (Level 3)

Choose one Revelation from your Mystery's Tier I options. These foundational powers cost 1 Revelation Charge and establish your basic divine abilities.

#### Curse Boon I (Level 3)

Your Curse manifests its first significant boon, granting a minor but useful ability related to your affliction.

#### Curse Boon II (Level 5)

Your Curse deepens, providing a moderate boon that enhances your capabilities.

#### Tier II Revelation (Level 6)

Choose one Revelation from your Mystery's Tier II options. These intermediate powers cost 2 Revelation Charges and significantly expand your divine repertoire.

#### Tier III Revelation (Level 9)

Gain access to your Mystery's Tier III Revelation. This powerful ability costs 3 Revelation Charges and represents mastery of your Mystery's fundamental nature.

#### Curse Boon III (Level 10)

Your Curse evolves further, granting a strong boon that substantially enhances your capabilities.

#### Mystic Insight (Level 12)

Choose one Minor Revelation or passive enhancement from your Mystery, representing deepening insight into your divine connection.

#### Revelation Mastery (Level 15)

Choose one known Revelation to empower or modify, such as reducing its cost, extending its duration, or adding a bonus effect.

#### Curse Boon IV (Level 15)

Your Curse reaches a transformative stage, fundamentally altering your relationship with your divine affliction.

#### Prophetic Surge (Level 18)

Once per day, cast any known Revelation at no cost or extend a Revelation's effect for an additional turn.

#### Final Revelation (Level 20)

Gain access to your Mystery's ultimate power, a legendary ability representing the full manifestation of your divine connection.

#### Curse Boon V (Level 20)

Your Curse reaches its legendary culmination, granting an extraordinary power unique to your specific affliction.

### Example Mystery: Ancestor

\*\*Patron:\*\* The Echo Court (an ancestral spirit chorus that binds lineage across time)

\*\*Theme:\*\* Memory, spirits, legacy, the wisdom of the dead

\*\*Prophecy Trigger:\*\* When you aid an ally who lands a critical hit, regain 1 Revelation Charge

#### Level 1 Revelation – Ancestral Guardian

- \*\*Passive:\*\* At all times, a spectral guardian from your lineage hovers beside you.

- \*\*Effect:\*\* You gain +1 AC against the first attack each round and +5% resistance to mind-affecting effects.

- Once per long rest, you may intercept a single-target attack against an ally within 3 tiles, your guardian takes the hit and vanishes until long rest.

#### Level 3 – Choose 1 Tier I Revelation

- \*\*Echo Voice\*\*

  - Passive: You can communicate telepathically with allies within 5 tiles.

  - Active: Spend 1 Revelation Charge to let an ally repeat their last failed roll (attack, save, or skill) with a +2 bonus.

- \*\*Ancestral Strike\*\*

  - Active: Spend 1 Revelation Charge to channel the strength of a warrior ancestor.

  - Your next weapon or touch attack deals +50% bonus weapon damage and stuns on crit.

- \*\*Bloodline Sight\*\*

  - Active: You may spend 1 Revelation Charge to reveal all undead, invisible, or ethereal creatures within 6 tiles for 2 rounds.

  - During this effect, they cannot benefit from concealment or stealth.

#### Level 6 – Choose 1 Tier II Revelation

- \*\*Spirit Walk\*\*

  - Active: Spend 2 Revelation Charges to leave your body for 1 turn.

  - You gain intangible form, move through walls/creatures, cannot be targeted, and may cast a Revelation through your spirit at full range.

  - At the end of the turn, you return to your body in your original or new tile.

- \*\*Echo Armor\*\*

  - Passive: You gain +10% resistance to non-magical damage.

  - Once per short rest, when reduced to 0 HP, an ancestral echo absorbs the blow and leaves you at 1 HP.

- \*\*Ghost Chant\*\*

  - Active: Spend 1 Revelation Charge to inflict Dread on enemies within 3 tiles (Fear-based).

  - Affected enemies suffer -10% hit chance and -10% saves for 2 turns.

#### Level 9 – Tier III Revelation – Bloodline Convergence

- Active: Spend 3 Revelation Charges to invoke the entire ancestral line in spectral form.

- For 2 turns:

  - You gain +2 actions per turn (Revelation or movement only)

  - Allies within 5 tiles gain +10% crit chance, +5% DR, and immunity to Fear

  - You may cast 1 Revelation per round at no cost

- At the end of the effect, gain Exhausted (-1 action, -10% resist for 1 round)

#### Level 12 – Mystic Insight – Ancestral Whispers

- Passive: You constantly hear the whispers of your ancestors, granting you advantage on History checks and immunity to being surprised.

- Once per day, you may consult your ancestors for guidance on a specific question, receiving cryptic but useful insights.

#### Level 15 – Revelation Mastery

- Choose one of your known Revelations to enhance:

  - \*\*Enhanced Echo Voice:\*\* Now affects all allies within range simultaneously

  - \*\*Enhanced Spirit Walk:\*\* Duration increased to 2 turns

  - \*\*Enhanced Bloodline Convergence:\*\* No longer causes Exhaustion

#### Level 18 – Prophetic Surge – Ancestral Confluence

- Once per day, you may call upon all your ancestors simultaneously to cast any Revelation at no charge cost.

- Additionally, for 1 turn after using this ability, all your Revelations cost 1 fewer charge (minimum 0).

#### Level 20 – Final Revelation: Echo Crowned

- You can now maintain 3 passive ancestral spirits simultaneously (one offense, one defense, one utility)

- Once per day, you may cast any Revelation twice in one turn using different Echoes

- You may sacrifice an Echo to prevent a party member's death or restore all Revelation Charges instantly

### Example Curse: Spiral-Touched

Those marked by the Spiral-Touched curse exist partially outside normal time. Their perception shifts between past, present, and future, making normal conversation difficult but granting unique insights into the flow of events.

#### Curse Limitations

- You sometimes respond to events before they happen, causing confusion in social situations

- You occasionally experience time differently than others, potentially missing turns in combat (5% chance)

- You cannot maintain concentration on mundane tasks for extended periods

#### Curse Boon I (Level 3)

- You can see 1 round into the future during initiative rolls, granting +3 to initiative

- Once per day, you may reroll a failed save as you briefly step outside the timestream

#### Curse Boon II (Level 5)

- You may spend 1 Revelation Charge to act out of turn once per combat

- You gain resistance to time-based magic and aging effects

#### Curse Boon III (Level 10)

- When you would be reduced to 0 HP, you may instead phase out of time for 1 round, becoming untargetable and regaining 25% of your maximum HP

- This ability can be used once per long rest

#### Curse Boon IV (Level 15)

- You exist in multiple timestreams simultaneously, allowing you to make two different actions in a single turn once per combat

- Enemies attacking you have a 10% chance to hit your echo instead, causing the attack to miss

#### Curse Boon V (Level 20)

- You gain the ability to create a time loop, resetting an entire combat encounter to its beginning state once per day

- All allies retain knowledge of the original timeline, allowing them to make different choices

## Playing an Oracle

As an oracle in Decennium Descent, your effectiveness depends on managing your Revelation Charges, leveraging your Curse's benefits while mitigating its drawbacks, and selecting Revelations that complement your party's needs and your personal playstyle.

### Combat Strategy

Your approach to combat will vary significantly based on your chosen Mystery:

- \*\*Ancestor Oracles\*\* excel at supporting allies through spiritual guidance and protection, calling upon ancestral spirits to enhance the party's capabilities while providing tactical advantages.

- \*\*Battle Oracles\*\* focus on enhancing combat effectiveness through divine fury and tactical insights, often taking a more frontline role than other oracle types.

- \*\*Bones Oracles\*\* manipulate the forces of death and decay, controlling undead and draining life force to weaken enemies and strengthen allies.

- \*\*Cataclysm Oracles\*\* harness destructive forces, excelling at area damage and battlefield control through earthquakes, storms, and other natural disasters.

- \*\*Dream Oracles\*\* specialize in reality manipulation, creating illusions and altering perception to confuse enemies and protect allies.

- \*\*Flame Oracles\*\* channel passionate fire, dealing significant damage while also providing wrathful healing to allies.

- \*\*Life Oracles\*\* focus on powerful healing and protection, creating zones of restoration and shielding allies from harm.

- \*\*Shadow Oracles\*\* master stealth and concealment, striking from darkness and manipulating fear to control the battlefield.

- \*\*Stars Oracles\*\* harness cosmic radiance for divination and precision strikes, seeing paths to victory others cannot perceive.

- \*\*Time Oracles\*\* manipulate the flow of time itself, altering initiative, reversing damage, and creating temporal anomalies to gain advantage.

All oracles should remember that Revelation Charge management is crucial, knowing when to spend charges and when to conserve them can dramatically affect your effectiveness in extended encounters.

### Reputation and Alignment Considerations

Your choice of Mystery and Curse affects how you're perceived in the world of Aethel:

- \*\*Ancestor, Life, and Stars Oracles\*\* are often welcomed in civilized areas, their connections to positive divine forces making them valued advisors and healers.

- \*\*Battle, Dream, and Time Oracles\*\* typically maintain neutral reputations, their powers viewed with a mixture of respect and wariness depending on how they're employed.

- \*\*Bones, Cataclysm, Flame, and Shadow Oracles\*\* frequently face suspicion or fear, their connection to destructive or unsettling forces making many uncomfortable in their presence.

Regardless of Mystery, all oracles face some degree of superstition and misunderstanding due to their Curses, which mark them as fundamentally different from ordinary mortals. Some cultures revere oracles as living prophets, while others view them with suspicion as harbingers of change or doom.

## Notable Oracle NPCs in Aethel

### Seer Elindra

A high elf Ancestor Oracle who serves as royal advisor to the Imperial Court. Her ability to consult with the spirits of past rulers provides invaluable guidance in matters of state. Though respected for her wisdom, her tendency to address people who aren't present (yet) makes many courtiers uncomfortable.

### Warlord Krazak

An orc Battle Oracle whose tactical visions have led his clan to numerous victories. His Spiral-Touched curse causes him to sometimes issue commands for battles that haven't yet begun, but his warriors have learned to trust these seemingly nonsensical orders that inevitably prove prescient.

### The Withered One

A human Bones Oracle who dwells in a mausoleum at the edge of civilization. Those desperate enough seek her counsel, for she can speak with the recently deceased to reveal their final secrets. Her Wound Eater curse has transformed her into a gaunt, corpse-like figure who must drain life to sustain herself, making each consultation a dangerous bargain.

# Paladin

*\*"The human paladin stood unwavering as the horde approached, her armor gleaming with divine light. With a thunderous proclamation of her oath, she raised her sword skyward. Radiance cascaded down the blade as she brought it crashing into the earth, sending a wave of holy energy outward that caused the undead to shriek and recoil. Her allies, emboldened by her presence, charged forward with renewed vigor, protected by the aura of divine power that emanated from her very being."\**

Paladins are sacred warriors bound by divine Oath, living expressions of conviction that shape both the battlefield and the world around them. In Aethel, these champions represent the ultimate fusion of martial prowess and divine power, their strength drawn not from study or innate talent, but from the unbreakable vows they swear and uphold.

## Class Overview

As a paladin, you are defined by the Oath you take and the conviction with which you uphold it. Your divine power manifests through your Smite attacks, protective Auras, and Revelation spells, all shaped by the nature of your sacred vow. Beyond your combat abilities, you serve as a beacon of your Oath's ideals, inspiring allies and striking fear into those who oppose your principles.

In Aethel, paladins might serve as champions of religious orders, guardians of sacred sites, enforcers of divine law, or wandering knights seeking to spread their Oath's influence. Their rigid moral codes and divine powers make them respected, feared, or both, depending on the nature of their Oath and how they choose to uphold it.

## Core Mechanics

\*\*The Oath\*\* – At Level 3, you swear an Oath that defines your paladin's path, granting you a specific Smite Type, Aura Effect, Signature Power, Revelation Spell List, and Conduct Clause. Violating your Oath's tenets risks falling to the Oathbreaker path, corrupting your divine powers.

\*\*Smite System\*\* – Divine-empowered melee strikes that evolve based on your Oath, dealing additional damage and applying special effects.

\*\*Aura System\*\* – Passive zone effects that emanate from you, strengthening with level and providing benefits based on your Oath type.

\*\*Lay on Hands\*\* – A healing pool equal to 5 × your Paladin level that can be used to restore health or remove conditions.

### Primary Attributes

- \*\*Main Attribute:\*\* Charisma (for auras, Smite, saves, spell DCs)

- \*\*Secondary Attributes:\*\* Strength or Constitution (based on build)

- \*\*Hit Points:\*\* High (10 + Constitution modifier at 1st level, 1d10 per level thereafter)

- \*\*Armor Proficiency:\*\* All armor types and shields

- \*\*Weapon Proficiency:\*\* All simple and martial weapons

- \*\*Tool Proficiency:\*\* None

## Progression Path

### Level 1-2 (Base Paladin Skills)

Foundational skills before Oath selection.

#### Passive Skills

- \*\*Lay on Hands:\*\* Healing pool equal to 5 × your Paladin level; can heal or remove conditions.

- \*\*Divine Sense:\*\* Detect the presence of celestial, fiendish, or undead entities within 60 feet.

- \*\*Martial Proficiency:\*\* Proficiency with all armor types, shields, and weapons.

#### Active Skills

- \*\*Divine Strike:\*\* Channel divine energy into your weapon attacks, dealing additional damage.

- \*\*Protective Stance:\*\* Enter a defensive posture that increases your AC and allows you to intercept attacks meant for nearby allies.

- \*\*Righteous Challenge:\*\* Mark an enemy, forcing them to focus on you or suffer penalties.

- \*\*Bolstering Presence:\*\* Inspire nearby allies, granting them temporary bonuses to saves against fear and charm effects.

- \*\*Sacred Touch:\*\* Channel divine energy to stabilize a dying creature or detect the presence of curses and diseases.

### Level 3-9 (Oath Selection and Development)

At level 3, paladins swear an Oath, gaining access to Oath-specific abilities and spells.

#### Oath Selection (Choose One at Level 3)

- \*\*Oath of Mercy:\*\* Protection, healing, and preservation of life

- \*\*Oath of Vengeance:\*\* Fury, execution, and relentless pursuit of enemies

- \*\*Oath of Dominion:\*\* Authority, law, and divine rulership

- \*\*Oath of Flame:\*\* Purification, zeal, and cleansing fire

- \*\*Oath of the Ancients:\*\* Nature, memory, and primordial power

- \*\*Oath of Silence:\*\* Humility, anti-pride, and quiet strength

- \*\*Oath of the Chain:\*\* Martyrdom, warding, and protective bonds

- \*\*Oath of Grief:\*\* Sorrow, funerary power, and memorialization

- \*\*Oath of Chains Broken:\*\* Liberty, rebellion, and freedom

- \*\*Oath of the Martyr King:\*\* Kingship, burden, and noble sacrifice

#### Oath-Granted Abilities

- \*\*Smite Type:\*\* Determines the energy type and effects of your Smite attacks

- \*\*Aura Effect:\*\* A constant passive zone that strengthens with level

- \*\*Revelation Spell List:\*\* 5-6 custom spells drawn from your Oath's domain

- \*\*Conduct Clause:\*\* Roleplay-binding rules you must follow or risk falling

#### Aura Scaling

- \*\*Level 3:\*\* 10 ft radius, base aura effect active while conscious

- \*\*Level 6:\*\* 15 ft radius, gains secondary benefit (e.g., DR, saves)

- \*\*Level 7:\*\* 15 ft radius, gain reactive Smite or spell trigger

- \*\*Level 10:\*\* 20 ft radius, aura persists for 1 round if incapacitated

- \*\*Level 15:\*\* 30 ft radius, aura debuffs enemies or buffs allies

- \*\*Level 17:\*\* 30 ft radius, Aura Surge (1/rest) - double aura power or trigger burst effect

- \*\*Level 20:\*\* 30+ ft radius, Divine Manifestation - aura auto-activates on initiative, cannot be suppressed

### Level 10+ (Oath Mastery)

As you advance, your connection to your Oath deepens, granting more powerful abilities.

#### Signature Power (Level 11)

Gain access to your Oath's Signature Power, a potent once-per-rest divine ability unique to your chosen Oath:

- \*\*Mercy:\*\* Miracle Veil – Heal + Prevent death

- \*\*Vengeance:\*\* Judgment Brand – Doom mark, bonus crit

- \*\*Dominion:\*\* Heaven's Decree – Obey or suffer

- \*\*Flame:\*\* Holy Inferno – AoE Smite purge

- \*\*Ancients:\*\* Thorn Crown – Reflect status

- \*\*Silence:\*\* Vow Unbroken – Bonus Smite if you stay silent

- \*\*Chain:\*\* Warden's Lock – Lock enemies in zone

- \*\*Grief:\*\* Final Vigil – Channel ally's power

- \*\*Chains Broken:\*\* Righteous Quake – Break bindings, AoE push

- \*\*Martyr King:\*\* Crown of Embers – Team-wide DR + damage redirection

#### Divine Resistance (Level 13)

Choose one type of damage to gain resistance against: Fire, Necrotic, or Psychic.

#### Lay on Hands: Full Cleansing Wave (Level 17)

Once per rest, expend your entire Lay on Hands pool to create a wave of healing energy that affects all allies within your aura radius.

#### Divine Sense: Detect Disguised Outsiders (Level 18)

Your Divine Sense now reveals outsiders (celestials, fiends, etc.) even if they are disguised or shapeshifted.

#### Final Oath Gift (Level 20)

Receive the ultimate blessing of your Oath, a powerful capstone ability that represents the pinnacle of your divine connection.

## The Oathbreaker Path

When a paladin violates their Oath's Conduct Clause, they risk falling to the Oathbreaker path. This corruption inverts their divine powers, replacing them with darker versions:

- \*\*Death Touch:\*\* Replaces Lay on Hands with a harmful touch ability

- \*\*Aura of Dread:\*\* Inverts your aura's effects to harm or hinder

- \*\*Blasphemous Word:\*\* A corrupted version of your Signature Power

- \*\*Forbidden Spell List:\*\* Dark spells that replace your Revelation list

Each Oath has a corresponding Oathbreaker path:

- \*\*Mercy → Cruelty:\*\* Life Drain AoE, healing reduced 50%, Exsanguinate

- \*\*Vengeance → Malice:\*\* Execute chance, increased damage to wounded, Fearbrand

- \*\*Dominion → Tyranny:\*\* Will control, psychic damage for disobedience, Obey

- \*\*Flame → Inferno:\*\* Burn healed enemies, remove buffs and block regeneration, Scorch the Sanctified

- \*\*Ancients → Withering Grove:\*\* Blight terrain, remove regeneration and resistance, Lifeleech Bloom

- \*\*Silence → Silent Heretic:\*\* Silence plus psychic damage, prevent verbal casting, Null Command

- \*\*Chain → Shackled Lord:\*\* Steal reactions, slow and control debuffs, Iron Leash

- \*\*Grief → Gravetongue:\*\* Necrotic plus grief effects, block resurrection and healing, Dirge of Ruin

- \*\*Chains Broken → Unbound Flame:\*\* Burn and charm effects, prevent buffs and escape, Reign of Ashes

- \*\*Martyr King → Usurper's Crown:\*\* Steal passive powers, damage requirement for healing, Crownshatter Decree

## Example Oath: Mercy

\*\*Theme:\*\* Protection, healing, and preservation of life

\*\*Smite Type:\*\* Radiant - Deals additional radiant damage and heals nearby allies for a portion of the damage dealt

\*\*Aura Effect:\*\* Aura of Mercy - Allies within your aura gain increased healing received and resistance to necrotic damage

\*\*Signature Power:\*\* Miracle Veil - Create a protective barrier around an ally that prevents them from dropping below 1 HP for the duration

\*\*Conduct Clause:\*\*

- You must never refuse a genuine plea for healing or protection

- You must prioritize saving lives over taking them

- You must show mercy to defeated foes when possible

- You must not use lethal force against the innocent or defenseless

\*\*Revelation Spell List:\*\*

- Level 3: Blessing of the Meek – Heal + AC if HP < 50%

- Level 5: Ward of Shelter – Allies gain +2 DR, resist fear

- Level 9: Channel Life – Transfer HP from self to ally

- Level 13: Sanctify Ground – Zone that removes conditions each round

- Level 17: Grace Reversal – Revive fallen ally if you fall to 0 HP

\*\*Oathbreaker: Cruelty\*\*

If you violate your Oath of Mercy, you fall to the path of Cruelty:

- \*\*Death Touch:\*\* Life Drain AoE - Steal life from all creatures around you

- \*\*Aura of Dread:\*\* Healing Suppression - All healing within your aura is reduced by 50%

- \*\*Blasphemous Word:\*\* Exsanguinate - Drain life from all creatures in a large radius, healing yourself for the damage dealt

- \*\*Forbidden Spell List:\*\* Spells focused on pain, suffering, and preventing healing

## Playing a Paladin

As a paladin in Decennium Descent, your effectiveness depends on upholding your Oath, managing your divine resources, and strategically deploying your aura and Smite abilities. Unlike other classes that might have more flexibility, you excel at embodying your Oath's principles and drawing power from your unwavering conviction.

### Combat Strategy

Your approach to combat will vary based on your chosen Oath:

- \*\*Mercy Paladins\*\* focus on protection and healing, using their aura to enhance allies' survivability while their Smite provides both damage and healing.

- \*\*Vengeance Paladins\*\* excel at single-target elimination, marking enemies for destruction and pursuing them relentlessly across the battlefield.

- \*\*Dominion Paladins\*\* control the battlefield through authority and divine law, forcing enemies to submit or suffer consequences.

All paladins should remember that their Oath is not just a source of power but a binding contract, violating its tenets risks corruption and transformation into an Oathbreaker.

### Reputation and Alignment Considerations

Your choice of Oath significantly affects how you're perceived in the world of Aethel:

- \*\*Mercy, Ancients, and Chain Paladins\*\* are generally welcomed in most communities for their protective and beneficial natures.

- \*\*Dominion, Flame, and Martyr King Paladins\*\* are respected but sometimes feared for their authoritative presence and zealous dedication.

- \*\*Vengeance, Grief, and Chains Broken Paladins\*\* may face suspicion in peaceful areas but are sought after in times of conflict or oppression.

Oathbreakers of any type are universally feared and mistrusted, their corrupted divine power marking them as dangerous and unpredictable.

## Notable Paladin NPCs in Aethel

### Lady Seraphina Lightbringer

A human Oath of Mercy paladin who leads the Order of the Healing Hand. Her miraculous healing abilities have saved countless lives, and her aura brings comfort to the sick and wounded. She travels to areas ravaged by war or disease, establishing sanctuaries where all are welcome regardless of faction or background.

### Commander Thorne Ironheart

A dwarf Oath of Dominion paladin who serves as the chief enforcer of Imperial law in the frontier regions. His unwavering dedication to order has brought stability to previously lawless territories, though some find his methods harsh and unyielding. His aura compels truth-telling, making his court a place where deception is impossible.

### The Ashen Knight

A mysterious Oath of Flame paladin whose face is never seen beneath their helm. They appear at sites of corruption or undead infestation, purging the taint with holy fire before disappearing as suddenly as they arrived. Some whisper that the Knight was once corrupted themselves and now seeks redemption through their zealous purification crusade.

# Ranger

*\*"The elven ranger moved silently through the underbrush, her bow drawn and ready. Three bandits sat around their campfire, unaware of her presence. In one fluid motion, she nocked an arrow imbued with crackling frost, loosed it at the first target, then seamlessly drew her twin blades as she leapt into the clearing. The arrow struck true, ice spreading across the first bandit's chest as she engaged the others in close combat, her movements a deadly dance between blade and bow."\**

Rangers are versatile skirmishers who blend precision archery, dual-wielded melee combat, and nature magic. In the world of Aethel, these wilderness experts thrive in terrain others fear, excelling at tracking, terrain control, and hybrid combat styles that allow them to adapt to any situation.

## Class Overview

As a ranger, you harness both martial prowess and natural magic, moving fluidly between ranged and melee combat while using the environment to your advantage. Your specialty lies in tracking specific targets, imbuing your weapons with elemental power, and executing devastating combo finishers that blend weapon strikes with druidic magic.

In Aethel, rangers might serve as frontier scouts, wilderness guides, monster hunters, or guardians of ancient groves. Their intimate knowledge of the land and versatile combat abilities make them invaluable allies in the untamed regions beyond civilization's reach.

## Core Mechanics

\*\*Track Target\*\* – Choose one enemy to mark as your quarry. Tracked enemies take +10% damage from your attacks and enable special abilities like Spirit Fang Arrow.

\*\*Weapon Synergy\*\* – Gain bonuses when switching between ranged and melee combat:

- Melee → Ranged: Next ranged attack gains +10% crit chance

- Ranged → Melee: Next melee attack causes Bleed for 2 rounds

\*\*Elemental Imbue\*\* – Infuse your weapons with fire (Burn), cold (Slow), or poison (Weaken) to deal additional elemental damage and effects.

\*\*Druidic Arrow Combo\*\* – After landing 3 successful weapon attacks, unleash an enhanced Druidic Arrow spell with powerful effects based on your combat style and environment.

### Primary Attributes

- \*\*Main Attribute:\*\* Dexterity

- \*\*Secondary Attribute:\*\* Wisdom

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light and medium armor (no plate)

- \*\*Weapon Proficiency:\*\* Longbows, shortbows, spears, dual-wielded blades

- \*\*Tool Proficiency:\*\* Survival tools, herbalism kit

## Progression Path

### Level 1-2 (Base Ranger Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Weapon Bond:\*\* Form a special connection with either a bow or a pair of blades, allowing you to summon them to your hand.

- \*\*Track Target:\*\* Mark an enemy to deal +10% damage and enable special abilities against them.

- \*\*Natural Explorer:\*\* Gain advantage on Survival checks and move normally through difficult natural terrain.

- \*\*Keen Senses:\*\* Gain enhanced perception in natural environments, making it harder for creatures to hide from you.

- \*\*Combat Focus:\*\* Choose one combat style (Precision, Momentum, or Wild Hunt) that enhances your fighting abilities.

#### Active Skills

- \*\*Quick Shot:\*\* Fire a rapid arrow that deals less damage but can be used as part of another action.

- \*\*Twin Strike:\*\* Make a swift attack with both melee weapons when dual wielding.

- \*\*Nature's Whisper:\*\* Cast a minor nature spell that reveals hidden creatures or tracks within a small area.

- \*\*Skirmisher's Step:\*\* Move half your speed without provoking opportunity attacks.

- \*\*Elemental Attunement:\*\* Temporarily attune yourself to an element (fire, cold, or poison), gaining minor resistance and the ability to detect that element.

### Level 3-9 (Arch Class: Pathfinder)

At level 3, rangers specialize into the Pathfinder arch class, enhancing their mobility and awareness.

#### Passive Skills

- \*\*Ignore Difficult Terrain:\*\* Move normally through any type of difficult terrain.

- \*\*Enhanced Stealth and Perception:\*\* Gain +2 to Stealth and Perception checks.

- \*\*Tactical Draw:\*\* Gain +1 AC after switching from bow to blade or vice versa.

- \*\*Vigilant Heart:\*\* Become immune to surprise and scrying attempts.

- \*\*Dual Style:\*\* Gain the ability to swap weapons as a free action (level 5).

- \*\*Elemental Imbue:\*\* Infuse your weapons with fire, cold, or poison to deal additional effects (level 6).

#### Active Skills

- \*\*Pathfinder's Mark:\*\* Place a magical mark on a location that you can sense the direction and distance to for 24 hours.

- \*\*Natural Camouflage:\*\* Blend into natural surroundings, gaining advantage on Stealth checks while stationary.

- \*\*Terrain Analysis:\*\* Quickly survey an area to gain tactical information about the environment.

- \*\*Swift Traverse:\*\* Move at double speed for a short time when in natural terrain.

- \*\*Predator's Mark:\*\* Mark a tracked target for bonus damage and enhanced awareness of their movements (level 9).

### Level 10+ (Hero Path Selection)

At level 10, rangers choose a Hero path influenced by their alignment, further specializing their abilities.

#### Warder (Good Hero Path)

"The land provides for those who protect it."

##### Passive Skills

- \*\*Living Pulse:\*\* Regenerate 2 HP per round while in natural terrain.

- \*\*Beast Empathy:\*\* Communicate basic concepts with natural beasts.

- \*\*Warden's Vigilance:\*\* Detect threats to natural areas within a large radius.

- \*\*Healing Touch:\*\* Your healing spells and items are 25% more effective on allies.

##### Active Skills

- \*\*Rootcall Quake:\*\* Create an area effect that roots enemies in place.

- \*\*Healing Briar:\*\* Establish a healing zone that restores health to allies within it.

- \*\*Warden's Step:\*\* Teleport to an injured ally and taunt nearby foes.

- \*\*Nature's Blessing:\*\* Grant an ally temporary bonuses to speed and resilience.

- \*\*Beast Companion:\*\* Tame one beast from the bestiary (CR ≤ your level, INT < 7, not corrupted) as a permanent companion that scales with your Wisdom and level.

#### Stalker (Neutral Hero Path)

"They never see me coming. They never see me leave."

##### Passive Skills

- \*\*Hunter's Reflex:\*\* Gain +10% Dodge chance after making a ranged attack.

- \*\*Shadow Step:\*\* Leave no tracks and make no sound when moving at normal speed.

- \*\*Keen Hunter:\*\* Tracked targets cannot hide from you within your line of sight.

- \*\*Efficient Killer:\*\* Reduce the Hit Chain requirement for Druidic Arrow to 2 hits instead of 3.

##### Active Skills

- \*\*Camouflage Step:\*\* Become invisible until you make your first attack.

- \*\*Silent Volley:\*\* Fire three arrows in rapid succession, ignoring armor bonuses.

- \*\*Shattershot:\*\* Fire a specialized arrow that breaks shields and removes magical buffs.

- \*\*Ghost Strike:\*\* Make a melee attack that bypasses physical armor.

- \*\*Vanishing Act:\*\* Disappear from sight and reposition to any point within 30 feet.

#### Outrider (Evil Hero Path)

"The land will rot. The prey will fall. All things return to the soil."

##### Passive Skills

- \*\*Predator's Grin:\*\* Killing a tracked target grants you an extra action once per rest.

- \*\*Toxic Affinity:\*\* Gain immunity to poison and disease.

- \*\*Corruption Touch:\*\* Your elemental imbues last twice as long and spread to adjacent targets on critical hits.

- \*\*Blight Infusion:\*\* Your Druidic Arrows inflict Blight on hit if the terrain is corrupted.

##### Active Skills

- \*\*Venom Rain:\*\* Create an area effect that deals poison damage and applies Corruption.

- \*\*Rotting Tether:\*\* Link an enemy to corrupted terrain, causing damage when they move.

- \*\*Entropic March:\*\* Convert natural terrain into Blighted terrain in a large area.

- \*\*Withering Shot:\*\* Fire an arrow that drastically reduces the target's healing received.

- \*\*Plague Bearer:\*\* Infect yourself with a controlled disease that spreads to enemies you damage.

## Druidic Arrow Combo System

Starting at level 11, rangers generate a Hit Chain by landing 3 successful weapon attacks (ranged or melee). When the chain is complete, your next Druidic Arrow spell becomes free and enhanced. Casting the arrow consumes the combo and resets the chain.

### Sample Druidic Arrows

| Name | Trigger | Effect |

|------|---------|--------|

| Emberroot Arrow | 3x Fire imbue hits | Fire + Burn + minor AoE explosion |

| Glacial Thorn Arrow | 2 ranged, 1 melee | Cold + Root (2 rounds) |

| Venomlash Arrow | Poison terrain | Poison + Weaken (–1 damage for 1 round) |

| Spirit Fang Arrow | Target is Tracked | Crit chance doubled, bypass 50% DR |

| Cleansing Grove Arrow | Natural terrain | AoE cleanse 1 condition from allies near target |

Each Hero path gains additional specialized Druidic Arrows:

- \*\*Warder:\*\* Nature's Wrath Arrow - Heals allies and damages enemies in the impact area

- \*\*Stalker:\*\* Phantom Arrow - Passes through the first target to hit a second

- \*\*Outrider:\*\* Corruption Arrow - Creates a zone of Blight that damages over time

## Playing a Ranger

As a ranger in Decennium Descent, your effectiveness depends on mobility, target selection, and smooth transitioning between combat styles. Unlike pure martial or casting classes, you excel at adapting to changing battlefield conditions and using the environment to your advantage.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Warder Rangers\*\* should focus on controlling the battlefield with roots and zone effects while using their Beast Companion to protect allies and disrupt enemy formations.

- \*\*Stalker Rangers\*\* excel at eliminating high-value targets through stealth and precision, using their enhanced mobility to strike from unexpected angles and vanish before retaliation.

- \*\*Outrider Rangers\*\* dominate through terrain corruption and poison effects, turning the environment itself into a weapon and wearing down enemies through sustained damage over time.

All rangers should remember that their strength lies in versatility, don't hesitate to switch between ranged and melee combat to maintain your weapon synergy bonuses and build your Hit Chain for powerful Druidic Arrow finishers.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Warder Rangers\*\* are welcomed in most civilized areas and revered by druidic circles and nature-focused communities for their protective stance toward the natural world.

- \*\*Stalker Rangers\*\* often maintain a neutral reputation, hired for their tracking and hunting skills without judgment. Many operate as mercenaries or bounty hunters.

- \*\*Outrider Rangers\*\* are feared and mistrusted in most regions, their corruption of the land making them enemies of druids and nature spirits. They often find acceptance only among those who share their destructive goals.

## Notable Ranger NPCs in Aethel

### Thorne Oakshield

A human Warder who protects the northern forests from encroaching corruption. His wolf companion, Silverfang, is known to scout ahead and warn travelers of dangers. Thorne maintains a network of Warders who monitor the health of the forest and intervene when necessary to maintain the balance.

### Lyra Shadowstep

An elven Stalker renowned for her ability to track any quarry across any terrain. She serves as a bounty hunter for the Imperial Court, bringing in high-value targets alive when possible. Her signature move, firing three arrows simultaneously at different targets, has become legendary among those who have witnessed it.

### Malakai the Witherer

A drow Outrider who was exiled from his subterranean home for experiments with surface plant corruption. He now wanders the borderlands, creating pockets of blighted terrain as part of a grand experiment to develop new toxins. Rumors suggest he's developing a poison capable of corrupting even the ancient World Trees.

# Shaman

*\*"The orc shaman raised her gnarled staff, adorned with feathers and bones, as the enemy warriors approached. With a guttural chant, she slammed the staff into the earth, summoning a totem of flame that erupted from the ground. Fire spiraled around her allies' weapons as she reached into her pouch, pulling out a glowing flask. With practiced precision, she hurled it into the midst of the charging enemies, where it exploded in a shower of frost that slowed their advance to a crawl."\**

Shamans are primal mystics who channel elemental forces, craft volatile flasks, and deploy totems of spiritual power to dominate the battlefield. In the world of Aethel, these spiritual conduits draw their power not from gods but from the bones of the world itself, mixing blood, breath, and spirit into devastating concoctions and curses.

## Class Overview

As a shaman, you harness the raw elemental forces of nature through a combination of spiritual connection and alchemical knowledge. Your specialty lies in controlling the battlefield through strategically placed totems, unleashing volatile elemental bombs, and channeling the spirits of the elements themselves. Beyond your combat abilities, you serve as a bridge between the material world and the realm of spirits, capable of communing with ancestors and elemental forces that others cannot perceive.

In Aethel, shamans might serve as tribal advisors, elemental wardens, spirit guides, or wandering mystics. Their connection to primal forces makes them both respected and sometimes feared, particularly in regions where more formalized religious structures dominate.

## Core Mechanics

\*\*Totem System\*\* – Place powerful totems on the battlefield that create aura effects benefiting allies or hindering enemies. These persistent structures form the backbone of your tactical options.

\*\*Elemental Affinity\*\* – Choose an elemental attunement (Fire, Ice, Air, or Earth) that enhances your abilities and determines the effects of your totems and flasks.

\*\*Flask Bomb System\*\* – For Theurgists and Soothsayers, create and throw volatile elemental bombs as bonus actions, causing various effects from damage to healing.

### Primary Attributes

- \*\*Main Attribute:\*\* Wisdom

- \*\*Secondary Attributes:\*\* Constitution, Intelligence

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor (leathers, bone, hide)

- \*\*Weapon Proficiency:\*\* Clubs, spears, staves (simple weapons only)

- \*\*Tool Proficiency:\*\* Alchemist's supplies, herbalism kit

## Progression Path

### Level 1-2 (Base Shaman Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Elemental Affinity:\*\* Choose an element (Fire, Ice, Air, or Earth) that enhances your abilities.

- \*\*Spirit Sight:\*\* Perceive spirits and elemental forces invisible to others.

- \*\*Alchemical Knowledge:\*\* Identify potions and alchemical substances with greater accuracy.

- \*\*Primal Resilience:\*\* Gain resistance to your chosen elemental affinity.

- \*\*Ancestral Whispers:\*\* Occasionally receive guidance from ancestral spirits when in danger.

#### Active Skills

- \*\*Flask Use:\*\* Create and throw elemental bombs (2 per encounter) that cause various effects.

- \*\*Totem Casting:\*\* Place a totem that creates an aura effect for 3 rounds.

- \*\*Spirit Shock:\*\* Channel elemental energy into a damaging burst.

- \*\*Commune with Spirits:\*\* Gain information about an area or object by consulting with local spirits.

- \*\*Elemental Ward:\*\* Create a temporary barrier against a specific type of elemental damage.

### Level 3-9 (Arch Class: Spiritwalker)

At level 3, shamans specialize into the Spiritwalker arch class, deepening their connection to elemental forces.

#### Passive Skills

- \*\*Enhanced Elemental Attunement:\*\* Your chosen element grants additional benefits to your abilities.

- \*\*Extended Totem Duration:\*\* Totems last for an additional round.

- \*\*Spirit Cache:\*\* Store one flask or totem effect to recast later (once per encounter).

- \*\*Totem Pulse:\*\* Totems create an immediate area effect when placed (level 6).

- \*\*Spirit Saturation:\*\* Gain one free totem cast per combat (level 9).

#### Active Skills

- \*\*Elemental Channeling:\*\* Temporarily embody your chosen element, gaining related benefits.

- \*\*Spirit Walk:\*\* Briefly become incorporeal, passing through solid objects or avoiding damage.

- \*\*Ancestral Guardian:\*\* Summon a protective spirit that intercepts damage meant for you.

- \*\*Elemental Surge:\*\* Enhance a totem's effect for one round.

- \*\*Spirit Binding:\*\* Temporarily bind a minor elemental spirit to an object or ally, granting benefits.

### Level 10+ (Hero Path Selection)

At level 10, shamans choose a Hero path influenced by their alignment, further specializing their abilities.

#### Theurgist (Good Hero Path)

"The elements are not tools to be used, but allies to be respected."

##### Passive Skills

- \*\*Echo Totem:\*\* Automatically cast a second, weaker totem when placing your primary totem.

- \*\*Elemental Harmony:\*\* Your elemental summons gain increased duration and health.

- \*\*Spiritual Resonance:\*\* Totems affect a larger area when placed near each other.

- \*\*Benevolent Spirits:\*\* Your healing effects are 25% more powerful on allies below half health.

##### Active Skills

- \*\*Summon Ice Wisp:\*\* Call forth a spirit of frost that can snare and freeze enemies.

- \*\*Summon Airling:\*\* Conjure an air elemental that stuns enemies and deals lightning damage.

- \*\*Summon Cinderflame:\*\* Create a fire spirit that applies burning damage over time and explodes on death.

- \*\*Summon Stonekin:\*\* Manifest an earth elemental that can root enemies and grant damage reduction to allies.

- \*\*Elemental Chorus:\*\* Ultimate ability that summons all four elemental types around a zone for massive combined effect.

#### Soothsayer (Neutral Hero Path)

"The future is written in flame and frost, for those with eyes to see."

##### Passive Skills

- \*\*Divining Totem:\*\* Place a special totem that reveals enemy actions before they occur (one target per round).

- \*\*Predictive Alchemy:\*\* Your flasks have a chance to not be consumed when used.

- \*\*Fate's Whisper:\*\* Gain advantage on one saving throw per encounter.

- \*\*Balanced Elements:\*\* Your elemental effects last longer and have secondary effects.

##### Active Skills

- \*\*Delayed Detonation:\*\* Throw a flask that explodes after a set time or trigger.

- \*\*Healing Splash:\*\* Convert a damage flask into an area healing effect.

- \*\*Omen Brand:\*\* Mark a target so that the next ally's ability against them automatically hits.

- \*\*Fate Weaving:\*\* Manipulate probability to force a reroll of any die.

- \*\*Omen Loop:\*\* Ultimate ability that repeats a spell, flask, or totem cast from two turns ago (once per encounter).

#### Bloodcaller (Evil Hero Path)

"Blood is power. Pain is currency. Death is merely transformation."

Upon choosing this path, you permanently transform into a Hagraven, losing traditional spellcasting but gaining powerful new abilities.

##### Passive Skills

- \*\*Hagraven Form:\*\* Your body transforms into a twisted, avian-humanoid hybrid with natural weapons and resistances.

- \*\*Blood Feast:\*\* Heal when enemies near you are bleeding.

- \*\*Necrotic Aura:\*\* Enemies within 10 feet take minor necrotic damage each round.

- \*\*Spell Resistance:\*\* Gain advantage on saves against spells and magical effects.

##### Active Skills

- \*\*Blight Totem:\*\* Place a corrupted totem that reduces all healing in its area by 50%.

- \*\*Blood Curse:\*\* Inflict a bleeding wound that cannot be healed normally.

- \*\*Talon Strike:\*\* Make a vicious attack that causes bleeding and reduces healing received.

- \*\*Death Shriek:\*\* Emit a terrifying cry that causes enemies to have disadvantage on concentration and casting.

- \*\*Bloodroot Trail:\*\* Ultimate ability that leaves a cursed line wherever you move; enemies crossing it take damage and start bleeding.

## Totem System

Shamans may place 1 to 2 active totems (increasing to 2 at level 13), which persist for 3 rounds and grant aura or triggered effects in a 3-tile radius.

| Totem Type | Effect |

|------------|--------|

| Totem of Flame | Allies gain +1 fire damage, enemies Burn on critical hits |

| Totem of Stone | Allies gain +1 Damage Reduction, enemies have -1 to shove/push attempts |

| Totem of Frost | Slows enemies entering the aura by 10 feet |

| Totem of Spirit | Enemies take +1 damage from necrotic and hex effects |

| Totem of Renewal | Allies regenerate 2 HP per round while inside the aura |

Totems are summoned as a standard action and scale with your Wisdom modifier. You may move a totem as a bonus action once per turn.

## Flask Bomb System

Available only to Theurgists and Soothsayers, the Flask Bomb system allows you to create and throw volatile elemental concoctions as bonus actions.

Flask effects include:

- \*\*Burn:\*\* Deal fire damage over time

- \*\*Stun:\*\* Briefly incapacitate targets

- \*\*Root:\*\* Prevent movement

- \*\*Weaken:\*\* Reduce target's damage output

- \*\*Heal:\*\* Restore health to allies

- \*\*Restore:\*\* Remove negative conditions

Damage and effects scale by Flask Tier (I–IV), unlocked at levels 1, 5, 11, and 17. The specific effects of your flasks are determined by your elemental attunement and Hero Path specialization.

## Playing a Shaman

As a shaman in Decennium Descent, your effectiveness depends on strategic totem placement, resource management, and adapting to battlefield conditions. Unlike pure casters or martial classes, you excel at controlling zones of the battlefield and supporting allies through a combination of elemental effects and spiritual power.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Theurgist Shamans\*\* should focus on summoning elemental allies and controlling the battlefield through strategic totem placement, using their elemental summons to disrupt enemy formations and protect vulnerable allies.

- \*\*Soothsayer Shamans\*\* excel at support and prediction, using their divination abilities to anticipate enemy actions and their flasks to create advantageous situations for allies.

- \*\*Bloodcaller Shamans\*\* transform into front-line combatants, using their Hagraven form to engage enemies directly while deploying blighted totems to weaken healing and recovery.

All shamans should remember that positioning is crucial, your totems create zones of influence that can turn the tide of battle when placed correctly.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Theurgist Shamans\*\* are generally respected by elemental entities and nature-focused communities, though more formalized religious institutions may view their practices with suspicion.

- \*\*Soothsayer Shamans\*\* often serve as advisors and seers, their ability to glimpse possible futures making them valuable to leaders and communities facing uncertain times.

- \*\*Bloodcaller Shamans\*\* are feared and reviled in most civilized areas, their twisted Hagraven form and necromantic practices marking them as dangerous outcasts. They often find acceptance only among the most primitive or corrupt societies.

## Notable Shaman NPCs in Aethel

### Elder Karga Stonevoice

An orc Theurgist who serves as the spiritual leader of the Broken Tusk tribe. Her mastery of elemental summons has protected her people from numerous threats, and her fire and earth totems are said to burn with the spirits of the tribe's greatest warriors.

### Vex the Farseer

A goblin Soothsayer who wanders the trade routes, offering predictions and protective charms to travelers. His uncanny ability to foresee ambushes and natural disasters has saved countless merchant caravans, earning him safe passage through territories that would normally be hostile to his kind.

### The Crowmother

A human Bloodcaller who dwells in the Blighted Marsh, surrounded by corrupted totems and attended by flocks of carrion birds. Once a respected healer, she turned to blood magic after failing to save her village from plague. Now, she harvests the blood of trespassers to fuel rituals aimed at resurrecting her lost people, regardless of what form they might take.

# Soldier

*\*"The human soldier stood resolute at the entrance to the narrow pass, her heavy repeating crossbow loaded and ready. With practiced efficiency, she deployed a wooden palisade across half the path, creating a chokepoint. As the first wave of goblins charged, she activated her overwatch, her eyes scanning the battlefield with cold precision. The lead goblin fell to her first bolt, while the second found itself pinned against the palisade. Behind her, the party's mage began casting, secure in the knowledge that nothing would reach him while the soldier held the line."\**

Soldiers are the battlefield's anchors, ranged tanks clad in heavy armor, wielding repeating crossbows and deploying defensive structures to lock down space, delay advances, and protect vulnerable allies. In the world of Aethel, these tactical experts operate from midrange, relying on intercepting fire, fortification, and strategic deterrence to control the flow of battle.

## Class Overview

As a soldier, you excel at battlefield control and ally protection through a combination of strategic positioning, defensive structures, and precise ranged attacks. Your specialty lies not in dealing massive damage, but in disrupting enemy movements, denying flanking opportunities, and creating safe zones for your more vulnerable companions.

In Aethel, soldiers might serve as elite guards for nobility, defensive specialists in mercenary companies, tactical advisors for military forces, or personal protectors for wealthy merchants or spellcasters. Their ability to control battlefield space makes them invaluable in both offensive and defensive operations.

## Core Mechanics

\*\*Palisade System\*\* – Deploy wooden barriers on the battlefield that block movement and line of sight, creating chokepoints and defensive positions. These structures can be upgraded to provide additional benefits to allies.

\*\*Overwatch System\*\* – Declare a zone that you monitor, allowing you to react with immediate fire when enemies enter the area or threaten your allies within it.

\*\*Intercept & Brace Mechanics\*\* – Use your positioning and reactions to protect allies from attacks and provide defensive bonuses to those behind your line.

### Primary Attributes

- \*\*Main Attribute:\*\* Constitution (for DR, resistances, control effects)

- \*\*Secondary Attribute:\*\* Dexterity (for ranged accuracy, overwatch utility)

- \*\*Hit Points:\*\* High (10 + Constitution modifier at 1st level, 1d10 per level thereafter)

- \*\*Armor Proficiency:\*\* All armor types, including heavy armor

- \*\*Weapon Proficiency:\*\* Repeating heavy crossbows, tower shields, and compatible sidearms

- \*\*Tool Proficiency:\*\* Carpenter's tools, siege engineer's kit

## Progression Path

### Level 1-2 (Base Soldier Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Overwatch:\*\* Set up a reaction shot against movement in your designated zone.

- \*\*Shield Trained:\*\* Wield a shield alongside your crossbow and gain +1 Damage Reduction when stationary.

- \*\*Tactical Awareness:\*\* Gain advantage on perception checks related to battlefield threats.

- \*\*Defensive Positioning:\*\* Gain +1 AC when adjacent to terrain or structures.

- \*\*Steady Aim:\*\* Ignore partial cover when making ranged attacks.

#### Active Skills

- \*\*Covering Fire:\*\* Fire a volley that forces enemies in a line to take cover or suffer damage.

- \*\*Quick Deploy:\*\* Set up a temporary barricade that provides partial cover.

- \*\*Warning Shot:\*\* Fire a deterrent shot that imposes disadvantage on an enemy's next attack.

- \*\*Tactical Reposition:\*\* Move half your speed without provoking opportunity attacks.

- \*\*Rally Point:\*\* Designate a location that grants allies who move there a small defensive bonus.

### Level 3-9 (Arch Class: Commander)

At level 3, soldiers specialize into the Commander arch class, enhancing their tactical control of the battlefield.

#### Passive Skills

- \*\*Command Step:\*\* Once per round, shift one adjacent ally 1 tile in any direction.

- \*\*Formation Lock:\*\* Allies adjacent to you cannot be flanked.

- \*\*Iron Orders:\*\* All allies within 3 tiles gain +1 Save vs Fear and +1 AC.

- \*\*Palisade Deployment:\*\* Deploy a 2x1 barrier that blocks movement and line of sight (level 5).

- \*\*Intercepting Shot:\*\* Use your reaction to fire at an enemy about to hit an ally within 5 tiles (level 6).

- \*\*Fortify Zone:\*\* Enemies in a 3x3 area take –2 to ranged attacks against your allies (level 9).

#### Active Skills

- \*\*Tactical Assessment:\*\* Analyze the battlefield to gain information about enemy weaknesses.

- \*\*Coordinated Maneuver:\*\* Direct an ally to move and take an action out of turn.

- \*\*Suppression Fire:\*\* Create a zone that enemies must save against or take damage when entering.

- \*\*Defensive Formation:\*\* Arrange allies in an optimal pattern, granting defensive bonuses.

- \*\*Hold the Line:\*\* Establish a defensive position that grants bonuses to allies behind you.

### Level 10+ (Hero Path Selection)

At level 10, soldiers choose a Hero path influenced by their alignment, further specializing their abilities.

#### Champion (Good Hero Path)

"No one falls while I stand."

##### Passive Skills

- \*\*Protective Aura:\*\* Nearby allies ignore fear and charm effects while you stand.

- \*\*Selfless Guardian:\*\* Take reduced damage when intercepting attacks meant for allies.

- \*\*Inspiring Presence:\*\* Allies within sight gain a bonus to morale saves.

- \*\*Defensive Expertise:\*\* Gain additional damage reduction when using defensive abilities.

##### Active Skills

- \*\*Guardian's Rush:\*\* Move adjacent to an ally being attacked, potentially intercepting the blow.

- \*\*Divine Lockdown:\*\* Prevent enemy movement in a small area (once per encounter).

- \*\*Wall of Aegis:\*\* Grant all adjacent allies +2 Damage Reduction for 2 rounds.

- \*\*Rallying Cry:\*\* Remove fear effects from nearby allies and grant temporary hit points.

- \*\*Sacrificial Defense:\*\* Take damage in place of an ally, converting a portion to non-lethal damage.

#### Artillerist (Neutral Hero Path)

"Every shot has a purpose. Every bolt finds its mark."

##### Passive Skills

- \*\*Enhanced Overwatch:\*\* Your Overwatch can reveal and fire on stealthed or invisible enemies.

- \*\*Tactical Reload:\*\* Reload your crossbow as a free action once per round.

- \*\*Palisade Synergy:\*\* Your attacks deal additional damage to enemies adjacent to your palisades.

- \*\*Precision Engineering:\*\* Your deployed structures have increased durability and effectiveness.

##### Active Skills

- \*\*Net Bolt:\*\* Fire a specialized bolt that snares the target on hit (no save).

- \*\*Shatterburst:\*\* Fire a cone volley that imposes a -1 attack penalty on enemies for 1 round.

- \*\*Repel Shot:\*\* Use your reaction to knock back a melee attacker (2 charges).

- \*\*Turret Deployment:\*\* Deploy up to 2 automated turrets that last 3 rounds, firing for 1d6+WIS damage and applying Snare or Disrupt effects.

- \*\*Bubble of Discipline:\*\* Create a 3x3 area effect that blocks 1 spell per ally for 2 rounds (once per rest).

#### Tyrant (Evil Hero Path)

"You move when I allow it. You die when I command it."

##### Passive Skills

- \*\*Intimidating Presence:\*\* Enemies that can see you have disadvantage on morale checks.

- \*\*Cruel Efficiency:\*\* Gain a stacking damage bonus when hitting the same target consecutively.

- \*\*Marked for Death:\*\* Enemies you designate take –1 to saves and deal –1 damage vs allies other than you.

- \*\*Ruthless Tactician:\*\* Gain advantage on attacks against enemies that are flanked or hindered by terrain.

##### Active Skills

- \*\*Crushing Decree:\*\* Taunt enemies in range, forcing them to target you.

- \*\*Impale Line:\*\* Fire a shot that travels in a 4-tile line; if it hits 2+ targets, all enemies lose their reactions.

- \*\*Execution Zone:\*\* Create an area where enemies take –1 to morale and cannot escape.

- \*\*Demoralizing Shot:\*\* Hit an enemy leader to impose disadvantage on all nearby enemy attacks.

- \*\*Brutal Example:\*\* Deal massive damage to a weakened target, causing nearby enemies to become frightened.

## Palisade System

As a soldier, you can deploy found material barriers on the battlefield as a free action once per round (1 use per encounter, increasing to 2 at level 13+).

\*\*Palisade Properties:\*\*

- \*\*Size:\*\* 2x1 tiles

- \*\*Durability:\*\* HP = 5 + your Constitution modifier

- \*\*Effects:\*\* Counts as cover and terrain, blocks line of sight and movement

- \*\*Tier II Upgrade (level 13):\*\* Palisades resist AoE spells and provide +1 AC to adjacent allies

Palisades are essential for many of your abilities, including:

- \*\*Hold Position:\*\* Gain +1 AC and +1 to saves when adjacent to a palisade

- \*\*Brace Line:\*\* Allies behind you gain +2 DR vs ranged attacks when you're near a palisade

- \*\*Tactical Advantage:\*\* Some of your shots gain bonuses when fired from near a palisade

## Overwatch System

During your turn, you can declare a 3x3 zone that you monitor. Until your next turn, you may use 1 reaction per round to fire on the first enemy who:

- Enters or moves through the zone

- Attacks an ally within the zone

- Reveals themselves (e.g., from stealth or invisibility)

Your Overwatch attack deals 1d8 + Dexterity modifier damage and applies one of the following debuffs of your choice:

- \*\*Snare:\*\* Reduce target's movement speed

- \*\*Bleed:\*\* Deal additional damage over time

- \*\*Pushback:\*\* Force the target back 1 tile

At level 17, you gain Overwatch Advance, allowing you to shift 1 tile in any direction after making an Overwatch attack.

## Playing a Soldier

As a soldier in Decennium Descent, your effectiveness depends on positioning, battlefield awareness, and proactive defense. Unlike traditional tanks that absorb damage directly, you excel at preventing damage to your allies through strategic control of the battlefield.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Champion Soldiers\*\* should focus on protecting the most vulnerable party members, using Guardian's Rush to intercept attacks and Wall of Aegis to bolster allies' defenses.

- \*\*Artillerist Soldiers\*\* excel at zone control through a combination of turrets, palisades, and specialized ammunition, creating areas where enemies struggle to operate effectively.

- \*\*Tyrant Soldiers\*\* dominate through intimidation and forced movement, creating zones of control that enemies either avoid or enter at great risk.

All soldiers should remember that proper positioning is crucial, your abilities are most effective when you can create chokepoints, cover firing lanes, and maintain clear lines of sight to both enemies and allies.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Champion Soldiers\*\* are respected and sought after as personal guards for nobility and as elite defenders of important locations. Their selfless protection makes them welcome in most civilized areas.

- \*\*Artillerist Soldiers\*\* are valued for their technical expertise and battlefield control, often finding employment with mercenary companies or as specialists in military units focused on siege warfare or defensive operations.

- \*\*Tyrant Soldiers\*\* inspire fear rather than respect, their ruthless efficiency making them valuable to warlords and tyrants but mistrusted in more peaceful regions. They often serve as enforcers or commanders of occupation forces.

## Notable Soldier NPCs in Aethel

### Captain Elara Steelshield

A human Champion who commands the Royal Guard of the Imperial Capital. Her tactical genius and selfless protection of the royal family during an assassination attempt earned her legendary status. She's known for her ability to coordinate complex defensive formations that can repel forces many times her unit's size.

### Tinkerer Draz

A goblin Artillerist who serves as the defensive specialist for the Silver Coin mercenary company. His intricate network of turrets and palisades once held a mountain pass against an entire orcish warband for three days until reinforcements arrived. He constantly experiments with new ammunition types and deployable defenses.

### The Iron Marshal

A drow Tyrant who rules the border fortress of Blackwatch with an iron fist. His reputation for ruthless efficiency has deterred multiple invasion attempts, as enemy commanders fear his ability to turn the battlefield into a killing ground through precise control of movement and morale. Refugees from neighboring regions speak of his execution zones with hushed terror.

# Thief

*\*"The halfling thief moved like a shadow through the noble's mansion, her nimble fingers making quick work of the lock on the study door. Inside, she spotted the jeweled dagger displayed on the wall, her target. As she approached, her trained eye spotted the nearly invisible tripwire connected to an alarm bell. With practiced precision, she disabled the trap, applied a drop of silencer's sting to her dagger, and waited in the shadows for the guard to make his rounds. One silent strike later, the guard slumped unconscious against the wall as she vanished into the night with her prize."\**

Thieves are masters of ambush, poisons, and disabling strikes. In the world of Aethel, these precision-focused strikers and stealth disruptors leverage critical hits and poisoncraft to eliminate key threats, bypass defenses, and dismantle enemy cohesion.

## Class Overview

As a thief, you excel at striking from the shadows, using poisons and precise attacks to disable opponents before they can react. Your specialty lies in critical damage, crowd control, and non-magical utility, making you invaluable in trap-heavy environments, high-mobility fights, and caster-heavy encounters.

In Aethel, thieves might serve as guild assassins, noble spies, treasure hunters, or specialized scouts for mercenary companies. Their combination of stealth, precision, and technical skill makes them sought after for both legitimate and illicit operations that require finesse rather than brute force.

## Core Mechanics

\*\*Sneak Attack\*\* – Deal additional damage (starting at 1d6) when attacking targets that are flanked, when you're hidden, or when targets are suffering from Bleed, Poison, or Disable effects.

\*\*Poison System\*\* – Apply various poisons to your weapons as a bonus action, causing effects from damage to debuffs, with enhanced effects on critical hits.

\*\*Utility Skills\*\* – Excel at lockpicking, trap disarming, and stealth, making you the premier infiltration specialist.

### Primary Attributes

- \*\*Main Attribute:\*\* Dexterity

- \*\*Secondary Attribute:\*\* Intelligence or Wisdom (player choice for traps/senses)

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor

- \*\*Weapon Proficiency:\*\* Daggers, short swords, thrown weapons, hand crossbows

- \*\*Tool Proficiency:\*\* Thieves' tools, poisoner's kit

## Progression Path

### Level 1-2 (Base Thief Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Sneak Attack:\*\* Deal 1d6 extra damage when attacking from stealth, against flanked targets, or targets suffering from Bleed, Poison, or Disable.

- \*\*Lockpick Mastery:\*\* Gain +5 to open non-magical locks.

- \*\*Stealth Chain:\*\* Gain +2 to your next stealth check after landing a Sneak Attack.

- \*\*Toxin Sense:\*\* Identify resistances, immunities, or ideal poisons against enemies.

- \*\*Trap Intuition:\*\* Gain advantage on checks to spot hidden traps and mechanisms.

#### Active Skills

- \*\*Apply Poison:\*\* Use a bonus action to apply poison to your weapon, lasting for 2 attacks.

- \*\*Cunning Movement:\*\* Move through hostile-occupied tiles without provoking opportunity attacks.

- \*\*Disable Device:\*\* Disarm non-magical traps, pressure plates, or poison glyphs.

- \*\*Feint:\*\* Distract an opponent, giving you advantage on your next attack against them.

- \*\*Shadow Step:\*\* Move half your speed without making sound or leaving tracks.

### Level 3-9 (Arch Class: Rake)

At level 3, thieves specialize into the Rake arch class, enhancing their precision and ambush capabilities.

#### Passive Skills

- \*\*Combat Opener:\*\* Gain +5 to initiative rolls.

- \*\*Ambush Focus:\*\* Deal +2 damage against unaware or distracted targets.

- \*\*Evasion:\*\* Take half damage on successful saves against area effects (level 5).

- \*\*Trap Sense:\*\* Gain passive trap detection and disarm bonuses (level 6).

- \*\*Shadow Stab:\*\* On critical hit, teleport through target and apply Bleed (level 9).

#### Active Skills

- \*\*Precision Feint:\*\* Once per encounter, feint an enemy to impose -2 AC and remove their reactions until next round.

- \*\*Vanish:\*\* Become hidden even when observed, lasting until you attack or end your next turn.

- \*\*Analyze Weakness:\*\* Study a target to identify vulnerabilities and gain advantage on your next attack.

- \*\*Distraction Tactics:\*\* Create a diversion that allows you to disengage freely once per turn (level 13).

- \*\*Crippling Strike:\*\* Your Sneak Attack applies Slow effect to the target (level 15).

### Level 10+ (Hero Path Selection)

At level 10, thieves choose a Hero path influenced by their alignment, further specializing their abilities.

#### Arcane Trickster (Good Hero Path)

"Magic is just another angle of attack."

##### Passive Skills

- \*\*Mage Sense:\*\* Detect all magical effects and passives within 5 tiles.

- \*\*Arcane Resistance:\*\* Gain +2 to saves against magic.

- \*\*Illusory Stealth:\*\* Casting illusion or utility spells does not break stealth.

- \*\*Spell Disruptor:\*\* Your poisons also suppress passive magical abilities for 1 round on critical hits.

##### Active Skills

- \*\*Magebane Blade:\*\* Your Sneak Attack removes 1 magical buff or deals 1d6 psychic damage if no buff is present.

- \*\*Pocket Illusion:\*\* Create a clone that absorbs 1 hit, then explodes in a blinding flash.

- \*\*Flash Shift:\*\* Blink 3 tiles, avoid opportunity attacks, and gain +2 AC/Saves for 1 round.

- \*\*Arcane Theft:\*\* Steal a beneficial spell effect from a target and apply it to yourself.

- \*\*Spell Snare:\*\* Set a trap that triggers when a spell is cast within range, countering the spell.

#### Shadowblade (Neutral Hero Path)

"From behind or below, it makes no difference, you'll never see it coming."

##### Passive Skills

- \*\*Ambusher's Grace:\*\* After killing a target or critically hitting one affected by Bleed or Poison, become untargetable until your next turn.

- \*\*Double Poison:\*\* Apply two poisons instead of one on critical hits.

- \*\*Persistent Bleed:\*\* Bleeds you cause refresh on hit instead of expiring.

- \*\*Shadow Affinity:\*\* Gain advantage on Stealth checks in dim light or darkness.

##### Active Skills

- \*\*Dark Step:\*\* Teleport behind any enemy within 5 tiles and gain advantage on your next attack.

- \*\*Shadow Dive:\*\* Become invisible for 1 round, gaining +1d6 Sneak Attack if used on the next turn.

- \*\*Vein Cutter:\*\* On critical hit, apply Bleed, Slow, and Weakened effects that can stack up to 3 times.

- \*\*Smoke Bomb:\*\* Create a cloud of smoke that obscures vision and grants you advantage on Stealth checks.

- \*\*Death Blossom:\*\* Strike all adjacent enemies, applying Sneak Attack damage to one of them (level 17).

#### Blackguard (Evil Hero Path)

"The kill doesn't thrill me. The suffering does."

##### Passive Skills

- \*\*Exsanguinate:\*\* Gain 1 HP per round for each bleeding target within 3 tiles.

- \*\*Prolonged Suffering:\*\* Bleeds you cause last twice as long.

- \*\*Venom Master:\*\* On critical hits, your poisons also apply -1 to all saves.

- \*\*Exotic Toxins:\*\* You can use monster-only venoms if harvested from bestiary bosses.

##### Active Skills

- \*\*Crippling Lash:\*\* Your Sneak Attack slows the target and reduces their damage by -1 for 2 rounds.

- \*\*Toxic Shiv:\*\* As a bonus action, apply any poison from your inventory with no check or delay.

- \*\*Vile Tactics:\*\* Deal +1d6 damage against Bleeding, Poisoned, or Frightened enemies.

- \*\*Terror Strike:\*\* Cause nearby enemies to become frightened, imposing disadvantage on their attacks.

- \*\*Unseen Hand:\*\* Once per round, take an action while invisible (attack or move) (level 20).

## Poison & Disabling System

Poisons are a key component of the thief's arsenal, allowing for various debilitating effects beyond simple damage.

### Poison Mechanics

- Poisons are applied manually to weapons or traps

- All poisons are single-use per application

- You may prepare up to 3 poisons at once (increases at levels 10, 15, and 20)

- Critical hits automatically trigger enhanced poison effects, often bypassing saves

### Poison Tiers

#### Tier I – Basic Poisons (Levels 1–6)

| Name | Effect on Hit | On Critical Hit |

|------|--------------|----------------|

| Bloodleech | Target takes 1d4 bleed (2 rounds) | You heal for 1d4 HP |

| Crippler's Draught | Target has –1 to attack rolls next turn | Target is slowed by 50% |

| Mindburn Sap | DC 12 WIS save or –1 to spellcasting | Target is confused for 1 round |

| Venombite Oil | DC 12 CON save or Poisoned (–1 to rolls) | Target has disadvantage on next save |

#### Tier II – Advanced Poisons (Levels 7–13)

| Name | Effect on Hit | On Critical Hit |

|------|--------------|----------------|

| Ashblood Toxin | 2d6 poison + 1 fire damage/round (2 rounds) | Target cannot benefit from healing |

| Silencer's Sting | Target cannot speak or cast verbal spells (1 round) | Target is disarmed and silenced (1 round) |

| Shiver Oil | Target becomes Shaken (–2 morale) | Target loses one reaction until next turn |

| Hexroot Resin | All saves –1 for 2 rounds | Target's spell resistance is halved (1 round) |

#### Tier III – Expert Poisons (Levels 14–20)

| Name | Effect on Hit | On Critical Hit |

|------|--------------|----------------|

| Voidspine Extract | Target takes 1d6 necrotic/round (3 rounds) | Target suffers –2 CON for 2 rounds (no save) |

| Gravepetal Paste | 50% chance to fall unconscious (1 round) | Target falls prone and takes 3d6 poison damage |

| Neuroshock Salve | DEX and WIS saves at disadvantage (1 round) | Target can't use reactions or opportunity attacks this turn |

| Wraithbane Venom | Turns off passive abilities for 1 round | Target becomes Ethereal (and useless) for 1 round |

### Disable Effect Tags

Poison effects are grouped into disable types:

| Tag | Description |

|-----|-------------|

| Bleed | 1d4 damage/round. Stops healing and regeneration. |

| Poisoned | –1 to all rolls, stackable per level |

| Shaken | –2 morale, fear-based synergy |

| Silenced | Cannot cast spells or speak |

| Disoriented | Confused or action-locked for 1 round |

| Crippled | Movement halved, Dodge reduced |

| Suppressed | Cannot use reactions or class abilities |

### Crafting & Inventory

- Poison Kit: Required for preparing toxins

- Crafting uses herbs, monster glands, or extracts from bestiary drops

- 10 common recipes can be learned via quests, guilds, or faction stores

- Exotic poisons can be extracted from rare monsters (with Survival + Poisoncraft)

## Playing a Thief

As a thief in Decennium Descent, your effectiveness depends on positioning, preparation, and precision. Unlike pure damage dealers or tanks, you excel at controlling key targets through debilitating effects and eliminating high-value threats before they can act.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Arcane Trickster Thieves\*\* should focus on disrupting enemy spellcasters, removing magical buffs, and using illusions to control the battlefield while maintaining stealth.

- \*\*Shadowblade Thieves\*\* excel at pure assassination, using their superior mobility and critical hit potential to eliminate high-value targets before vanishing back into the shadows.

- \*\*Blackguard Thieves\*\* dominate through pain and fear, applying multiple debilitating effects to control enemies while sustaining themselves through the suffering they inflict.

All thieves should remember that preparation is key, having the right poisons ready for specific encounters can make the difference between success and failure.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Arcane Trickster Thieves\*\* often find work as specialized agents for magical academies or as counter-intelligence operatives against hostile spellcasters. Their focus on disrupting harmful magic rather than killing makes them more acceptable in civilized society.

- \*\*Shadowblade Thieves\*\* typically operate as neutral mercenaries, treasure hunters, or guild assassins. Their reputation depends largely on their choice of targets and employers rather than their methods.

- \*\*Blackguard Thieves\*\* are feared for their cruelty and the suffering they inflict. They often serve as torturers, interrogators, or enforcers for tyrannical regimes or criminal organizations, and are rarely welcome in lawful or good-aligned communities.

## Notable Thief NPCs in Aethel

### Lyssa Nightwhisper

A halfling Arcane Trickster who specializes in countering magical threats. She works as a consultant for the Imperial Mage Guild, helping to secure magical artifacts and neutralize rogue spellcasters. Her signature pocket illusions have saved countless lives by drawing fire away from her allies.

### Vex Shadowstep

A human Shadowblade who leads the elite infiltration team of the Silver Coin mercenary company. His ability to appear and disappear seemingly at will has earned him the nickname "The Ghost." He's known for completing impossible extractions and retrievals, though he refuses contracts that target children or innocents.

### The Smiling Knife

A drow Blackguard whose real name has been forgotten. Operating in the criminal underworld of Port Nexus, he specializes in information extraction through carefully administered poisons and psychological terror. His victims are said to survive for days under his ministrations, revealing everything they know before finally succumbing to his exotic toxins.

# Tinker

*\*"The gnome tinker's goggles reflected the firelight as she made final adjustments to her mechanical drone. 'Stand back,' she warned with a mischievous grin, tossing a small metal sphere toward the approaching bandits. The device bounced once before erupting in a spectacular explosion of frost that crystallized three attackers mid-stride. As the remaining bandits charged, her drone whirred to life, launching into the air and firing a barrage of bolts while she readied her crossbow and another explosive from her bandolier. 'I've got six more where that came from,' she called out cheerfully. 'Who wants to see what the purple one does?'"\**

Tinkers are brilliant and reckless battlefield engineers who overwhelm enemies with explosives, gadgets, deployable devices, and mechanical minions. In the world of Aethel, these innovative creators combine precision ranged fire from shortbows or crossbows with the unpredictable power of engineered chaos.

## Class Overview

As a tinker, you excel at controlling the battlefield through a combination of explosive devices, mechanical companions, and deployable gadgets. Your specialty lies in creating zones of control, supporting allies with technological enhancements, and unleashing devastating area effects that can turn the tide of battle in an instant.

In Aethel, tinkers might serve as military engineers, independent inventors, guild specialists, or eccentric researchers. Their ability to create and deploy advanced technology makes them both respected and sometimes feared, particularly in regions where such innovations are rare or misunderstood.

## Core Mechanics

\*\*Mechanical Pet (Anacite Drone)\*\* – Command a customizable mechanical companion that assists you in combat with ranged attacks and special abilities.

\*\*Explosive Toolkit\*\* – Create and deploy various bombs with different elemental effects and tactical applications.

\*\*Deployable Devices\*\* – Place turrets, traps, and other gadgets on the battlefield to control space and support your allies.

### Primary Attributes

- \*\*Main Attribute:\*\* Intelligence

- \*\*Secondary Attribute:\*\* Dexterity

- \*\*Hit Points:\*\* Medium (8 + Constitution modifier at 1st level, 1d8 per level thereafter)

- \*\*Armor Proficiency:\*\* Light armor (with Tinker-specific upgrades at higher levels)

- \*\*Weapon Proficiency:\*\* Shortbows, crossbows, and simple weapons

- \*\*Tool Proficiency:\*\* Tinker's tools, alchemist's supplies

## Progression Path

### Level 1-2 (Base Tinker Skills)

Foundational skills before Arch class selection.

#### Passive Skills

- \*\*Mechanical Aptitude:\*\* Gain advantage on checks to understand, repair, or disable mechanical devices.

- \*\*Explosive Handling:\*\* Throw bombs as a bonus action without risk of misfire.

- \*\*Quick Fingers:\*\* Perform device activation and manipulation actions with increased speed.

- \*\*Technical Knowledge:\*\* Identify the properties and functions of mechanical or alchemical items on sight.

- \*\*Improvised Engineering:\*\* Create temporary tools or simple devices from available materials.

#### Active Skills

- \*\*Deploy Anacite Drone:\*\* Summon a mechanical companion that attacks with ranged bolts (1d6 damage + 25% chance to shock).

- \*\*Tinker Bomb I:\*\* Create and throw Fire or Cold bombs that deal area effect damage.

- \*\*Field Repair:\*\* Quickly fix a damaged mechanical device or construct.

- \*\*Analyze Weakness:\*\* Study a target to identify vulnerabilities to specific damage types.

- \*\*Jury-rig:\*\* Temporarily modify a device or weapon to perform a different function.

### Level 3-9 (Arch Class: Mechanist)

At level 3, tinkers specialize into the Mechanist arch class, enhancing their gadgetry and explosive capabilities.

#### Passive Skills

- \*\*Enhanced Drone Control:\*\* Your Anacite Drone gains improved targeting and responsiveness.

- \*\*Bomb Specialization:\*\* Your explosive devices deal additional damage or have enhanced effects.

- \*\*Pet Upgrade Slot:\*\* Modify your drone with an Offensive, Defensive, or Support module (level 5).

- \*\*Deployable Expertise:\*\* Your deployed devices have increased durability and effectiveness.

- \*\*Remote Detonation:\*\* Detonate your devices remotely for area effect damage or stunning (level 9).

#### Active Skills

- \*\*Deploy Sentry Turret:\*\* Place an automated turret that fires at enemies (level 6).

- \*\*Deploy Net Trap:\*\* Set a trap that roots enemies who trigger it (level 6).

- \*\*Overcharge:\*\* Temporarily boost the effectiveness of one of your devices.

- \*\*Recalibrate:\*\* Adjust your drone's targeting parameters to focus on a specific enemy type.

- \*\*Emergency Protocols:\*\* Your drone automatically intercepts an attack meant for you once per encounter.

### Level 10+ (Hero Path Selection)

At level 10, tinkers choose a Hero path influenced by their alignment, further specializing their abilities.

#### Artificer (Good Hero Path)

"We build to protect. And sometimes, to explode gloriously."

##### Passive Skills

- \*\*Calibrated Precision:\*\* Allies within 3 tiles gain +1 to hit.

- \*\*Safe Detonation:\*\* Your bombs deal no damage to allies.

- \*\*Protective Programming:\*\* Your drone prioritizes defending vulnerable allies.

- \*\*Efficient Power Cells:\*\* Your devices last 50% longer before needing recharging.

##### Active Skills

- \*\*Nano-Aegis Drone:\*\* Replace your combat drone with a healing/shield drone that protects allies.

- \*\*Repair Pulse:\*\* Heal all drones, turrets, and party deployables for 50% HP and grant +1 AC to nearby allies.

- \*\*Magnetic Wall:\*\* Deploy a barrier that pulls ranged attacks into it and provides cover.

- \*\*Restoration Field:\*\* Create an area that gradually repairs mechanical devices and heals organic allies.

- \*\*Overload Suppression:\*\* Temporarily disable enemy mechanical devices or constructs.

#### Techsmith (Neutral Hero Path)

"Why build one turret when I can build two? Or four?"

##### Passive Skills

- \*\*Automated Field Kit:\*\* Carry an extra bomb and reduce deployable cooldowns by 1 round.

- \*\*Enhanced Targeting:\*\* Your turrets gain +1 to hit.

- \*\*Efficient Recycling:\*\* Recover components from destroyed devices to create new ones.

- \*\*Technical Mastery:\*\* Your devices have a 10% chance to function twice when activated.

##### Active Skills

- \*\*Advanced Turret Bay:\*\* Deploy two turrets simultaneously in either Sniper or Burst mode.

- \*\*Gadget Sync Protocol:\*\* When you throw a bomb, one turret may fire instantly at the same target.

- \*\*Snap Rebuild:\*\* Once per encounter, instantly redeploy any destroyed turret or pet with 50% HP.

- \*\*Reconfiguration:\*\* Transform one deployed device into another type.

- \*\*Field Fabrication:\*\* Create a temporary gadget or tool to address a specific situation.

#### Warmachine (Evil Hero Path)

"It's not mad science if it works. It's just mad."

##### Passive Skills

- \*\*Malfunction Field:\*\* Enemies near your devices must roll twice on spell attacks and take the lower result.

- \*\*Volatile Components:\*\* Your devices explode when destroyed, damaging nearby enemies.

- \*\*Unstable Enhancements:\*\* Your bombs have a 25% chance to deal double damage but may affect allies.

- \*\*Scrap Salvage:\*\* Create temporary minions from destroyed devices.

##### Active Skills

- \*\*Boomcore Drone:\*\* Upgrade your drone to use blast bolts that deal damage and knockback.

- \*\*Overpressure Bombs:\*\* Your bombs gain knockback or prone effects with enhanced elemental damage.

- \*\*Scrap Reaper:\*\* When a turret or drone dies, summon a Scrapling that chases and explodes on enemies.

- \*\*Volatile Injection:\*\* Temporarily boost a device's power at the cost of stability.

- \*\*Catastrophic Overload:\*\* Sacrifice a device for a massive explosion that damages all nearby creatures.

## Mechanical Pet System

Your Anacite Drone is a key component of your arsenal, providing consistent support in combat and serving as a platform for various upgrades.

\*\*Base Drone Properties:\*\*

- \*\*Attack:\*\* Ranged 1d6 damage + 25% chance to shock

- \*\*HP:\*\* 5 + your Intelligence modifier + your level

- \*\*AC:\*\* 13 + your Intelligence modifier

- \*\*Movement:\*\* 30 feet, flying

- \*\*Actions:\*\* Attacks once per round using your bonus action to command

At level 5, you gain a Pet Upgrade Slot that allows you to modify your drone with one of the following modules:

### Offensive Modules

- \*\*Burn Injector:\*\* Drone attacks apply a burning effect (1d4 fire damage for 2 rounds)

- \*\*Poison Vents:\*\* Drone attacks have a 25% chance to poison targets (-1 to all rolls)

- \*\*Concussive Bolt:\*\* Drone attacks have a 25% chance to stun targets for 1 round

### Defensive Modules

- \*\*Target Taunter:\*\* Drone can draw aggression from enemies once per encounter

- \*\*Energy Shield:\*\* Drone projects a small shield that grants +2 AC to one adjacent ally

- \*\*Smoke Cloud:\*\* Drone can deploy a smoke screen once per encounter, obscuring vision

### Support Modules

- \*\*Ammo Dispenser:\*\* Allies within 2 tiles gain +1 damage with ranged weapons

- \*\*Target Scanner:\*\* Drone marks one enemy per round, granting allies +1 to hit against it

- \*\*Tether Grappler:\*\* Drone can fire a grappling hook to pull allies to safety once per encounter

At level 13, you gain Dual Drone Protocols, allowing you to either deploy two basic drones or enhance a single drone with an additional upgrade slot.

## Explosive Toolkit

As a tinker, you have access to various bombs that can turn the tide of battle through area effects and status conditions.

| Bomb | Effect |

|------|--------|

| Thermobaric Flask | 3x3 AoE fire damage + knockback (STR save) |

| Cryo Charge | Roots enemies hit; 50% chance to reduce enemy DR |

| Shock Orb | Disrupts spellcasting or machine targets for 1 round |

| Glue Canister | Ground AoE - slows enemies 75%, applies Grease condition |

| Overload Core | Drone self-destruct: 2d6 damage + stun (DEX save) |

You begin with access to basic Fire and Cold bombs at level 1, and gain additional bomb types as you advance. The number of bombs you can use per encounter increases from 1 to 3 based on your level.

At level 15, you gain the Danger Close ability, which prevents your bombs from harming you or your allies.

## Deployable Devices

Starting at level 6, you gain the ability to place various devices on the battlefield to control space and support your strategy.

| Deployable | Function |

|------------|----------|

| Sentry Turret | Auto-fires for 1d6 damage per round, range 5 tiles |

| Net Trap | Roots 1 enemy who walks over it |

| Rocket Tower | Launches mini-bomb once per round for 3 rounds |

| Decoy Dummy | Draws aggro for 1 round and explodes when hit |

| Blast Wall | Blocks line of sight and provides cover (2 tiles wide) |

You begin with one deployable slot and gain additional slots as you level up. At level 20, you gain Mech Overdrive, allowing one device to become permanent for the duration of a battle.

## Playing a Tinker

As a tinker in Decennium Descent, your effectiveness depends on preparation, positioning, and the strategic deployment of your various gadgets. Unlike pure spellcasters or martial classes, you excel at controlling the battlefield through a combination of area effects, persistent devices, and your mechanical companion.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Artificer Tinkers\*\* should focus on supporting allies with shields and healing while using their devices to create safe zones and control enemy movement.

- \*\*Techsmith Tinkers\*\* excel at deploying multiple devices in strategic locations, creating overlapping fields of fire and control effects that can lock down entire sections of the battlefield.

- \*\*Warmachine Tinkers\*\* dominate through aggressive deployment of explosive devices and damaging effects, sacrificing precision for raw destructive power.

All tinkers should remember that positioning is crucial, your devices and bombs are most effective when placed to control chokepoints or to create zones that funnel enemies into disadvantageous positions.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Artificer Tinkers\*\* are generally welcomed in civilized areas, their protective innovations making them valuable allies to communities and military organizations alike. Many serve as guild masters or advisors to nobility.

- \*\*Techsmith Tinkers\*\* often maintain workshops in urban centers, selling their inventions and services to those who can afford them. Their neutral stance on the application of their technology makes them acceptable in most regions.

- \*\*Warmachine Tinkers\*\* are viewed with suspicion or outright hostility in peaceful regions, their destructive creations making them unwelcome except in times of war. Many find employment with mercenary companies or operate from remote laboratories.

## Notable Tinker NPCs in Aethel

### Fizwick Cogsprocket

A gnome Artificer who serves as the Royal Engineer for the Imperial Court. His defensive innovations have saved the capital city from multiple siege attempts, and his shield drones are standard equipment for the palace guard. He's known for his elaborate safety protocols and his insistence that "proper engineering shouldn't hurt anyone, unless they really deserve it."

### Mekka Geargrind

A goblin Techsmith who operates a famous workshop in the trade city of Port Nexus. Her turret designs are sought after by merchants and ship captains for protection against pirates, and her deployable traps have revolutionized mining safety. She's constantly surrounded by a swarm of tiny helper drones that fetch tools and materials as she works.

### The Iron Tinkerer

A human Warmachine whose real name has been forgotten. Operating from a mobile workshop built into a massive steam-powered wagon, he sells his destructive inventions to the highest bidder. Military commanders seek his expertise before major battles, though few trust him enough to let him near their encampments afterward. His Boomcore Drones have been known to level small fortifications with a single coordinated strike.

# Warrior

*\*"The orc's muscles bulged unnaturally as the serum coursed through his veins, his skin hardening to a stone-like texture. With a primal roar that shook the very ground, he charged forward, his massive axe cleaving through the enemy ranks as if they were made of parchment. Those who survived the initial onslaught fled in terror as his form continued to mutate, growing more monstrous with each passing moment."\**

Warriors are physical combatants who enhance their natural abilities through controlled mutation and alchemical augmentation. In the world of Aethel, these battlefield titans serve as front-line fighters whose bodies become living weapons through the use of specialized serums that trigger temporary but powerful transformations.

## Class Overview

As a warrior, you harness the power of controlled mutation to enhance your combat abilities, using specialized serums to trigger transformations that grant you superhuman strength, resilience, and destructive potential. Your specialized training allows you to manage these mutations, channeling their power while maintaining control over their more dangerous aspects. Beyond your combat abilities, you excel at intimidation, survival in harsh conditions, and pushing physical limits beyond what seems possible.

In Aethel, warriors might serve as elite shock troops, champions in gladiatorial arenas, mercenaries for dangerous expeditions, or guardians of settlements threatened by monsters or hostile forces. Their distinctive appearance, often bearing visible signs of their mutations even when not in combat, makes them instantly recognizable and often feared.

## Core Mechanics

\*\*Mutation Slots\*\* – Warriors have access to mutation slots (initially 1 at Level 1, up to 4 at Level 20) that can be filled with different mutation types. These mutations can be swapped during rests, allowing for strategic customization based on anticipated challenges.

\*\*Serum Engine\*\* – Warriors use specialized serums to trigger and fuel their mutations. Managing serum consumption and timing activation for maximum effect is key to mastering the class.

\*\*Brutality Threshold\*\* – As warriors take and deal damage, they build toward a Brutality Threshold that, once crossed, enhances their mutations and unlocks more powerful abilities.

### Primary Attributes

- \*\*Main Attribute:\*\* Strength or Dexterity (player builds for power or agility)

- \*\*Secondary Attributes:\*\* Constitution

- \*\*Hit Points:\*\* High (12 + Constitution modifier at 1st level, 1d12 per level thereafter)

- \*\*Armor Proficiency:\*\* Medium and heavy armor

- \*\*Weapon Proficiency:\*\* All martial weapons; bonuses when wielding mutation-tagged gear

- \*\*Tool Proficiency:\*\* None

## Progression Path

### Level 1-2 (Base Warrior Skills)

Foundational skills before Arch class selection.

#### Class Progression

| Level | Feature |

|-------|---------|

| 1 | Mutation Slot I (choose 1), Brutality Threshold (BT) tracker |

| 2 | Mutagen Injection (1/rest: +2 STR or +2 AC for 3 rounds) |

| 3 | Promote to Arch Class: Juggernaut |

| 5 | Mutation Slot II unlocked |

| 6 | Bone Hardened: DR +1 while not staggered |

| 9 | Serum Overclock: Inject 2 serums at once |

| 10 | Unlock Hero Path |

| 13 | Mutation Slot III unlocked |

| 15 | Brutal Adaptation – Gain passive bonus from a mutation |

| 17 | Reflexive Mutation – Once per round, mutate reactively |

| 20 | Apex Form – Gain a permanent 4th mutation & unleash once/encounter ultimate form |

#### Passive Skills

- \*\*Mutation Adaptation:\*\* Your body has been conditioned to accept mutations with reduced side effects.

- \*\*Serum Tolerance:\*\* You can consume serums without the normal toxicity effects that would affect others.

- \*\*Combat Instinct:\*\* +5% initiative and +10% resistance to being surprised.

- \*\*Physical Conditioning:\*\* +10% carrying capacity and advantage on physical endurance checks.

- \*\*Brutality Sense:\*\* You can sense when an opponent is below 25% health, marking them as vulnerable.

#### Active Skills

- \*\*Serum Injection:\*\* Activate a prepared mutation serum as a bonus action, triggering its effects for 3 rounds.

- \*\*Brutal Strike:\*\* A powerful attack that deals additional damage based on your Strength and has a chance to stagger the target.

- \*\*Mutation Surge:\*\* Temporarily enhance an active mutation, increasing its effects for 1 round but adding strain to your body.

- \*\*Intimidating Presence:\*\* Use your mutated appearance to frighten enemies, potentially causing them to flee or surrender.

- \*\*Survival Instinct:\*\* Enter a heightened state of awareness, gaining bonuses to perception and reaction time for a short duration.

### Level 3-9 (Arch Class: Juggernaut)

At level 3, warriors specialize into the Juggernaut arch class, refining their mutation control and developing more powerful transformation techniques.

#### Passive Skills

- \*\*Mutation Efficiency:\*\* May have 2 active mutations at once (Lv 3)

- \*\*Brutal Fortitude:\*\* Gain +1 DR for each BT stack (max +3)

- \*\*Overpressure Response:\*\* Once per round, when struck by a critical hit, gain 1 free mutation activation

- \*\*Crushing Advance:\*\* Once per long rest, move in a straight line up to 20 ft, knocking aside all enemies (STR save or fall prone, take 2d6)

- \*\*Pain Conversion:\*\* Convert 10% of damage taken into temporary Strength bonus.

- \*\*Adaptive Tissue:\*\* Gain resistance to the last damage type that critically hit you until your next rest.

- \*\*Brutality Momentum:\*\* Killing a marked vulnerable target instantly readies your next Brutal Strike.

#### Active Skills

- \*\*Mutation Overload:\*\* Push your mutations beyond safe limits, gaining significantly enhanced effects for 2 rounds followed by exhaustion.

- \*\*Serum Cocktail:\*\* Combine two different serums for a hybrid effect, though with increased strain on your body.

- \*\*Brutality Unleashed:\*\* Once your Brutality Threshold is crossed, unleash a devastating area attack that damages all enemies within range.

- \*\*Survival Adaptation:\*\* Rapidly adapt your body to environmental hazards, gaining temporary resistance to environmental effects.

- \*\*Intimidating Transformation:\*\* Undergo a particularly terrifying mutation that can cause enemies to become frightened or even paralyzed with fear.

### Level 10+ (Hero Path Selection)

At level 10, warriors choose a Hero path influenced by their alignment, further specializing their mutation abilities.

#### Wardborn (Good Hero Path)

The self-mutated protector , armored in flesh and tenacity.

*\*"I bled first. You don't get to bleed last."\**

##### Role Focus

- Frontline protector

- Uses mutations to defend others

- High HP and DR scaling

##### Passive Skills

- \*\*Guardian Tissue:\*\* When an adjacent ally would take damage, you can absorb 30% of it as a reaction.

- \*\*Protective Mutations:\*\* Your mutations generate a 5-foot aura that grants allies +10% damage resistance.

- \*\*Serum Sharing:\*\* You can safely inject allies with diluted versions of your serums, granting them 50% of the benefits.

- \*\*Controlled Transformation:\*\* Your mutations appear less monstrous and can be partially concealed when necessary.

- \*\*Final Form – Aegis Incarnate:\*\* Transform into a living shield for 3 rounds, becoming immovable and redirecting 50% of all damage dealt to allies within 15 feet to yourself.

##### Active Skills

- \*\*Bulwark Mutation Tree:\*\* Unlocks mutations like:

  - Spinal Plating (+2 DR vs AoE)

  - Adrenal Overwatch (gain reaction attack when ally hit)

  - Living Cover (adjacent allies gain +2 AC)

- \*\*Mutated Guard:\*\* If you end your turn within 2 tiles of an ally, grant them +1 Save and DR

- \*\*Guardian Pulse:\*\* 1/rest, redirect an attack from an adjacent ally to yourself and immediately counterstrike

- \*\*Warding Mutation:\*\* Develop protective growths that can absorb damage directed at allies.

- \*\*Stabilizing Injection:\*\* Use your serum knowledge to create a stabilizing agent that can heal and remove negative status effects.

#### Ironskin (Neutral Hero Path)

The evolution of pure brutality , a mutation-hardened warbeast.

*\*"I'm not tougher than you. I'm just built to survive what you can't."\**

##### Role Focus

- Solo tank/brawler

- Maximizes passive mutation stacking

- Excels at breaking formations and terrain

##### Passive Skills

- \*\*Environmental Adaptation:\*\* Your body automatically begins adapting to extreme environments after 1 minute of exposure.

- \*\*Regenerative Mutation:\*\* Heal 5% of your maximum health each round while at least one mutation is active.

- \*\*Serum Recycling:\*\* 20% chance to not consume a serum when activating a mutation.

- \*\*Damage Memory:\*\* After taking a specific damage type, gain increasing resistance to it with each subsequent hit.

- \*\*Final Form – Adaptive Perfection:\*\* For 3 rounds, gain immunity to the damage types and environmental effects you've been exposed to during the current day.

##### Active Skills

- \*\*Gore Mutation Tree:\*\* Unlocks mutations like:

  - Gore Maw (bite attack, 1d8 + bleed)

  - Reinforced Joints (immune to prone)

  - Shard Skin (1d4 damage to melee attackers)

- \*\*Stack Overflow:\*\* Can hold up to 4 BT stacks instead of 3

- \*\*Auto-Rupture:\*\* If you reach max BT, release a shockwave: all adjacent enemies must STR save or fall prone

- \*\*Adaptive Mutation:\*\* Rapidly evolve your body to counter a specific threat or environmental hazard.

- \*\*Cellular Reconstruction:\*\* Enter a brief stasis where your body rapidly heals and purges toxins or diseases.

#### Dreadspawn (Evil Hero Path)

A cursed evolution , a warrior who mutates into something far beyond mortal flesh.

*\*"There is no coming back from this. That's the point."\**

##### Role Focus

- Mutation corruption

- Applies fear, bleed, and chaos

- The most dangerous and unstable path

##### Passive Skills

- \*\*Horrific Appearance:\*\* Enemies who see you activate a mutation must make a fear save or be frightened for 1 round.

- \*\*Infectious Mutation:\*\* Your attacks have a 10% chance to cause minor, painful mutations in your targets.

- \*\*Serum Toxicity:\*\* Your serums become poisonous to others; your blood deals acid damage to those who wound you.

- \*\*Pain Empowerment:\*\* Gain +5% damage for each 10% of health you are missing.

- \*\*Final Form – Abomination Ascendant:\*\* Transform into a nightmarish creature for 3 rounds, gaining terrifying new attacks and abilities while causing fear in a 30-foot radius.

##### Active Skills

- \*\*Aberrant Mutation Tree:\*\* Unlocks:

  - Whip-Tendon Limbs (reach + pull effect)

  - Soul Spike Carapace (crit = +1 BT and fear within 2 tiles)

  - Hemophage Core (heal on kill; absorb 2d6 HP)

- \*\*Terror Radius:\*\* Enemies within 3 tiles at start of turn must save or suffer –1 morale and –1 AC

- \*\*Apex Aberration (1/day):\*\* You transform for 2 rounds:

  - Gain +4 STR

  - Gain immunity to spells of level 3 or lower

  - All attacks cause fear on hit

- \*\*Horrific Mutation:\*\* Undergo a particularly disturbing transformation designed to terrify and demoralize enemies.

- \*\*Toxic Secretion:\*\* Develop glands that secrete powerful toxins, allowing you to poison enemies with your attacks.

## Mutation System

The Warrior's Mutation System allows for strategic customization of your character's capabilities through three specialized mutation trees:

### Vital Mutation Tree

*\*"Survival isn't instinct. It's adaptation."\**

#### Structure

| Tier | Access Level | Max Equipped |

|------|--------------|--------------|

| Basic Tier | Lv 1 | Unlimited (up to slot limit) |

| Advanced Tier | Lv 6+ | Max 2 active |

| Apex Tier | Lv 15+ | Max 1 active |

#### Basic Tier Mutations

| Mutation Name | Effect |

|---------------|--------|

| Ironhide Graft | +2 AC vs melee, +1 DR |

| Bloodthick Node | Heal 1 HP per BT stack each round |

| Spinal Buffer | +1 Save vs knockback, stuns, and forced movement |

| Flesh Warden | +2 HP per level |

| Plated Shoulder | Gain half cover while standing adjacent to terrain or ally |

#### Advanced Tier Mutations (Lv 6+)

| Mutation Name | Effect |

|---------------|--------|

| Redundant Organs | First time you'd fall to 0 HP, stay at 1 (1/long rest) |

| Rapid Coagulation | Gain Regeneration 2 if you haven't moved this round |

| Ossified Core | Immune to crit damage; take 2 less damage from piercing attacks |

| Adrenal Floodgate | Once per encounter, heal 2d8 HP and remove 1 condition when you drop below 25% HP |

| Thickened Bone Weave | +2 DR for 2 rounds after using a serum or gaining a BT stack |

#### Apex Mutation (Lv 15+)

| Mutation Name | Effect |

|---------------|--------|

| Mythic Carapace | While this is active:<br>- +3 DR flat<br>- Immune to Bleed, Poison, and Burn<br>- Once per combat, when you're struck for more than 20 damage: immediately gain +1 BT and refresh all active mutations<br>- Lasts until the end of combat or you fall below 25% HP |

#### Vital Mutation Feats

| Feat Name | Prerequisite | Effect |

|-----------|--------------|--------|

| Bio-Stabilizer | Bloodthick Node | +1 regen while under the effect of 2+ mutations |

| Juggernaut's Core | Ossified Core | If you are immune to crits, gain resistance to sneak attack damage |

| Living Fortress | 3 Vital Mutations active | Gain immunity to flanking |

| Evolution Under Fire | Any Apex Mutation | Whenever you take >15 damage from a single hit, reduce cooldowns by 1 round |

### Combat Mutation Tree

*\*"I don't fight better, I become something that wins."\**

#### Structure

| Tier | Access Level | Max Equipped |

|------|--------------|--------------|

| Basic Tier | Lv 1 | Unlimited (up to slot limit) |

| Advanced Tier | Lv 6+ | Max 2 active |

| Apex Tier | Lv 15+ | Max 1 active |

#### Basic Tier Mutations

| Mutation Name | Effect |

|---------------|--------|

| Brute Knuckles | Unarmed strikes deal 1d10 and apply Disarm on crit |

| Splinter Bone Fangs | Melee crits cause 1d4 bleed for 2 rounds |

| Lashing Ligaments | Gain +5 ft melee reach once per turn (doesn't provoke AoO) |

| Jaw Clench Node | Gain +1 to hit and +2 to Intimidation for 1 round after crit |

| Shoulder Spike Cluster | When grappling or being grappled, attacker takes 1d6 damage |

#### Advanced Tier Mutations (Lv 6+)

| Mutation Name | Effect |

|---------------|--------|

| Shock Muscle Weave | Gain +1 attack per turn (stacks with extra attacks, but only melee) |

| Razorbone Growths | All melee attacks ignore 1 point of DR |

| Echo Knuckles | Once per round, after hitting, make a free offhand slam (1d8) |

| Adrenal Backlash Core | When you take damage, your next melee hit deals +2d6 |

| Warpgrip Talons | Melee attacks apply Weakened on crit (–1 damage from target for 2 rounds) |

#### Apex Mutation (Lv 15+)

| Mutation Name | Effect |

|---------------|--------|

| Butcherform Chassis | While active:<br>- Gain +2 attacks per round<br>- Crits deal triple damage<br>- Melee kills instantly refresh 1 serum or 1 mutation use<br>- Lasts for 3 rounds or until you're below 25% HP |

#### Combat Mutation Feats

| Feat Name | Prerequisite | Effect |

|-----------|--------------|--------|

| Kill-Chain Adaptation | 2 Combat Mutations | After a melee kill, gain +10 ft movement and +1 to hit |

| Backlash Engine | Adrenal Backlash Core | Each time you're hit while mutated, gain +1 BT |

| Eviscerator Protocol | Echo Knuckles + Talons | Free offhand hits now apply Bleed or Weakened (player choice) |

| Hypermutation Spike | Butcherform Chassis (Apex) | Once per long rest, extend Butcherform to 5 rounds and become immune to stun/slow during duration |

### Aberrant Mutation Tree

*\*"The first step to winning is making them think you shouldn't exist."\**

#### Structure

| Tier | Access Level | Max Equipped |

|------|--------------|--------------|

| Basic Tier | Lv 1 | Unlimited (up to slot limit) |

| Advanced Tier | Lv 6+ | Max 2 active |

| Apex Tier | Lv 15+ | Max 1 active |

#### Basic Tier Mutations

| Mutation Name | Effect |

|---------------|--------|

| Ink-Slick Glands | Once per rest, exude a cloud of black mist (3x3, blocks LoS, causes Disadvantage on ranged attacks) |

| Pulsing Vein Spiral | Gain +2 to Intimidation and cause –1 morale on adjacent enemies |

| Tremor Claws | Your melee crits force target to make STR save or fall prone |

| Rib Lash Tendrils | When you are hit in melee, deal 1d4 retaliatory psychic damage |

| Bone Lure Growth | Once per encounter, force 1 enemy within 4 tiles to move toward you (WIS save negates) |

#### Advanced Tier Mutations (Lv 6+)

| Mutation Name | Effect |

|---------------|--------|

| Throat Split Maw | Your bite attack silences casters for 1 round on hit |

| Viral Core Sacs | When using a serum, release a 2x2 AoE that causes Disadvantage on saves for 1 round |

| Scythebone Spikes | Your unarmed strikes gain cleave (hit 2 adjacent targets) |

| Carrion Signal Gland | Enemies who hit you in melee must make WIS save or become Shaken |

| Wailing Eye Cluster | As a bonus action 1/rest, emit a psychic scream: enemies within 3 tiles must save or become Disoriented (random movement) |

#### Apex Mutation (Lv 15+)

| Mutation Name | Effect |

|---------------|--------|

| Voidbirth Shell | While active:<br>- Gain Ethereal Movement (ignore terrain, move through enemies)<br>- Enemies within 3 tiles have –2 morale and suffer Weakened<br>- Each turn, summon 1 temporary clone (1 HP, explodes on death for 2d6 psychic)<br>- Lasts 3 rounds or until all clones are expended |

#### Aberrant Mutation Feats

| Feat Name | Prerequisite | Effect |

|-----------|--------------|--------|

| Distorted Dominance | Any Aberrant Mutation | Enemies who fail saves vs your effects also lose 1 action |

| Terror Engine | Carrion Signal Gland | If 2+ enemies are Shaken or Disoriented, gain +2 DR |

| Born to Horrify | Any Apex Mutation | While your Apex mutation is active, you may reroll 1 save per turn |

| Synaptic Rot | Wailing Eye or Viral Core | If an enemy fails a WIS or INT save near you, they cannot cast spells next round |

## Serum Engine

Warriors use specialized serums to trigger and maintain their mutations. These serums come in several varieties:

| Serum Type | Primary Effect | Secondary Effect | Duration | Side Effect |

|------------|----------------|------------------|----------|-------------|

| Overdrive | +2 STR/DEX | +10% Speed | 3 rounds | -10% Defense |

| Stonecore | +2 AC | Immunity to knockback | 3 rounds | -15% Speed |

| Sanguine Surge | Heal 2d6 | +10 ft speed | 3 rounds | Increased Hunger |

| Mind Shock | +2 Save vs spells | +1 reaction use this turn | 3 rounds | Minor Hallucinations |

| Chromatic Flux | Adaptive Camouflage | Environmental Adaptation | 3 rounds | Skin Discoloration |

| Berserker Brew | +40% Damage | Fear Immunity | 3 rounds | Temporary Madness |

## Brutality Threshold

As warriors take and deal damage, they build toward a Brutality Threshold that enhances their capabilities:

| Threshold Level | Requirement | Benefit |

|-----------------|-------------|---------|

| Awakened | Deal 25% of max HP as damage | Mutations cost 10% less to activate |

| Primed | Deal 50% of max HP as damage | Active mutations gain +25% effectiveness |

| Unleashed | Deal 75% of max HP as damage | Unlock Brutality Unleashed ability |

| Transcendent | Deal 100% of max HP as damage | All mutations active simultaneously for 1 round |

## Playing a Warrior

As a warrior in Decennium Descent, your effectiveness depends on mutation management, serum timing, and building toward your Brutality Threshold. Unlike other classes that might focus on weapons or spells, you excel at turning your own body into a living weapon through controlled transformation.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Wardborn Warriors\*\* should focus on positioning to protect vulnerable allies, using their mutations to absorb damage and create safe zones within the battlefield.

- \*\*Ironskin Warriors\*\* excel at adaptation and survival, choosing mutations that counter specific threats and using their regenerative capabilities to outlast enemies in prolonged engagements.

- \*\*Dreadspawn Warriors\*\* thrive on intimidation and psychological warfare, using their horrific transformations to demoralize enemies before tearing them apart with monstrous attacks.

All warriors should remember that serum management is crucial, timing your injections for maximum effect and choosing the right mutations for each situation can dramatically increase your effectiveness in combat.

### Reputation and Alignment Considerations

Your choice of Hero path significantly affects how you're perceived in the world of Aethel:

- \*\*Wardborn Warriors\*\* are often respected, if somewhat feared, for their willingness to use their mutations to protect others rather than for personal gain or destruction.

- \*\*Ironskin Warriors\*\* typically maintain neutral reputations, their focus on survival and adaptation making them valuable allies in dangerous situations but sometimes unpredictable.

- \*\*Dreadspawn Warriors\*\* are feared and often reviled, their embrace of monstrous, terrifying mutations making them unwelcome in most civilized areas except as mercenaries for particularly dangerous tasks.

## Notable Warrior NPCs in Aethel

### Commander Thorne Ironhide

A human Wardborn warrior who leads the defense of the northern frontier against monstrous incursions. His ability to develop stone-like skin and protective bone structures has saved countless soldiers under his command, earning him the nickname "The Living Wall."

### Vex Adaptus

A Drakari Ironskin warrior who works as a guide through the most dangerous and inhospitable regions of Aethel. His body can adapt to virtually any environment, from the frozen wastes to volcanic calderas, making him invaluable to explorers and researchers venturing into uncharted territories.

### The Nightmare of Blackmire

An orc Dreadspawn warrior whose true name has been forgotten, replaced by the terrifying moniker given by those unfortunate enough to encounter him in the swamps of Blackmire. His horrific mutations and predatory hunting style have made him a legend used to frighten children, though the reality of his existence is far more terrifying than any story.

# Wizard

*\*"The human's eyes glowed with an ethereal blue light as he traced complex sigils in the air. The air around him crackled with arcane energy as he consulted his spellbook, finding the exact formula needed. With a final gesture and a word of power, he completed the spell matrix, and reality itself bent to his will as a shimmering portal opened before the astonished onlookers."\**

Wizards are masters of arcane theory and spell matrices, methodically studying the fundamental laws of magic to bend reality to their will. In the world of Aethel, these scholarly practitioners represent the pinnacle of magical research and innovation, approaching spellcasting as a science to be mastered through rigorous study, experimentation, and precise formula manipulation.

## Class Overview

As a wizard, you harness arcane power through meticulous study and the precise application of magical theory. Unlike the raw elemental destruction of mages or the intuitive spellcasting of bards, your magic comes from understanding the underlying principles of reality and manipulating them through carefully constructed spell matrices. Your spellbook is your most prized possession, containing the accumulated knowledge that forms the foundation of your power.

In Aethel, wizards might serve as royal advisors, heads of arcane academies, researchers of ancient magical phenomena, or solitary scholars pursuing theoretical breakthroughs. Their methodical approach to magic makes them both respected and sometimes feared, as their power comes not from innate gifts or divine favor, but from the relentless pursuit of knowledge that can reshape reality itself.

## Core Mechanics

\*\*Spell Matrix System\*\* – Wizards prepare spells by constructing complex arcane matrices in their spellbooks. These matrices can be modified and optimized through study, allowing for customization of spell effects. Managing your prepared matrices and adapting them to different situations is key to maximizing a wizard's versatility.

### Primary Attributes

- \*\*Main Attribute:\*\* Intelligence

- \*\*Secondary Attributes:\*\* Constitution (for resilience under pressure)

- \*\*Hit Points:\*\* Low (6 + Constitution modifier at 1st level, 1d6 per level thereafter)

- \*\*Armor Proficiency:\*\* None (Arcane Armor feat unlocks Light armor casting)

- \*\*Weapon Proficiency:\*\* Arcane Staff, Wand, Spellblade

- \*\*Tool Proficiency:\*\* Arcana tools, scribe's supplies

## Spellcasting – Spell Matrix System

### Prepared Matrix

- You prepare spells each day from your spellbook

- You cast only from your prepared matrix

- You can prepare duplicates, and swap 1 spell mid-day (10-minute ritual)

### Daily Preparation

- INT modifier + Wizard Level spells

### Spell Tiers Unlock

| Level | Max Tier | Notes |

|-------|----------|-------|

| 1 | Tier 1 | + Arcane School |

| 3 | Tier 2 | |

| 5 | Tier 3 | |

| 7 | Tier 4 | |

| 9 | Tier 5 | |

| 11 | Tier 6 | |

| 13 | Tier 7 | |

| 15 | Tier 8 | |

| 17 | Tier 9 | |

| 20 | Grand Tier | (1x/day from any school) |

### Spellcasting Traits

- \*\*Casting Resource:\*\* Spell slots (per tier)

- \*\*Focus:\*\* Not Used

- \*\*Requirements:\*\* Must use a free hand or arcane focus (staff, wand, ring)

- \*\*Arcane Armor (feat):\*\* Allows casting in Light armor

## Arcane School Specialization (Choose at Level 1)

- Gain +1 DC and +1 to hit for your chosen school

- Learn one exclusive bonus spell from that school

- Gain a passive benefit (see below)

| School | Passive Benefit |

|--------|----------------|

| Necromancy | Heal 1 HP on spell kill |

| Evocation | Exclude 1 target from friendly AoE |

| Divination | Reroll 1 failed save per long rest |

| Illusion | +2 to maintain concentration |

| Enchantment | +1 to control duration on failed save |

| Conjuration | Summons gain +1 HP per Wizard level |

| Transmutation | Gain +5 movement when casting spells |

## Progression Path

### Level 1-2 (Base Wizard Skills)

Foundational skills before Arch class selection.

#### Class Progression

| Level | Feature |

|-------|---------|

| 1 | Arcane School, Spell Matrix, Spellbook (6 spells) |

| 2 | Counterspell Reaction, Ritual Casting |

| 3 | Promote to Arch Class: Arcanist |

| 5 | Bonus Feat: School Mastery |

| 6 | Arcane Ward (resistance to chosen school's element) |

| 9 | Dual Cast (cast 2 Tier 1–2 spells in a round) |

| 10 | Unlock Hero Path |

| 13 | Overchannel (cast a spell 1 tier higher once/day) |

| 15 | Arcane Feedback (regain slot when countering spell) |

| 17 | Tethered Cast (bonus action spell link 1/round) |

| 20 | Grand Reservoir (1/day spell from any school, any tier) |

#### Passive Skills

- \*\*Arcane Recovery:\*\* Once per day, recover spell slots during a short rest.

- \*\*Spell Scribing:\*\* Copy spells into your spellbook at half the normal cost and time.

- \*\*Arcane Insight:\*\* Identify magical effects and items with greater accuracy than non-wizards.

- \*\*Matrix Efficiency:\*\* Reduce the preparation time for spells by 25%.

- \*\*Scholarly Mind:\*\* Gain advantage on Intelligence checks related to arcane knowledge.

#### Active Skills

- \*\*Arcane Bolt:\*\* Launch a bolt of pure arcane energy that deals force damage to a single target.

- \*\*Minor Conjuration:\*\* Create a temporary, small inanimate object that lasts for 1 hour.

- \*\*Arcane Shield:\*\* Create a barrier of magical force that provides temporary protection.

- \*\*Analyze Magic:\*\* Study a magical effect or item to gain insight into its properties and function.

- \*\*Spellbook Study:\*\* Spend time studying your spellbook to prepare a different selection of spells.

### Level 3-9 (Arch Class: Arcanist)

At level 3, wizards specialize into the Arcanist arch class, refining their understanding of spell matrices and developing more powerful magical techniques.

#### Passive Skills

- \*\*Floating Slot:\*\* Prepare 1 extra spell from any school each day

- \*\*Sigil Rewrite:\*\* Once/day, instantly swap a spell you know for another of the same tier

- \*\*Spell Tether:\*\* Maintain 2 self-buff spells without concentration (1/rest)

- \*\*Matrix Mastery:\*\* Modify spell matrices to change minor aspects of prepared spells.

- \*\*Arcane Tradition:\*\* Choose a school of magic to specialize in, gaining bonuses to spells of that school.

- \*\*Spell Efficiency:\*\* Reduce the mana cost of frequently cast spells by 10%.

- \*\*Improved Concentration:\*\* Advantage on concentration checks when taking damage.

#### Active Skills

- \*\*Counterspell:\*\* Disrupt an enemy's spellcasting, potentially negating their spell entirely.

- \*\*Arcane Lock:\*\* Create a magical barrier that prevents entry or access to an object or area.

- \*\*Dispel Magic:\*\* End magical effects in an area or on a target.

- \*\*Dimensional Pocket:\*\* Create a small extradimensional space to store items.

- \*\*Arcane Sight:\*\* See magical auras and effects for a short duration.

### Level 10+ (Hero Path Selection)

At level 10, wizards choose a Hero path influenced by their alignment, further specializing their arcane abilities.

#### Spellbinder (Good Hero Path)

Master of arcane lockdown and anti-magic warfare.

*\*"Their silence is louder than my spells."\**

##### Role Focus

- Spell disruption

- Magical suppression

- Arcane dueling

##### Passive Skills

- \*\*Sigil Authority:\*\* +1 to all counterspell rolls, +2 DC vs targets currently affected by crowd control

- \*\*Spell Preservation:\*\* Your spellbook cannot be destroyed by non-artifact means.

- \*\*Knowledge Shield:\*\* When you cast a protective spell, allies gain +2 to saving throws.

- \*\*Matrix Sharing:\*\* Grant an ally temporary access to one of your prepared spells.

- \*\*Arcane Memory:\*\* Recall and cast any spell you've ever prepared once per long rest.

##### Active Skills

- \*\*Seal Magic:\*\* Prevent a target from casting spells of a specific school (WIS save, 3 rounds)

- \*\*Runic Snare:\*\* Glyph trap explodes in a 2x2 root + disarm on trigger

- \*\*Counterpulse:\*\* Countering a spell silences the caster for 1 round

- \*\*Spell Absorption:\*\* Absorb a hostile spell, gaining temporary hit points equal to the spell's level.

- \*\*Knowledge Transfer:\*\* Temporarily grant an ally knowledge of a skill or language you possess.

##### Final Theorem

- \*\*Arcane Sanctuary:\*\* Create a demiplane of safety for 1 hour where harmful magic cannot function (1/week).

#### Elementalist (Neutral Hero Path)

Embodiment of elemental devastation and chain reactions.

*\*"Fire doesn't think. Lightning doesn't pause."\**

##### Role Focus

- Raw elemental damage

- AoE and environment control

- Elemental synergy combos

##### Passive Skills

- \*\*Core Sync:\*\* Spells of your chosen element cost 1 fewer slot at Tier 1–2, you may change your elemental affinity once per long rest

- \*\*Matrix Innovation:\*\* Combine aspects of two different spells into one casting.

- \*\*Spell Adaptation:\*\* Change a spell's damage type or effect type once per short rest.

- \*\*Efficient Casting:\*\* 20% chance to not consume a spell slot when casting.

- \*\*Arcane Experimentation:\*\* Gain advantage on checks to create new spells or magical items.

##### Active Skills

- \*\*Elemental Affinity:\*\* Choose 1 element (Fire, Ice, Lightning, Earth); all spells of that element gain +2 DC, +1 damage tier

- \*\*Combo Surge:\*\* Casting two different elements in sequence triggers a combo effect

  - Fire + Ice = Burn + Root

  - Lightning + Earth = Paralyze + Knockdown

- \*\*Cycling Ward:\*\* Rotate resistance to your cast element (25% reduction)

- \*\*Spell Modification:\*\* Alter a prepared spell on the fly, changing its range, duration, or area of effect.

- \*\*Arcane Fusion:\*\* Combine two spells into a single, more powerful effect.

##### Final Theorem

- \*\*Reality Edit:\*\* Temporarily change one aspect of reality in a small area (1/week).

#### Necromancer (Evil Hero Path)

Summoner of the dead and pactbound with infernal patrons.

*\*"Their corpses are mine. Their souls, negotiable."\**

##### Role Focus

- Undead summoning

- Battlefield saturation

- Pact magic with infernal forces

##### Passive Skills

- \*\*Flesh Ascendant:\*\* All undead gain +2 HP per Wizard level, if 2+ undead are active, gain +1 AC and Save

- \*\*Mind Matrix:\*\* Your enchantment spells are harder to resist (+2 to save DC).

- \*\*Will Domination:\*\* Creatures that fail saves against your spells by 5+ are stunned for 1 round.

- \*\*Arcane Leech:\*\* Gain temporary hit points when a creature fails a save against your spells.

- \*\*Binding Sigil:\*\* Mark a creature, giving you advantage on spell attacks against it.

##### Active Skills

- \*\*Corpse Harvest:\*\* Raise skeletons/goblins/zombies from slain humanoids

- \*\*Ghoul Lash:\*\* Minions within 1 tile of each other gain bonus attacks

- \*\*Infernal Pact (Quest-based unlock):\*\* Grants Gravebrand: 1d6 necrotic per round, heals caster, overrides corpse resistance

- \*\*Mental Binding:\*\* Force a creature to obey a simple command for a short duration.

- \*\*Arcane Domination:\*\* Take control of a creature's actions for 1 minute.

##### Auto-Raise Mechanic

- When a minion slays a humanoid, automatically raise that corpse into the same minion type (up to cap)

- Works only on humanoid races unless corrupted by pact

##### Final Theorem

- \*\*Mind Prison:\*\* Trap a creature's mind in an illusory reality while controlling its body (1/week).

##### Undead Pet System

Necromancers can maintain up to 3 elite undead companions:

| Pet Name | Role | Abilities |

|----------|------|-----------|

| Boneflayer | Ranged caster | Casts Bone Shards, Fear Pulse, AoE DoT |

| Dreadblade | Melee disruptor | Crits apply Weakened, interrupts casting |

| Wraithbound | Ethereal assassin | Invisible unless attacking, 20% stun chance |

## Spell Matrix System

The Wizard's Spell Matrix System is a unique approach to spellcasting that emphasizes preparation, modification, and optimization of magical formulas.

### Matrix Components

Each spell matrix consists of several components:

- \*\*Core Formula:\*\* The basic spell effect

- \*\*Power Nodes:\*\* Determine spell level and potency

- \*\*Stability Anchors:\*\* Affect duration and concentration requirements

- \*\*Range Modifiers:\*\* Control distance and area of effect

- \*\*Elemental Attunement:\*\* Optional component that can add elemental properties

### Matrix Preparation

Wizards prepare spells by constructing matrices in their spellbooks during a long rest. The number of matrices you can maintain simultaneously is determined by your Intelligence modifier and wizard level.

### Matrix Modification

As you advance, you gain the ability to modify matrices in various ways:

- \*\*Quick Substitution:\*\* Swap one component for another without rebuilding the entire matrix

- \*\*Component Enhancement:\*\* Strengthen specific components at the cost of additional resources

- \*\*Matrix Linking:\*\* Connect multiple matrices for combination effects

- \*\*Stability Reinforcement:\*\* Make matrices more resistant to disruption

### Spellbook Importance

Your spellbook is the physical repository of your spell matrices. Unlike other spellcasters, losing your spellbook is a significant setback, though not insurmountable. You can recreate matrices from memory, but the process is time-consuming and potentially imperfect.

## Playing a Wizard

As a wizard in Decennium Descent, your effectiveness depends on preparation, adaptability, and strategic spell selection. Unlike more spontaneous spellcasters, you excel at having the right magical solution for a wide variety of situations, provided you've had time to prepare.

### Combat Strategy

Your approach to combat will vary based on your chosen Hero path:

- \*\*Spellbinder Wizards\*\* should focus on controlling the battlefield through magical suppression, using their counterspell abilities to shut down enemy casters and their protective spells to safeguard allies.

- \*\*Elementalist Wizards\*\* excel at adapting to changing situations, modifying their elemental focus to exploit enemy weaknesses and combining elements for devastating combo effects.

- \*\*Necromancer Wizards\*\* dominate the battlefield through undead minions and dark pacts, focusing on battlefield control through summoned creatures and debilitating effects.

All wizards should remember that positioning is crucial, your low health and armor make you vulnerable to direct attacks, so maintaining distance from enemies while still having line of sight to your targets is essential.

### Reputation and Alignment Considerations

Your choice of Hero path affects how you're perceived in the world of Aethel:

- \*\*Spellbinder Wizards\*\* are generally respected in civilized areas, their dedication to magical control and suppression making them valuable allies against rogue spellcasters and magical threats.

- \*\*Elementalist Wizards\*\* often face a mixture of respect and wariness, their mastery of elemental forces viewed as both impressive and potentially dangerous.

- \*\*Necromancer Wizards\*\* are feared in most regions, their manipulation of the dead and pacts with infernal entities considered taboo. They often operate from the shadows or in regions where such practices are tolerated.

## Notable Wizard NPCs in Aethel

### Archmage Thorne Vellum

A human Spellbinder who serves as the head of the Grand Library of Aethel. His collection of preserved spellbooks spans centuries, and he has dedicated his life to ensuring that magical knowledge is not lost to time or catastrophe. His protective matrices are said to be impenetrable, and many seek his guidance in matters of ancient magic.

### Magister Elara Spellweaver

An elf Elementalist who has pioneered numerous innovations in elemental combination magic. Her experimental approach has resulted in both spectacular breakthroughs and occasional disasters, but her contributions to magical theory are undeniable. She travels between arcane academies, sharing her discoveries and challenging traditional approaches to spellcasting.

### Lord Malachai the Deathbinder

A drow Necromancer who operates from a hidden tower in the borderlands. Those who seek his aid in matters of life and death pay dearly for his services, often with fragments of their own vitality or soul. Rumors suggest he maintains a collection of elite undead servants whose former identities are known only to him, and that he has made pacts with entities beyond mortal comprehension.

***Chapter 4: Personality and Background***

Characters in the world of Aethel are defined by far more than their race and class. They are individuals shaped by their unique histories, personal motivations, connections to the world, and the capabilities they possess beyond their core training. This chapter delves into the details that distinguish one adventurer from another, covering the fundamentals of name and physical description, the crucial mechanics of Backgrounds, Reputation, Alignment, and Languages, and the nuances of personality that bring a character to life.

Character Details

Your character's name and physical appearance are often the first impressions you make on fellow players and the inhabitants of Aethel. Consider how these elements reflect the individual you envision.

Name

Your character’s race description provides sample names, but feel free to invent one or draw inspiration from Aethel's diverse cultures. A name can hint at origin, social standing, or even destiny.

Physical Description

Beyond the basics of sex, height, and weight (referencing your race description for typical ranges), consider unique features. Scars, tattoos, unusual eye colors, or distinct mannerisms make your character memorable. Think about how ability scores might influence appearance – a high Strength character might be powerfully built, while high Dexterity could suggest a leaner frame.

Alignment in Aethel

Alignment in Decennium Descent is a fundamental aspect of a character's moral compass and worldview, significantly impacting interactions and alliances. It is not merely a label but a core mechanic influencing reputation and party dynamics. Aethel recognizes a nine-point alignment system that combines moral outlook (Good, Neutral, Evil) with ethical approach (Lawful, Neutral, Chaotic).

The Nine Alignments

|  | **LAWFUL** | **NEUTRAL** | **CHAOTIC** |
| --- | --- | --- | --- |
| **GOOD** | **Lawful Good (LG)** "The Righteous" Upholds tradition, honor, and compassion. Follows rules while protecting the innocent. *Examples: Paladins of the Light, Aethel's Justicars, honorable knights* | **Neutral Good (NG)** "The Benevolent" Prioritizes helping others over following or breaking rules. *Examples: Healers of the Verdant Path, charitable merchants, village protectors* | **Chaotic Good (CG)** "The Free Spirit" Values freedom and kindness. Rebels against oppression while championing the downtrodden. *Examples: Vigilantes, freedom fighters, benevolent tricksters* |
| **NEUTRAL** | **Lawful Neutral (LN)** "The Disciplined" Believes order is paramount. Follows codes without moral judgment. *Examples: Judges, contract enforcers, traditionalist monks* | **True Neutral (N)** "The Balanced" Seeks equilibrium between extremes. Acts based on situation rather than ideology. *Examples: Druids, pragmatic merchants, isolationist communities* | **Chaotic Neutral (CN)** "The Free Agent" Values personal freedom above all. Unpredictable, following whims rather than plans. *Examples: Wanderers, thrill-seekers, some bards and rogues* |
| **EVIL** | **Lawful Evil (LE)** "The Tyrant" Uses order and rules to dominate others. Methodical and calculating in pursuit of power. *Examples: Corrupt officials, tyrannical rulers, devil worshippers* | **Neutral Evil (NE)** "The Malevolent" Pursues self-interest without ideological constraints. Does whatever benefits them regardless of harm. *Examples: Mercenary killers, power-hungry mages, selfish betrayers* | **Chaotic Evil (CE)** "The Destroyer" Revels in destruction and unpredictability. Driven by bloodlust, madness, or hatred. *Examples: Demon cultists, berserkers, sadistic criminals* |

Detailed Alignment Descriptions

Good Alignments

**Lawful Good (LG):** The Righteous

* Believes in order, honor, and compassion
* Follows rules and traditions while protecting the innocent
* Values both societal structure and the welfare of others
* Keeps promises and honors oaths, even when inconvenient
* Expects others to follow the same moral code
* May struggle with situations where rules conflict with doing good
* Reputation: Respected by authorities and common folk, distrusted by those who value freedom over order

**Neutral Good (NG):** The Benevolent

* Prioritizes doing good over following or breaking rules
* Helps others without concern for laws or chaos
* Focuses on the outcome rather than the method
* Pragmatic about bending rules when necessary to help others
* Judges actions by their intent and consequences, not their legality
* May struggle with choosing between competing goods
* Reputation: Widely liked by common folk, viewed with caution by strict authorities

**Chaotic Good (CG):** The Free Spirit

* Values freedom, individualism, and kindness
* Rebels against oppressive order while championing the downtrodden
* Follows their conscience rather than laws
* Believes good cannot be codified in rules and must come from the heart
* Distrusts institutions and hierarchies
* May struggle with the consequences of breaking necessary rules
* Reputation: Beloved by the oppressed, viewed as troublemakers by authorities

Neutral Alignments

**Lawful Neutral (LN):** The Disciplined

* Believes order and organization are paramount
* Follows codes, traditions, and laws without moral judgment
* Values consistency, reliability, and structure
* Respects hierarchy and authority for their own sake
* Believes society functions best with clear rules, regardless of who benefits
* May struggle with adapting to new circumstances or exceptions
* Reputation: Trusted by authorities, viewed as rigid by those who value flexibility

**True Neutral (N):** The Balanced

* Seeks equilibrium between extremes
* Acts based on situation rather than ideology
* May believe in natural balance or simply avoid taking sides
* Pragmatic and adaptable to changing circumstances
* Judges each situation on its own merits
* May struggle with committing to causes or taking strong moral stands
* Reputation: Viewed as reliable mediators by some, as uncommitted by others

**Chaotic Neutral (CN):** The Free Agent

* Values personal freedom above all else
* Unpredictable, following whims rather than plans
* Resists constraints without necessarily opposing or supporting others
* Believes each person should determine their own path
* Distrusts rules, traditions, and expectations
* May struggle with long-term commitments or consequences
* Reputation: Seen as unreliable by authorities, as refreshingly honest by free spirits

Evil Alignments

**Lawful Evil (LE):** The Tyrant

* Uses order, tradition, and rules to dominate others
* Methodical, organized, and calculating in pursuit of power
* Honors agreements while exploiting loopholes
* Creates and enforces systems that benefit themselves at others' expense
* Values loyalty and hierarchy with themselves at the top
* May struggle with impulsive opportunities that break their own rules
* Reputation: Feared but sometimes respected for predictability and keeping their word

**Neutral Evil (NE):** The Malevolent

* Pursues self-interest without ideological constraints
* Does whatever benefits them with no regard for others
* Pragmatic and opportunistic in their cruelty
* Neither bound by codes nor driven by chaos
* Views others as tools or obstacles
* May struggle with maintaining alliances due to untrustworthiness
* Reputation: Universally distrusted once their nature is revealed

**Chaotic Evil (CE):** The Destroyer

* Revels in destruction, violence, and unpredictability
* Rejects both order and the rights of others
* Driven by bloodlust, madness, or hatred
* Acts on impulse and desire without restraint
* May destroy things beneficial to themselves out of spite or pleasure
* May struggle with any form of cooperation or long-term planning
* Reputation: Feared and avoided by all but the most desperate or similarly aligned

Alignment Compatibility in Expeditions

Alignment dictates compatibility within adventuring groups, known as Expeditions. The fundamental rules are:

The Good-Evil Divide

* **Good > Neutral < Evil:** Good-aligned characters (LG, NG, CG) can generally work with Neutral-aligned characters (LN, N, CN), and Evil-aligned characters (LE, NE, CE) can generally work with Neutral-aligned characters.
* **Incompatible Opposites:** **Good and Evil characters cannot form a stable Expedition together.** Their fundamental opposition inevitably leads to conflict. A Lawful Good paladin and a Neutral Evil assassin will eventually come to blows over moral differences, regardless of shared goals.

Law-Chaos Tensions

* **Workable Differences:** While the Law-Chaos axis creates tension, it doesn't prevent cooperation the way the Good-Evil axis does. A Lawful Good paladin may clash with a Chaotic Good bard over methods, but they can still function in the same Expedition if they focus on shared goals.
* **Strain Points:** The further apart characters are on the Law-Chaos spectrum, the more friction will occur. A Lawful Neutral judge and a Chaotic Neutral thief may cooperate, but their fundamental approaches to problems will regularly conflict.

Neutral Characters as Bridges

* **Moral Mediators:** Those of True Neutral, Lawful Neutral, or Chaotic Neutral alignment serve as bridges between moral extremes, though they must navigate the inherent tensions when grouped with strongly aligned companions.
* **Expedition Composition:** A balanced Expedition might include characters from across the alignment spectrum, but must respect the Good-Evil divide. For example:
  + **Valid Expedition:** Lawful Good paladin, Neutral Good cleric, True Neutral druid, Chaotic Neutral bard
  + **Valid Expedition:** Lawful Neutral monk, True Neutral ranger, Chaotic Neutral rogue, Neutral Evil warlock
  + **Invalid Expedition:** Lawful Good paladin, Neutral Good cleric, True Neutral druid, Lawful Evil wizard

Alignment Shifts

Alignment is not permanently fixed. Through significant actions, character development, or magical influence, a character's alignment may shift:

* **Minor Shifts:** Moving from Lawful Good to Neutral Good, or from Chaotic Evil to Neutral Evil, represents a shift in approach rather than core values. These shifts rarely disrupt an Expedition.
* **Major Shifts:** Moving from any Good alignment to any Evil alignment (or vice versa) represents a fundamental transformation of character that will affect Expedition compatibility. A Neutral Good ranger who shifts to Neutral Evil through corruption may find themselves expelled from their formerly Good-aligned Expedition.
* **Consequences:** Alignment shifts may trigger changes in:
  + Divine favor (particularly for clerics and paladins)
  + Class abilities (some abilities are alignment-restricted)
  + Faction relationships (gaining or losing reputation)
  + Expedition dynamics (potentially forcing party restructuring)
  + Magical item attunement (some items only function for specific alignments)
  + Access to locations (temples, sanctuaries, or dark sites may restrict entry by alignment)

Alignment and Reputation

Your alignment significantly influences your Reputation with various factions across Aethel:

* **Alignment-Aligned Factions:** Many organizations in Aethel have their own alignment tendencies. The Knights of the Silver Dawn (Lawful Good) will naturally favor similarly aligned characters, while the Crimson Hand (Neutral Evil) will be suspicious of Good-aligned visitors.
* **Reputation Modifiers:** Actions consistent with your alignment tend to improve reputation with like-minded factions and decrease it with opposing ones:
  + A Lawful Good character who upholds the law and protects innocents will gain reputation with temples and righteous orders but lose it with thieves' guilds or dark cults.
  + A Chaotic Neutral character who defies authority might gain reputation with rebel groups while losing it with established governments.
  + A Lawful Evil character who operates within the letter of the law while pursuing selfish ends might maintain neutral reputation with authorities while gaining favor with corrupt officials.
* **Reputation Consequences:** Your alignment-influenced reputation determines:
  + Available quests and missions
  + Prices for goods and services
  + Access to restricted areas or information
  + NPC reactions and dialogue options
  + Potential allies and enemies

Choosing an alignment is a significant decision, influencing how NPCs perceive you, which factions might support or oppose you, and which adventurers will agree to travel with you. It shapes your character's place in the world of Aethel and their role in its unfolding stories.

Reputation in Aethel

Your Reputation reflects how you are perceived by the various factions, settlements, and influential figures across Aethel. It is a dynamic score, influenced by your background, actions, alignment, and affiliations. High reputation with a group can unlock quests, provide discounts, grant access to restricted areas, or earn you valuable allies. Conversely, low reputation can lead to hostility, suspicion, increased prices, or outright refusal of service.

* **Starting Reputation:** Your chosen Background often provides a starting positive or negative reputation with specific groups relevant to your past.
* **Gaining/Losing Reputation:** Completing quests, making significant choices, demonstrating your alignment through actions (helping the needy vs. exploiting the weak), associating with certain NPCs, and even succeeding or failing certain social skill checks can all modify your reputation scores with various factions.
* **Reputation Tiers:** Reputation often functions in tiers (e.g., Hated, Disliked, Neutral, Liked, Honored), with each tier unlocking different interactions and consequences.
* **Alignment Influence:** Actions consistent with your alignment tend to improve reputation with like-minded factions and decrease it with opposing ones. A Good character consistently acting selflessly will gain reputation with temples and righteous orders but lose it with thieves' guilds or dark cults.

Managing your reputation is crucial for navigating the complex social and political landscape of Aethel.

**Expeditions in Aethel**

Expedition Management in Decennium Descent

The 12-Person Expedition Structure

In Decennium Descent, adventuring parties are known as Expeditions and can consist of up to 12 characters. This limit represents the total number of individuals working together toward common goals, not just those engaged in combat. An effective Expedition distributes its members across various activities to maximize efficiency, resource gathering, information collection, and overall success.

Activity Categories

Expedition members can be assigned to different activity categories based on the party's needs, available skills, and current objectives:

1. Combat Team

* **Function:** Directly engages in battles, dungeon delving, and immediate threats
* **Optimal Size:** 4-6 members (balanced for most combat encounters)
* **Key Roles:** Tank, damage dealer, support, controller
* **Considerations:** Should maintain alignment compatibility and complementary combat styles

2. Reconnaissance Team

* **Function:** Scouting ahead, gathering intelligence, mapping terrain
* **Optimal Size:** 1-3 members
* **Key Roles:** Scouts, infiltrators, trackers
* **Considerations:** Members should have high Stealth, Perception, and Survival skills

3. Research Team

* **Function:** Studying artifacts, researching lore, identifying items, translating texts
* **Optimal Size:** 1-3 members
* **Key Roles:** Scholars, mages, historians
* **Considerations:** Access to libraries, arcane tools, or specialized knowledge

4. Resource Team

* **Function:** Hunting, gathering, cooking, crafting, harvesting materials
* **Optimal Size:** 2-4 members
* **Key Roles:** Hunters, foragers, cooks, crafters
* **Considerations:** Requires appropriate tools and skills for the environment

5. Support Team

* **Function:** Camp management, equipment maintenance, healing, transportation
* **Optimal Size:** 1-3 members
* **Key Roles:** Healers, artisans, animal handlers
* **Considerations:** Critical for long expeditions or remote locations

Activity Assignment Mechanics

Time Allocation

* Each expedition day is divided into three periods: morning, afternoon, and evening
* Characters can be assigned to different activities during each period
* Some activities require multiple time periods to complete (e.g., deep research, long-distance scouting)

Skill Requirements

* Activities require skill checks appropriate to the task
* Characters with proficiency in relevant skills gain advantages
* Specialized tools or equipment may provide bonuses or be required

Activity Results

* Each activity produces specific benefits:
  + **Combat:** Advancement, treasure, reputation, monster parts
  + **Reconnaissance:** Maps, information, advantages in future encounters
  + **Research:** Knowledge, spell discoveries, historical context
  + **Resource Gathering:** Food, materials, crafting components
  + **Support:** Extended expedition duration, equipment bonuses, recovery

Expedition Management Examples

Example 1: Dungeon Exploration

* **Combat Team (5):** Warrior, Paladin, Mage, Cleric, Thief
  + Primary dungeon delvers handling combat encounters
* **Reconnaissance (2):** Ranger, Rogue
  + Scouting ahead for traps and enemies
* **Research (2):** Wizard, Bard
  + Identifying magical phenomena and deciphering ancient texts
* **Resource (2):** Druid, Monk
  + Gathering herbs for potions and preparing meals
* **Support (1):** Tinker
  + Maintaining equipment and creating useful tools

Example 2: Wilderness Expedition

* **Combat Team (4):** Fighter, Barbarian, Druid, Ranger
  + Handling wilderness encounters and beast threats
* **Reconnaissance (3):** Rogue, Ranger, Monk
  + Mapping terrain and tracking quarry
* **Research (1):** Wizard
  + Studying natural phenomena and identifying flora/fauna
* **Resource (3):** Hunter, Shaman, Cook (NPC)
  + Hunting game, gathering herbs, preparing meals
* **Support (1):** Animal Handler (NPC)
  + Managing pack animals and camp

Example 3: Urban Investigation

* **Combat Team (4):** Paladin, Rogue, Sorcerer, Cleric
  + Handling potential confrontations
* **Reconnaissance (3):** Thief, Bard, Disguised Mage
  + Gathering information from different social circles
* **Research (3):** Scholar (NPC), Wizard, Cleric
  + Researching in libraries and archives
* **Resource (1):** Merchant Contact (NPC)
  + Acquiring specialized supplies
* **Support (1):** Innkeeper Ally (NPC)
  + Providing safe haven and local connections

Benefits of Role Distribution

1. Resource Efficiency

* While the combat team advances the main objective, others gather resources that would otherwise require additional expeditions
* Crafting materials, food, and information can be collected simultaneously

2. Risk Management

* Not all expedition members are exposed to the same dangers
* If the combat team faces setbacks, the other teams can continue their work

3. Downtime Productivity

* Characters recovering from injuries can contribute through non-combat roles
* Specialized characters can focus on their strengths rather than being forced into combat

4. Narrative Depth

* Multiple activities create more opportunities for character development
* Players can explore different aspects of the world beyond combat

Managing Non-Combat Activities

Resolution Methods

* **Quick Resolution:** Simple skill checks with predetermined outcomes
* **Scene-Based:** Brief roleplaying scenes with key decision points
* **Parallel Play:** Splitting the game session to focus on different teams
* **Between-Session:** Resolving non-combat activities between game sessions

Balancing Spotlight Time

* Rotate which activities receive detailed attention
* Use montages to summarize multiple activities quickly
* Allow players to control multiple characters across different teams

Expedition Base Camps

Expeditions often establish base camps that serve as operational centers:

* **Functions:**
  + Safe resting location
  + Storage for supplies and findings
  + Workshop for crafting and research
  + Meeting point for team coordination
* **Types:**
  + **Temporary Camp:** Basic amenities, easily relocated
  + **Fortified Outpost:** Defensible position for dangerous regions
  + **Research Station:** Enhanced facilities for study and crafting
  + **Forward Base:** Minimal setup focused on supporting combat teams

Expedition Advancement

As expeditions gain experience and resources, they can improve their overall effectiveness:

* **Reputation:** Higher reputation grants access to better NPCs, information, and resources
* **Equipment:** Specialized tools improve non-combat activity results
* **Base Improvements:** Camps can be upgraded with better facilities
* **NPC Allies:** Specialists can be recruited to fill specific roles
* **Logistics Network:** Established supply lines and communication methods

Conclusion

The 12-person expedition limit in Decennium Descent represents a complex organizational structure rather than simply a combat party size. By strategically assigning characters to different activities, players can maximize their effectiveness, gather valuable resources, and create a more immersive and realistic adventuring experience. This system encourages creative problem-solving, teamwork, and engagement with all aspects of the game world beyond combat.

Languages

Your race determines your starting languages. Your Background may grant additional languages. Standard languages like Common, Dwarvish, and Elvish facilitate most interactions, while Exotic languages like Abyssal, Celestial, or Draconic grant access to ancient texts, other-worldly beings, or specific cultural groups. Consider languages that complement your background and intended role. Here are the list of languages known and spoken in the game. There are several more that must be discovered (which are in the Dungeon Manual)  
  
**Standard Languages by Race**

1. **Common** – Widespread trade tongue across Aethel.
2. **Elvish** – Spoken by all elven variants (High, Wood, Twilight, Drow).
3. **Dwarvish** – Used by all dwarven types (Mountain, Forge, Deep).
4. **Draconic** – Language of the Drakari.
5. **Gnomish** – Used by all gnome subtypes.
6. **Orcish** – Tribal language spoken by all orc clans.
7. **Goblin** – Spoken by goblins and their underground kin.
8. **Trollish** – Rare, growling dialect unique to troll culture.
9. **Aquan** – Language of the amphibians and water-based creatures.
10. **Mycelic** (or **Sporetongue**) – Whispered pheromone-based language of the Mycelians.
11. **Giant** – Shared among ogres and other large ancient races.
12. **Sylvan** – Spoken by Feykin and creatures of the Feywild.
13. **Murkish** – The spoken language of the denizens of The Murk used by Drow, Deep Dwarves, etc.
14. **Imperial** (Human script dialects) – Subset variants: Westreach, Eastern Sigil, and Northern Vale (can be combined under “Common” for mechanics, but distinct culturally).

**Intelligent NPC or Special Languages**

1. **Celestial** – Language of the First Choir and Ascended mortals.
2. **Infernal** – Tongue of devils, hell-bound mortals, and infernal contracts.
3. **Abyssal** – Chaotic language of demons and abyssal entities.
4. **Primordial** – Root language of the elements (spoken by storm elementals, druids of the Circle of the Storm).
5. **Runic** – Archaic script-based language used in dwarven high-forging and ancient enchantments.
6. **The Voice** – Musical-resonance dialect only understood by beings attuned to Calan’thir’s vibration (e.g. The First Voice, the Speaker, Archons).
7. **Resonant Cant** – Esoteric frequency-based tongue encoded in the architecture of the dungeon itself; decipherable by Mirrorsages, Tinkers, or beings with exposure to the Source.

Backgrounds

Your Background represents your life before becoming an adventurer. It provides skill proficiencies, tool or language proficiencies, starting equipment, and a unique feature reflecting your past experiences. Crucially, it also establishes your initial Reputation with certain factions and often suggests alignment tendencies.

When choosing a background, consider:

* **What changed?** Why did you leave your previous life?
* **How did you gain your skills?** Where did your class training come from?
* **How does your past influence your Reputation and Alignment?**
* **What connections or enemies did you make?**

Below are sample backgrounds common in Aethel. Feel free to use these as inspiration or work with your Game Master (GM) to create a custom background that fits your character concept, ensuring it integrates with Aethel's Reputation and Alignment systems.

1. Aethel City Guard Veteran

*"I've walked the Wall and kept the peace. Now, the threats are bigger than petty thieves."*

You served in the City Guard of Aethel, the sprawling metropolis at the heart of the known world. You've dealt with everything from back-alley brawls to organized crime, and perhaps even glimpsed the darker threats lurking beneath the city's surface. You understand the chain of command, the city's layout, and the pulse of its streets.

* **Skill Proficiencies:** Athletics, Insight
* **Tool Proficiencies:** One type of gaming set, Vehicles (Land)
* **Equipment:** A piece of your old uniform (e.g., a dented helmet or worn insignia), a map of Aethel's main districts, a set of common clothes, manacles, and a belt pouch containing 10 gp.
* **Feature: Watchman's Eye:** You are adept at noticing suspicious behavior and navigating urban environments. You gain advantage on Wisdom (Perception) checks made to spot trouble within city limits and on checks made to navigate or find locations within Aethel. Your time in the Guard grants you **Neutral starting Reputation** with Aethel authorities and **Liked starting Reputation** among the city's common folk.
* **Alignment Tendency:** Often Lawful (Good, Neutral, or Evil), reflecting adherence to rules, though experiences may have pushed you towards Neutrality or cynicism.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I'm always scanning crowds for potential threats.
  2. I address everyone as 'citizen' out of habit.
  3. I know the best (and worst) taverns in every district.
  4. I believe in following orders, even questionable ones.
  5. I have a cynical view of authority after seeing its flaws.
  6. I uphold the law rigidly, sometimes to my detriment.
  7. I miss the camaraderie of the Guard barracks.
  8. I'm haunted by a case I couldn't solve or a mistake I made.
* **d6 Ideal:**
  1. **Order:** The law is paramount to prevent society collapsing into chaos. (Lawful)
  2. **Protection:** My duty is to shield the innocent from harm. (Good)
  3. **Community:** A city is its people; we must look out for each other. (Good/Neutral)
  4. **Pragmatism:** Do what needs to be done to keep the peace, even if it bends the rules. (Neutral)
  5. **Power:** Authority exists to be wielded; I seek to climb the ranks. (Evil/Lawful)
  6. **Survival:** In the end, you look out for yourself and your partners. (Neutral/Evil)
* **d6 Bond:**
  1. My former Watch Captain mentored me, and I owe them my loyalty.
  2. I'm searching for a corrupt official who betrayed the Guard.
  3. I protect the neighborhood I grew up in.
  4. A specific law or code is sacrosanct to me.
  5. I fight for the memory of a fallen comrade.
  6. My family still lives in Aethel, and I send money home.
* **d6 Flaw:**
  1. I'm overly suspicious of everyone.
  2. I follow the letter of the law, ignoring the spirit.
  3. I'm haunted by the things I've seen and sometimes drink to forget.
  4. I took a bribe once and live in fear of exposure.
  5. I trust authority figures too readily.
  6. I sometimes use excessive force to solve problems.

2. Rift Scarred Survivor

*"The world tore open, and I fell through the cracks. Came back changed."*

You were present during a Rift event – one of the chaotic tears in reality that plague Aethel. You may have been pulled into another plane, witnessed horrors beyond comprehension, or simply been caught in the crossfire of raw magical energy. You survived, but the experience left indelible marks, both physical and mental.

* **Skill Proficiencies:** Survival, Arcana
* **Languages:** One Exotic language (Abyssal, Celestial, Primordial, or Deep Speech, reflecting the Rift's nature)
* **Equipment:** A strange trinket from the other side (e.g., a shard of obsidian that hums faintly, a feather that never gets dirty), a tattered map of a place that doesn't exist on Aethel, a set of traveler's clothes, an amulet to ward off bad luck, and 5 gp.
* **Feature: Planar Sense:** Your exposure to other realities grants you advantage on saving throws against being frightened or charmed by aberrations, celestials, elementals, fey, or fiends. Additionally, you have **Neutral starting Reputation** with scholars of the planes but **Disliked starting Reputation** with mundane authorities who distrust Rift survivors.
* **Alignment Tendency:** Often Chaotic (Good, Neutral, or Evil), as the experience shattered previous beliefs and societal norms.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I am jumpy and easily startled by loud noises or sudden movements.
  2. I see parallels between Aethel and the other worlds I glimpsed.
  3. I collect strange objects, hoping one might be useful.
  4. I speak in metaphors drawn from my Rift experience.
  5. I have recurring nightmares about what I saw.
  6. I am fascinated by magic, especially planar or chaotic magic.
  7. I trust my instincts above all else; logic failed me in the Rift.
  8. I maintain a facade of calm, hiding deep-seated fear.
* **d6 Ideal:**
  1. **Discovery:** There are truths hidden beyond our reality, and I must find them. (Chaotic/Neutral)
  2. **Survival:** I endured the impossible; I can endure anything. (Any)
  3. **Protection:** I must prevent others from suffering what I did. (Good)
  4. **Power:** The Rift showed me true power; I will attain it. (Evil)
  5. **Balance:** All planes have their place; we must respect the boundaries. (Neutral/Lawful)
  6. **Freedom:** No chains, physical or planar, will hold me again. (Chaotic)
* **d6 Bond:**
  1. I search for someone else who went through the Rift with me.
  2. I seek to close the Rifts or understand their origin.
  3. An entity from the Rift still haunts or guides me.
  4. I owe my survival to a specific place or person back in Aethel.
  5. I carry an item that must be returned to its plane of origin.
  6. My family believes I died in the Rift; I must find them.
* **d6 Flaw:**
  1. I am convinced I'm still partially in another reality.
  2. I am reckless, believing I've already faced the worst.
  3. I distrust all forms of authority; they couldn't protect me.
  4. I am obsessed with finding a way back to the place I saw.
  5. I sometimes manifest minor, uncontrolled planar effects.
  6. I push others away, fearing they'll be harmed by my connection to the Rifts.

3. Disgraced Noble Scion

*"My name opened doors. Then it slammed them shut. Now, I make my own way."*

You hail from a noble family, accustomed to privilege and influence. However, scandal, betrayal, political maneuvering, or your own actions led to your disgrace. You might be disowned, exiled, or simply stripped of your titles and wealth. Now you must navigate the world without the safety net of your birthright.

* **Skill Proficiencies:** History, Persuasion
* **Tool Proficiencies:** One type of gaming set
* **Languages:** One of your choice
* **Equipment:** A set of fine clothes (perhaps slightly worn), a signet ring bearing a tarnished or altered family crest, a letter detailing your disgrace (or a forged letter proclaiming your innocence), and a purse containing 25 gp (perhaps the last of your inheritance).
* **Feature: Lingering Influence:** Though disgraced, some still recognize your family name or former status. Once per week, you can attempt to leverage your past connections to gain an audience with a minor official, secure information, or receive temporary lodging, though this may attract unwanted attention or reinforce your **Disliked starting Reputation** among the established nobility. You have **Neutral starting Reputation** with the underworld or revolutionary groups who oppose the nobility.
* **Alignment Tendency:** Varies greatly. Could be Lawful, seeking to restore honor; Chaotic, rebelling against the system; Evil, seeking revenge; or Neutral, simply trying to survive.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I cling to the etiquette and manners of my upbringing.
  2. I secretly enjoy the freedom from noble responsibilities.
  3. I constantly try to prove my worth beyond my family name.
  4. I have expensive tastes I can no longer afford.
  5. I am bitter and cynical about the nobility.
  6. I drop names and hint at my former status frequently.
  7. I am fiercely protective of the few allies I have left.
  8. I assess everyone based on their potential usefulness to me.
* **d6 Ideal:**
  1. **Redemption:** I will clear my name and restore my family's honor. (Lawful/Good)
  2. **Independence:** I will succeed on my own merits, without relying on birthright. (Chaotic/Any)
  3. **Justice:** The system that condemned me is corrupt and must be reformed. (Good/Chaotic)
  4. **Power:** I will regain influence, no matter the cost. (Evil)
  5. **Equality:** Nobility is meaningless; true worth lies in actions. (Neutral/Good)
  6. **Wealth:** Money is the only true power; I will acquire it. (Evil/Neutral)
* **d6 Bond:**
  1. I am loyal to a family member who still believes in me.
  2. I seek vengeance against the rival who orchestrated my downfall.
  3. I must protect a secret that could destroy my family entirely.
  4. I am determined to reclaim my ancestral lands or title.
  5. I owe a debt to a commoner who helped me after my fall from grace.
  6. I am secretly in love with someone my family would never approve of.
* **d6 Flaw:**
  1. I am arrogant and look down on common folk.
  2. I am haunted by the scandal that led to my disgrace.
  3. I trust no one, believing everyone has ulterior motives.
  4. I am prone to gambling or extravagance, trying to maintain appearances.
  5. I will betray others to regain my status.
  6. I secretly believe I deserved my disgrace.

4. Wildling Herbalist

*"The forest taught me more about life and death than any city scholar ever could."*

You grew up in the untamed wilds bordering Aethel, learning the secrets of plants, beasts, and survival far from civilization. You might have been part of a secluded tribe, apprenticed to a reclusive druid, or simply learned to fend for yourself amidst the dangers of nature. Your knowledge of natural remedies is extensive, and you understand the delicate balance of the ecosystem.

* **Skill Proficiencies:** Nature, Medicine
* **Tool Proficiencies:** Herbalism kit
* **Languages:** Sylvan or Primordial (choose one)
* **Equipment:** An herbalism kit, a staff carved with natural symbols, a collection of dried herbs and rare flowers, a set of common clothes made from animal hides, and a belt pouch containing 5 gp.
* **Feature: Natural Remedy:** You can identify most mundane and magical plants with ease and know their potential uses. During a long rest, you can gather natural components (if available in the environment) to create one Potion of Healing (basic) or an antitoxin without expending gold. This knowledge grants you **Liked starting Reputation** with Druidic circles and isolated wildling communities, but **Disliked starting Reputation** with alchemists guilds who see you as competition.
* **Alignment Tendency:** Often Neutral (Good or True), reflecting a focus on balance, nature, or survival. Chaotic tendencies are also common.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I prefer the company of animals to people.
  2. I see omens and portents in the natural world.
  3. I am patient and observant, like a hunter stalking prey.
  4. I speak plainly and distrust fancy words.
  5. I am uncomfortable in crowded cities.
  6. I have a deep respect for the cycle of life and death.
  7. I collect natural curiosities like feathers, stones, and bones.
  8. I hum or whistle tunes learned from the wind and birdsong.
* **d6 Ideal:**
  1. **Balance:** Nature thrives on equilibrium; we must not upset it. (Neutral)
  2. **Life:** All living things deserve respect and protection. (Good)
  3. **Purity:** The natural world is pure; civilization corrupts. (Neutral/Chaotic)
  4. **Survival:** The fittest survive; that is the only law that matters. (Neutral/Evil)
  5. **Freedom:** Like the wild beasts, I will not be caged or tamed. (Chaotic)
  6. **Knowledge:** The secrets held by the oldest trees and deepest caves are worth seeking. (Any)
* **d6 Bond:**
  1. I protect a specific sacred grove or ancient animal.
  2. My tribe or mentor entrusted me with a vital task.
  3. I seek a rare plant needed to cure a disease afflicting my home.
  4. I was raised by wild creatures and feel a kinship with them.
  5. An unnatural blight threatens my homeland, and I must stop it.
  6. I search for ancient ruins spoken of in tribal legends.
* **d6 Flaw:**
  1. I am suspicious of civilization and its comforts.
  2. I sometimes value animal life more than humanoid life.
  3. I am fiercely independent and resist taking orders.
  4. I hoard natural remedies, unwilling to share freely.
  5. I hold grudges like a long winter.
  6. I sometimes experiment with dangerous plants or toxins.

5. Guild Artisan Dropout

*"The Guild demanded perfection. Adventure demands survival. I prefer the latter."*

You were once an apprentice or journeyman in one of Aethel’s powerful artisan guilds – perhaps a blacksmith, weaver, scribe, or mason. You learned a valuable trade and the ways of commerce, but the rigid structure, endless demands, or internal politics of the guild didn’t suit you. You left, seeking freedom, excitement, or perhaps fleeing guild sanctions.

* **Skill Proficiencies:** Insight, Persuasion
* **Tool Proficiencies:** One type of artisan's tools
* **Languages:** One of your choice
* **Equipment:** A set of artisan's tools you managed to keep, a sample of your best work (now perhaps used for mundane tasks), a letter of resignation (or expulsion) from your guild, a set of traveler's clothes, and a belt pouch containing 15 gp.
* **Feature: Trade Secret:** You retain knowledge of your former craft and the business practices of guilds. You can identify quality craftsmanship in items related to your former trade, potentially spotting fakes or assessing true value. You also know how to navigate guild bureaucracy or find contacts within the artisan community, though your departure means you have **Disliked starting Reputation** with your former guild but **Neutral starting Reputation** with rival guilds or independent artisans.
* **Alignment Tendency:** Often Chaotic (Neutral or Good), reflecting a desire for independence or a rejection of rigid rules. Lawful alignments are possible if you left due to perceived corruption.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I judge everything by its craftsmanship and utility.
  2. I haggle relentlessly, even when unnecessary.
  3. I miss the structure of the guild sometimes.
  4. I take immense pride in my skills, even if I don't practice them often.
  5. I am always looking for a new angle or business opportunity.
  6. I criticize shoddy work whenever I see it.
  7. I enjoy working with my hands, even just tinkering.
  8. I value practicality and efficiency above all else.
* **d6 Ideal:**
  1. **Creativity:** I need the freedom to create without restrictions. (Chaotic)
  2. **Quality:** Whatever I do, I do it well and take pride in the result. (Any)
  3. **Community:** Guilds have flaws, but cooperation makes us stronger. (Lawful/Good)
  4. **Wealth:** My skills are valuable, and I intend to profit from them. (Neutral/Evil)
  5. **Independence:** I am my own master; no guild dictates my life. (Chaotic)
  6. **Discovery:** There's more to the world than workshops and ledgers. (Any)
* **d6 Bond:**
  1. My former master taught me everything; I owe them a debt.
  2. I seek to create a masterpiece that will make my name legendary.
  3. I left the guild to protect a fellow artisan from unfair treatment.
  4. A rival guild member sabotaged my career; I seek redress.
  5. I carry a unique tool or design passed down through my apprenticeship.
  6. I aim to start my own independent workshop someday.
* **d6 Flaw:**
  1. I am overly critical of others' work.
  2. I cut corners when I think I can get away with it.
  3. I am secretly jealous of those still thriving within the guild system.
  4. I obsess over minor details, losing sight of the bigger picture.
  5. I sometimes sell secrets or techniques learned from my guild.
  6. I find it hard to trust partners or collaborators.

6. Seeker of the Lost Pantheon

*"They say the old gods are dead or forgotten. I hear their whispers still."*

You are driven by a quest to uncover the truths behind Aethel's Lost Pantheon – deities worshiped in ages past but now largely forgotten or suppressed. You might be a scholar deciphering ancient texts, an archaeologist exploring forgotten ruins, or someone who received a divine vision or cryptic prophecy related to these lost gods.

* **Skill Proficiencies:** Religion, History
* **Tool Proficiencies:** Calligrapher's supplies or Cartographer's tools (choose one)
* **Languages:** Two of your choice (often ancient or obscure ones)
* **Equipment:** A rubbing from an ancient tablet, a book of fragmented myths, a holy symbol of a forgotten deity (perhaps self-made), a set of common clothes, incense, and 10 gp.
* **Feature: Whispers of the Past:** Your research into forgotten lore gives you occasional insights. When encountering ancient ruins, symbols, or texts related to Aethel's history (pre-dating the current dominant faiths), you have advantage on Intelligence checks (History, Religion, Arcana) to decipher their meaning or context. Your quest grants you **Neutral starting Reputation** with mainstream religious orders (who may view you with suspicion) but **Liked starting Reputation** with fringe historians, hidden cults, or communities that secretly maintain old traditions.
* **Alignment Tendency:** Any, though often Neutral or Chaotic, as the quest involves challenging established dogma. The nature of the lost gods sought might influence alignment (e.g., seeking a benevolent lost god vs. a malevolent one).

Suggested Characteristics

* **d8 Personality Trait:**
  1. I interpret everything as a potential clue or sign from the lost gods.
  2. I am fascinated by ruins, relics, and ancient history.
  3. I speak cryptically, often quoting fragmented prophecies.
  4. I am deeply skeptical of current religious institutions.
  5. I meticulously document all my findings.
  6. I am driven and sometimes obsessive in my quest.
  7. I see the influence of the lost gods in everyday events.
  8. I am cautious about sharing my research, fearing persecution.
* **d6 Ideal:**
  1. **Truth:** History must be uncovered, regardless of the consequences. (Any)
  2. **Restoration:** The old ways were better; they must be brought back. (Lawful/Neutral)
  3. **Knowledge:** Understanding the past is key to understanding the present. (Neutral)
  4. **Power:** The lost gods hold power that I can claim. (Evil)
  5. **Guidance:** The lost gods offer wisdom the current pantheon lacks. (Good/Neutral)
  6. **Freedom:** Uncovering forbidden knowledge is an act of liberation. (Chaotic)
* **d6 Bond:**
  1. I follow visions or dreams sent by a specific lost entity.
  2. My family was persecuted for worshiping the old gods.
  3. I seek a specific artifact or temple of the Lost Pantheon.
  4. My mentor disappeared while researching the same topic.
  5. I believe I am the chosen vessel or prophet of a lost god.
  6. A powerful organization seeks to suppress the knowledge I uncover.
* **d6 Flaw:**
  1. I dismiss evidence that contradicts my theories.
  2. I endanger myself and others by exploring dangerous ruins.
  3. I trust ancient texts more than living people.
  4. I am paranoid that agents of the current faiths are watching me.
  5. I sometimes perform strange rituals related to my research.
  6. My quest for knowledge overrides concerns for safety or morality.

7. Marked Fugitive

*"I wasn't born with power. I stole it, and they want it back."*

You carry something you were never meant to have: a relic, a secret, a stolen spell, or a divine fragment. You're branded, cursed, or watched. Whether by mistake, theft, or fate, you are now hunted by factions that believe your existence is a violation.

* **Skill Proficiencies:** Stealth, Arcana
* **Tool Proficiencies:** Thieves' Tools
* **Languages:** One obscure or factional language (e.g., Celestial, Infernal, Forgotten Script)
* **Equipment:** Broken manacle, false identity papers, hidden mark or scar, 10 gp in mixed coin
* **Feature: Echo of the Stolen:** You carry a fragment of forbidden power. Once per long rest, you may replicate a 1st-level spell you've seen cast (must have been cast within the last hour, and you must have line of sight when it was cast). It uses your Charisma and can only be used if it fits your class spell list or mystery. After using this, your brand glows faintly, potentially alerting your pursuers. This power grants you **Liked starting Reputation** with underground resistance movements but **Hated starting Reputation** with the faction you stole from.
* **Alignment Tendency:** Often Chaotic (any), reflecting rebellion against established power structures, though Neutral is common for those who stumbled into their situation.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I constantly look over my shoulder and trust no one.
  2. I hide my true nature behind elaborate lies and false personas.
  3. I am drawn to forbidden knowledge and dangerous artifacts.
  4. I believe my theft was justified or even destined.
  5. I have nightmares about what I stole and what it might do.
  6. I am fascinated by my own growing powers.
  7. I use humor to mask my constant fear.
  8. I am paranoid about magical detection or scrying.
* **d6 Ideal:**
  1. **Liberation:** Power should not be hoarded by the few. (Chaotic/Good)
  2. **Destiny:** I was meant to possess this power, regardless of the cost. (Any)
  3. **Revenge:** Those who hunt me will suffer for their persecution. (Evil)
  4. **Protection:** I must keep what I've taken from falling into worse hands. (Good)
  5. **Knowledge:** Understanding what I've stolen is worth any risk. (Neutral)
  6. **Survival:** I'll do whatever it takes to stay free and alive. (Neutral/Evil)
* **d6 Bond:**
  1. Someone sacrificed themselves to help me escape with my stolen power.
  2. I stole my power to save someone I love.
  3. I'm searching for others like me who carry fragments of the same power.
  4. A mysterious benefactor guided me to take what I did.
  5. I must return to the scene of my theft to understand what truly happened.
  6. I've sworn to use my stolen power only for a specific purpose.
* **d6 Flaw:**
  1. I am reckless with my stolen power, not fully understanding its consequences.
  2. I trust no one, even potential allies.
  3. I am tempted to steal more forbidden knowledge or items.
  4. I sometimes lose control of my power when emotional.
  5. I believe everyone is secretly after what I possess.
  6. I am willing to sacrifice others to maintain my freedom.

8. Expedition Cartographer

*"Every unexplored region is just a blank page waiting for my pen."*

You've made your living mapping the unknown territories of Aethel, accompanying merchants, nobles, or previous adventuring parties. Your skills with compass and quill have proven invaluable in charting dangerous terrain, identifying safe passages, and documenting discoveries. Now, you seek to explore regions no cartographer has ever recorded.

* **Skill Proficiencies:** Survival, Investigation
* **Tool Proficiencies:** Cartographer's tools, Navigator's tools
* **Equipment:** A set of cartographer's tools, several blank parchments, a collection of partially completed maps, a compass, a set of traveler's clothes, and a belt pouch containing 10 gp.
* **Feature: Trailblazer:** You have an excellent memory for maps and geography. You can always recall the general layout of terrain, settlements, and other features you've seen or studied. When in wilderness environments, you can identify the safest route forward, potential hazards, and prime camping locations. Your professional reputation grants you **Liked starting Reputation** with merchant guilds and explorers' societies but **Neutral starting Reputation** with indigenous tribes wary of outsiders mapping their territories.
* **Alignment Tendency:** Often Neutral (any), reflecting a focus on objective documentation and exploration rather than moral crusades.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I speak in geographical metaphors and references.
  2. I'm constantly sketching my surroundings.
  3. I collect local stories about landmarks and terrain features.
  4. I prefer precision and accuracy in all things.
  5. I'm fascinated by how different cultures navigate and understand their environments.
  6. I mark my path habitually, even in urban settings.
  7. I'm most comfortable when I know exactly where I am.
  8. I'm drawn to high vantage points to survey the landscape.
* **d6 Ideal:**
  1. **Discovery:** The unknown must be made known. (Any)
  2. **Accuracy:** A map is only as good as its details; precision saves lives. (Lawful)
  3. **Knowledge:** Maps are power; they reveal the world's secrets. (Neutral)
  4. **Beauty:** I capture not just the land but its essence in my work. (Good)
  5. **Profit:** Rare maps of dangerous regions fetch high prices. (Neutral/Evil)
  6. **Freedom:** To chart one's own course is the ultimate liberty. (Chaotic)
* **d6 Bond:**
  1. My mentor disappeared while mapping a particular region; I seek to find them.
  2. I created a flawed map that led to disaster; I must atone.
  3. I seek to complete a comprehensive atlas of Aethel.
  4. I protect a map to a location of great significance or danger.
  5. My family has been cartographers for generations; I uphold the tradition.
  6. I was commissioned to map a specific region by a mysterious patron.
* **d6 Flaw:**
  1. I become obsessive about filling in blank spaces on maps.
  2. I take unnecessary risks to reach unmapped areas.
  3. I hoard my discoveries, reluctant to share them freely.
  4. I trust my maps more than my eyes sometimes.
  5. I'm dismissive of "primitive" navigation methods.
  6. I'm terrified of becoming lost.

9. Arcane Academy Dropout

*"They taught rules. I wanted power. We disagreed."*

You studied at one of Aethel's prestigious arcane academies but left before graduation. Perhaps you were expelled for dangerous experimentation, quit due to restrictive policies, or fled after witnessing something disturbing. Whatever the case, you've taken your partial magical education and chosen a different path.

* **Skill Proficiencies:** Arcana, History
* **Languages:** Two of your choice
* **Equipment:** A spellbook or arcane focus (perhaps damaged or modified), a letter of expulsion or resignation, a set of common clothes, a student's robe, and a pouch containing 10 gp.
* **Feature: Theoretical Knowledge:** Despite your incomplete education, you retain substantial theoretical knowledge. You have advantage on Intelligence (Arcana) checks related to identifying magical effects, traditions, or items, even if you can't replicate them yourself. Your academic background grants you **Disliked starting Reputation** with formal arcane institutions but **Neutral starting Reputation** with independent mages and magical researchers who value unorthodox thinking.
* **Alignment Tendency:** Often Chaotic (any), reflecting a rejection of academic constraints, though Neutral is common for those who simply found academy life unsuitable.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I quote magical theories and texts inappropriately.
  2. I'm defensive about my incomplete education.
  3. I experiment with magic in potentially dangerous ways.
  4. I use academic jargon to sound more knowledgeable.
  5. I'm fascinated by magical phenomena and constantly analyze them.
  6. I keep extensive notes on magical theories and observations.
  7. I'm dismissive of "by-the-book" spellcasters.
  8. I have nightmares about a magical accident from my academy days.
* **d6 Ideal:**
  1. **Innovation:** Magic must evolve beyond dusty traditions. (Chaotic)
  2. **Power:** Academic restrictions only limit potential; true power comes from breaking boundaries. (Evil/Neutral)
  3. **Understanding:** I seek to truly understand magic, not just memorize spells. (Neutral)
  4. **Protection:** Magic must be used responsibly, which the academies don't always teach. (Good)
  5. **Freedom:** Each mage must find their own path to power. (Chaotic)
  6. **Balance:** Neither reckless experimentation nor rigid tradition serves magic well. (Neutral)
* **d6 Bond:**
  1. I still correspond with a sympathetic professor or fellow student.
  2. I stole a valuable book or artifact when I left the academy.
  3. I seek to prove my theories that were rejected by the academy.
  4. I protect a magical secret I discovered during my studies.
  5. I was betrayed by a fellow student who now holds a position of power.
  6. I seek to establish a new, more progressive magical institution.
* **d6 Flaw:**
  1. I overestimate my magical abilities.
  2. I'm bitter and resentful toward successful academy graduates.
  3. I take dangerous shortcuts in magical practice.
  4. I'm obsessed with a particular magical theory or effect.
  5. I keep secrets from my companions about my magical experiments.
  6. I'm drawn to forbidden magic despite the risks.

10. Cult Escapee

*"I've seen behind the veil. Some truths are best forgotten."*

You were once part of a secretive cult dedicated to dark powers, forbidden knowledge, or apocalyptic prophecies. Whether you were born into it, joined willingly, or were coerced, you eventually broke free. Now you live with the memories of what you witnessed and the fear of being reclaimed by your former "family."

* **Skill Proficiencies:** Religion, Deception
* **Tool Proficiencies:** Disguise kit
* **Languages:** One exotic language (often Abyssal, Infernal, or Deep Speech)
* **Equipment:** A cult symbol (defaced or hidden), a disguise kit, a journal containing cult teachings (perhaps with your own critical notes), a set of common clothes, and a pouch containing 5 gp.
* **Feature: Dark Insights:** Your exposure to forbidden rituals and entities grants you advantage on Intelligence (Religion) checks related to dark cults, eldritch entities, or occult practices. You can also recognize cult symbols, coded language, and recruitment tactics. Your past grants you **Hated starting Reputation** with your former cult and **Disliked starting Reputation** with religious authorities who may suspect your past, but **Liked starting Reputation** with groups that actively oppose cults.
* **Alignment Tendency:** Often Good or Neutral (any), reflecting a rejection of the cult's typically Evil practices, though some may retain Chaotic tendencies from their indoctrination.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I am suspicious of charismatic leaders and organized religion.
  2. I have recurring nightmares about cult rituals I witnessed.
  3. I find comfort in strict routines that help me feel in control.
  4. I am overly concerned with proving I've rejected my past.
  5. I speak cryptically about the "truths" I learned in the cult.
  6. I am protective of those who seem vulnerable to manipulation.
  7. I flinch at certain sounds, words, or symbols that trigger memories.
  8. I am drawn to study the very things I fear, to better understand them.
* **d6 Ideal:**
  1. **Redemption:** I must atone for actions I performed while in the cult. (Good)
  2. **Freedom:** No one should be mentally or spiritually enslaved as I was. (Chaotic/Good)
  3. **Truth:** The lies that ensnared me must be exposed. (Any)
  4. **Protection:** I must prevent others from falling victim to cults. (Good)
  5. **Knowledge:** Understanding dark forces is necessary to combat them. (Neutral)
  6. **Vengeance:** The cult leaders will pay for what they did to me and others. (Evil/Neutral)
* **d6 Bond:**
  1. I escaped with another cult member who depends on me.
  2. I left family members behind who I hope to someday rescue.
  3. Someone helped me escape, and I owe them my life.
  4. I possess information that could destroy the cult if revealed properly.
  5. I seek others who escaped the same cult for mutual protection.
  6. I was rescued by a religious order I now feel indebted to.
* **d6 Flaw:**
  1. I sometimes hear the "call" of the entities my cult worshipped.
  2. I keep secrets from my companions out of habit and paranoia.
  3. I use cult techniques to manipulate others when it serves me.
  4. I am drawn to objects, spells, or places related to my cult experiences.
  5. I see cult influence in coincidences and unrelated events.
  6. I have trouble forming close relationships due to trust issues.

11. Planar Merchant

*"The best deals cross worlds, not just borders."*

You've made your living trading goods between planes or dealing in items with extraplanar origins. Perhaps you worked with a licensed planar trading company, operated as an independent smuggler of exotic wares, or served as a broker connecting buyers with otherworldly sellers. Your experience has given you unique insights into the multiverse's economies and dangers.

* **Skill Proficiencies:** Persuasion, Arcana
* **Tool Proficiencies:** One type of artisan's tools or gaming set
* **Languages:** Two of your choice
* **Equipment:** A small trinket from another plane (a coin, gem, or curiosity), a ledger of contacts and transactions, a set of fine clothes, merchant's scales, and a pouch containing 20 gp.
* **Feature: Planar Connections:** You maintain a network of extraplanar contacts. Once per week, you can attempt to acquire a rare item with planar origins or properties (subject to GM approval and appropriate costs), or gain information about planar phenomena or entities. Your business dealings grant you **Liked starting Reputation** with planar trading guilds but **Disliked starting Reputation** with planar customs authorities who suspect you of smuggling.
* **Alignment Tendency:** Often Neutral (any), reflecting a focus on commerce rather than ideology, though the dangerous nature of planar trade often pushes toward Chaotic.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I pepper my speech with phrases from other planes.
  2. I evaluate everything I see in terms of its trade value.
  3. I'm fascinated by the cultural differences between planes.
  4. I have a story about a deal gone wrong for every occasion.
  5. I collect small trinkets from every plane I visit.
  6. I'm always looking for the angle in any situation.
  7. I maintain a calm demeanor even in the strangest circumstances.
  8. I'm suspicious of deals that seem too good to be true.
* **d6 Ideal:**
  1. **Exchange:** Fair trade benefits all parties and builds bridges between worlds. (Good)
  2. **Wealth:** The multiverse is full of riches for those bold enough to seek them. (Neutral)
  3. **Knowledge:** Every transaction teaches me something new about the planes. (Any)
  4. **Freedom:** Borders and planar boundaries are meant to be crossed. (Chaotic)
  5. **Power:** Control of rare resources grants influence across multiple worlds. (Evil)
  6. **Balance:** The flow of goods between planes must be regulated to prevent catastrophe. (Lawful)
* **d6 Bond:**
  1. I owe a debt to an extraplanar entity who helped establish my business.
  2. I seek a legendary market said to exist at the crossroads of all planes.
  3. My family's legacy depends on my success in the planar trade.
  4. I was cheated by a planar being, and I seek to reclaim what's mine.
  5. I protect the secret of a stable portal that gives me a trading advantage.
  6. I'm building a collection of the rarest item from each plane of existence.
* **d6 Flaw:**
  1. I've sold things I shouldn't have to people who shouldn't have them.
  2. I'm addicted to the thrill of making dangerous deals.
  3. I believe everything has a price, even things that shouldn't.
  4. I've made promises to multiple extraplanar patrons that conflict with each other.
  5. I'm overly paranoid about customs officials and planar authorities.
  6. I can't resist acquiring a truly exotic item, regardless of the cost or risk.

12. Battlefield Medic

*"I've seen what war does. Now I patch up those who fight other battles."*

You served as a healer during one of Aethel's many conflicts, tending to the wounded and dying on blood-soaked battlefields. You've developed nerves of steel, quick hands, and an intimate knowledge of trauma and recovery. Now you bring those skills to the adventuring life, whether seeking redemption, escape from memories, or new ways to help others.

* **Skill Proficiencies:** Medicine, Insight
* **Tool Proficiencies:** Healer's kit, Herbalism kit
* **Equipment:** A healer's kit, a bloodstained bandana or token from your service, a journal containing medical notes and sketches, a set of common clothes, and a pouch containing 10 gp.
* **Feature: Trauma Response:** Your battlefield experience has honed your emergency medical skills. When you use a healer's kit to stabilize a dying creature, they regain 1 hit point immediately. Additionally, you can identify the nature and severity of injuries at a glance. Your service grants you **Liked starting Reputation** with veterans of the conflict you served in but **Neutral starting Reputation** with those who fought on the opposing side.
* **Alignment Tendency:** Often Good (any), reflecting a desire to heal and protect, though the horrors of war may have pushed some toward Neutral or even Evil alignments.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I remain calm in crisis situations.
  2. I use dark humor to cope with traumatic memories.
  3. I'm blunt about injuries and chances of survival.
  4. I'm protective of my medical supplies and equipment.
  5. I have a ritual or prayer I perform before treating serious injuries.
  6. I collect small tokens from those I've saved.
  7. I can sleep anywhere, through almost anything.
  8. I instinctively assess everyone I meet for signs of injury or illness.
* **d6 Ideal:**
  1. **Compassion:** All deserve care, regardless of faction or background. (Good)
  2. **Neutrality:** A healer must stand apart from conflicts to serve all in need. (Neutral)
  3. **Preservation:** Life must be protected and preserved at all costs. (Good)
  4. **Knowledge:** Understanding injury and disease is the path to conquering them. (Neutral)
  5. **Redemption:** I heal others to atone for those I couldn't save. (Any)
  6. **Triage:** When resources are limited, save those who can be saved. (Lawful)
* **d6 Bond:**
  1. I search for a soldier I failed to save, haunted by their memory.
  2. I carry the dog tags or tokens of those who died under my care.
  3. The commander who recognized my skills saved my life; I owe them everything.
  4. I seek to establish field hospitals in conflict zones.
  5. I'm developing new medical techniques based on battlefield experience.
  6. I protect a secret about what really happened during a famous battle.
* **d6 Flaw:**
  1. I have flashbacks to battlefield trauma when triggered by certain sights or sounds.
  2. I self-medicate to numb painful memories.
  3. I've become desensitized to suffering.
  4. I blame myself for deaths that weren't my fault.
  5. I trust my medical judgment over all other opinions.
  6. I sometimes see patients as problems to solve rather than people.

13. Dimensional Refugee

*"My world is gone. This one must survive."*

You are not originally from Aethel but from another plane, dimension, or timeline that was destroyed or became uninhabitable. You arrived through a portal, rift, or cosmic accident, and now must adapt to a world with different rules, cultures, and sometimes even physical laws. You might be the last of your kind or one of several refugees scattered across this new reality.

* **Skill Proficiencies:** Survival, History (of your original world)
* **Languages:** Two of your choice
* **Equipment:** A strange device or artifact from your home world (possibly non-functional in Aethel), clothing of unusual design or material, a journal where you record differences between worlds, and a pouch containing 5 gp.
* **Feature: Otherworldly Perspective:** Your unique background gives you insights others lack. You have advantage on Intelligence checks related to identifying extraplanar phenomena, and your different perspective sometimes allows you to suggest unconventional solutions to problems. Your alien nature grants you **Neutral starting Reputation** with most Aethel natives but **Liked starting Reputation** with scholars of the multiverse and others with planar experience.
* **Alignment Tendency:** Any, though often shaped by the nature of your home world and the circumstances of its loss.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I compare everything to how it was in my world.
  2. I misunderstand common cultural references and customs.
  3. I'm fascinated by technologies or magics that didn't exist in my world.
  4. I collect items that remind me of home.
  5. I sometimes slip into my native language or accent when emotional.
  6. I have unusual habits or mannerisms from my original culture.
  7. I'm overly cautious about signs that might indicate this world is also in danger.
  8. I try too hard to fit in, often overcompensating.
* **d6 Ideal:**
  1. **Preservation:** I must preserve the memory and knowledge of my lost world. (Any)
  2. **Warning:** I must prevent this world from suffering the same fate as mine. (Good)
  3. **Adaptation:** The past is gone; I must embrace this new reality fully. (Neutral)
  4. **Restoration:** I will find a way to restore or return to my world. (Any)
  5. **Integration:** I can bring the best of my world to improve this one. (Good)
  6. **Survival:** Having lost everything once, I will do anything to survive here. (Neutral/Evil)
* **d6 Bond:**
  1. I search for others from my world who might have survived.
  2. I protect an artifact that contains crucial knowledge from my world.
  3. I've adopted a local who reminds me of someone I lost.
  4. I've sworn to defeat the entity or force that destroyed my home.
  5. I seek to understand the connection between my world and this one.
  6. I've found a place or community here that feels almost like home.
* **d6 Flaw:**
  1. I refuse to accept that my old world is truly gone.
  2. I judge this world harshly against my own.
  3. I keep secrets about my true origins, fearing rejection or worse.
  4. I'm paranoid about signs and omens that remind me of my world's end.
  5. I have difficulty forming attachments, fearing I'll lose everything again.
  6. I sometimes resent natives of this world for having what I lost.

14. Relic Hunter

*"History isn't dead. It's just waiting to be unearthed, and sometimes it bites back."*

You make your living discovering, identifying, and sometimes selling ancient artifacts and relics. You might be a scholarly archaeologist, a profit-driven treasure hunter, or something in between. Your pursuits have taken you to forgotten ruins, lost temples, and dangerous dungeons across Aethel, always in search of the next great find.

* **Skill Proficiencies:** History, Investigation
* **Tool Proficiencies:** Cartographer's tools or Thieves' tools (choose one)
* **Languages:** One of your choice
* **Equipment:** A small, authentic relic (perhaps your first find), a reference book on ancient civilizations, a magnifying glass, a set of traveler's clothes, and a pouch containing 15 gp.
* **Feature: Relic Lore:** You can accurately identify the culture, approximate age, and potential significance of ancient artifacts with a successful Intelligence (History) check. You also have a network of contacts interested in buying, selling, or studying such items. Your profession grants you **Liked starting Reputation** with museums and collectors but **Disliked starting Reputation** with indigenous peoples or religious orders who view your work as desecration.
* **Alignment Tendency:** Any, though often shaped by motivation, scholarly Relic Hunters tend toward Lawful or Neutral, while profit-driven ones may lean Chaotic or even Evil if they disregard the cultural significance of their finds.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I can't resist examining any ancient object I encounter.
  2. I bore people with lectures about historical minutiae.
  3. I believe every legend has a kernel of truth.
  4. I'm methodical and careful in my work, documenting everything.
  5. I have a signature item or lucky charm I always bring on expeditions.
  6. I can estimate the value of an artifact at a glance.
  7. I collect maps and rumors of undiscovered sites.
  8. I have a healthy respect for the traps and curses that protect ancient treasures.
* **d6 Ideal:**
  1. **Preservation:** These artifacts must be protected for future generations. (Good)
  2. **Knowledge:** The true value of relics is in what they teach us. (Neutral)
  3. **Wealth:** Ancient treasures are meant to make me rich. (Evil/Neutral)
  4. **Discovery:** Uncovering the unknown is its own reward. (Any)
  5. **Restoration:** Artifacts should be returned to their rightful cultures. (Lawful)
  6. **Adventure:** The thrill of the hunt is what drives me. (Chaotic)
* **d6 Bond:**
  1. I seek a legendary artifact mentioned in ancient texts.
  2. My mentor disappeared on an expedition, and I search for clues to their fate.
  3. I aim to restore the lost legacy of my ancestors.
  4. I'm building a private collection of artifacts from a specific civilization.
  5. I owe a debt to a patron who funds my expeditions.
  6. I protect a secret about a major historical discovery.
* **d6 Flaw:**
  1. I sometimes prioritize valuable finds over the safety of my companions.
  2. I've been known to "borrow" artifacts from museums or private collections.
  3. I've accidentally awakened ancient curses or entities more than once.
  4. I embellish my discoveries to make them seem more significant.
  5. I'm obsessed with a particular civilization or type of artifact.
  6. I rush my work when I sense a valuable find is near.

15. Corruption Survivor

*"The darkness touched me. I lived. Now I hunt what lurks in the shadows."*

You were exposed to a corrupting force, be it a demonic incursion, a plague of undeath, or the influence of an eldritch entity. Unlike most, you survived the experience, though not without scars both physical and psychological. Now you possess unique insights into corruption's nature and a driving purpose to combat similar threats.

* **Skill Proficiencies:** Religion, Insight
* **Tool Proficiencies:** Herbalism kit
* **Languages:** One exotic language (often Abyssal, Infernal, or Deep Speech)
* **Equipment:** A holy symbol or protective charm, a vial of purified water, a journal documenting your experience and recovery, a set of common clothes, and a pouch containing 10 gp.
* **Feature: Corruption Sense:** You can sense strong sources of corruption (undead, fiends, or cursed objects) within 60 feet, though you cannot pinpoint their exact location without further investigation. You have advantage on saving throws against diseases and the corrupting effects of undead or fiends. Your experience grants you **Liked starting Reputation** with cleansing orders and purification cults but **Disliked starting Reputation** with those who study or harness corruption.
* **Alignment Tendency:** Often Good (any), driven by the desire to protect others from what you experienced, though some survivors become Neutral or even Evil if the corruption altered their worldview.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I compulsively cleanse myself and my surroundings.
  2. I can sense impending danger and become agitated before others notice anything.
  3. I have vivid, prophetic nightmares about corruption spreading.
  4. I am overly protective of those who show any signs of vulnerability.
  5. I speak in whispers when discussing corruption or darkness.
  6. I carry tokens of purity (salt, silver, holy water) at all times.
  7. I have a physical tic or tremor that worsens near sources of corruption.
  8. I find beauty in small, pure things that others might overlook.
* **d6 Ideal:**
  1. **Purification:** The world must be cleansed of corruption wherever it lurks. (Good)
  2. **Vigilance:** Evil never rests, so neither can I. (Lawful)
  3. **Understanding:** To fight corruption, we must understand it without succumbing. (Neutral)
  4. **Vengeance:** Those who spread corruption will suffer as I have suffered. (Evil)
  5. **Protection:** No one else should endure what I survived. (Good)
  6. **Balance:** Light and darkness exist in all things, even me. (Neutral)
* **d6 Bond:**
  1. I protect a community that took me in during my recovery.
  2. I seek the source of the corruption that affected me.
  3. I lost someone to corruption and fight in their memory.
  4. I follow the guidance of the entity or person who helped cleanse me.
  5. I search for others like me who survived corruption.
  6. I carry a remnant of corruption within me that I must keep contained.
* **d6 Flaw:**
  1. I see corruption even where it doesn't exist.
  2. I take extreme measures to purify perceived threats.
  3. I don't trust magic or those who use it.
  4. I have moments where the corruption resurfaces in my behavior.
  5. I keep secrets about how much the corruption changed me.
  6. I am drawn to sources of corruption even as I fight against them.

16. Frontier Settler

*"The edge of civilization isn't just a place. It's a way of life."*

You helped establish or maintain one of Aethel's frontier settlements, outposts of civilization on the edges of wilderness, danger, or unexplored territories. Life on the frontier taught you self-reliance, practical skills, and how to build community in harsh conditions. Whether you left seeking adventure or were driven away by disaster, you carry those frontier values with you.

* **Skill Proficiencies:** Survival, Animal Handling
* **Tool Proficiencies:** One type of artisan's tools, vehicles (land)
* **Equipment:** A handmade tool or weapon from your settlement, a map of the frontier region you lived in, a small token from a community member, a set of common clothes, and a pouch containing 10 gp.
* **Feature: Frontier Adaptability:** You excel at making do with limited resources. You can improvise tools and basic equipment from available materials, create adequate shelter in wilderness environments, and identify safe food and water sources in natural settings. Your frontier background grants you **Liked starting Reputation** with other frontier communities and traders but **Neutral starting Reputation** with urban elites who may view you as uncultured.
* **Alignment Tendency:** Often Neutral (any), reflecting the practical, community-focused mindset required for frontier survival.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I can make a tool out of practically anything.
  2. I share what I have, even when I have little.
  3. I'm suspicious of luxuries and "soft living."
  4. I speak plainly and directly, sometimes to the point of rudeness.
  5. I'm always preparing for the next disaster or shortage.
  6. I value practical skills over book learning.
  7. I tell colorful stories about frontier life.
  8. I'm uncomfortable in crowded urban environments.
* **d6 Ideal:**
  1. **Community:** Survival depends on people working together. (Good)
  2. **Self-Reliance:** Each person must be able to stand on their own. (Neutral)
  3. **Expansion:** Civilization must continue to grow and claim new territories. (Lawful)
  4. **Freedom:** The frontier offers escape from the constraints of society. (Chaotic)
  5. **Harmony:** We must learn to live with the land, not just on it. (Good/Neutral)
  6. **Opportunity:** The frontier is where anyone can make their fortune. (Any)
* **d6 Bond:**
  1. My settlement was destroyed, and I seek to rebuild it.
  2. I send most of my earnings back to support my frontier community.
  3. I carry a map to a promising location for a new settlement.
  4. I seek solutions to a threat that endangers frontier communities.
  5. I'm searching for a lost member of my settlement.
  6. I protect a secret resource discovered near my settlement.
* **d6 Flaw:**
  1. I hoard supplies unnecessarily, fearing shortages.
  2. I judge "civilized" people as weak or corrupt.
  3. I take foolish risks to prove my self-reliance.
  4. I'm slow to trust outsiders or accept new ideas.
  5. I believe might makes right in times of scarcity.
  6. I'm haunted by something I did to survive on the frontier.

17. Prophecy Bearer

*"The words were written before I was born. My life is not my own."*

You are the subject of a prophecy or prediction, perhaps ancient, perhaps recent, but specific enough that it has shaped your life. You might embrace your prophesied role, rebel against it, or simply seek to understand what it truly means. Regardless, the knowledge that greater forces have marked your path sets you apart.

* **Skill Proficiencies:** Religion, History
* **Languages:** Two of your choice
* **Equipment:** A copy or fragment of the prophecy concerning you, a distinctive birthmark or physical feature mentioned in the prophecy, a symbolic item related to your foretold destiny, a set of traveler's clothes, and a pouch containing 15 gp.
* **Feature: Fated Path:** When you attempt a task directly related to fulfilling your prophecy, you can gain advantage on one ability check, saving throw, or attack roll. Once you use this feature, you cannot use it again until you complete a long rest. Your prophesied status grants you **Liked starting Reputation** with those who believe in your destiny but **Disliked starting Reputation** with those who fear or oppose what you're foretold to do.
* **Alignment Tendency:** Any, though often influenced by the nature of the prophecy, a prophecy of salvation might push toward Good, while one of destruction might pull toward Evil.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I quote my prophecy at every opportunity.
  2. I try to hide my prophesied status from strangers.
  3. I see signs and omens related to my destiny everywhere.
  4. I question whether the prophecy is literal or metaphorical.
  5. I feel the weight of expectation constantly.
  6. I deliberately act contrary to what others expect of the "chosen one."
  7. I collect other prophecies, seeking patterns or connections.
  8. I worry that I'm not worthy of my foretold role.
* **d6 Ideal:**
  1. **Destiny:** I must fulfill what was foretold, whatever the cost. (Lawful)
  2. **Choice:** Prophecy or not, I forge my own path. (Chaotic)
  3. **Greater Good:** My destiny serves a purpose beyond myself. (Good)
  4. **Power:** The prophecy marks me for greatness; I will claim what is mine. (Evil)
  5. **Truth:** I seek the real meaning behind the prophetic words. (Neutral)
  6. **Balance:** Perhaps I am meant to bring equilibrium, not extremes. (Neutral)
* **d6 Bond:**
  1. I protect those who have helped me understand my destiny.
  2. I seek others mentioned in the same prophecy.
  3. I am drawn to locations featured in my prophetic visions.
  4. I oppose a rival who features in my prophecy as an adversary.
  5. I seek the prophet or oracle who first spoke my destiny.
  6. I hide a secret aspect of the prophecy that would frighten others.
* **d6 Flaw:**
  1. I expect special treatment because of my prophesied status.
  2. I take unnecessary risks, believing my destiny protects me.
  3. I doubt my ability to fulfill my prophecy.
  4. I resent the lack of normalcy my destiny allows me.
  5. I manipulate others using my prophesied status.
  6. I fear what happens after the prophecy is fulfilled.

18. Underworld Escapee

*"I clawed my way out of the darkness. I won't go back."*

You were once deeply embedded in Aethel's criminal underworld, perhaps as a gang member, indentured servant to a crime lord, or even a prisoner in an inescapable dungeon. Against the odds, you broke free from that life, though your past continues to shadow you. You have learned skills in darkness but now seek to use them in the light.

* **Skill Proficiencies:** Stealth, Deception
* **Tool Proficiencies:** Thieves' tools, one gaming set
* **Equipment:** A memento of your criminal past (modified to hide its true nature), a disguise kit, a set of common clothes, a hooded cloak, and a pouch containing 10 gp.
* **Feature: Criminal Network:** Despite leaving that life behind, you maintain knowledge of how the underworld operates. You can identify criminal operations, recognize gang symbols and territories, and know where to find black markets in settlements of significant size. Your background grants you **Disliked starting Reputation** with law enforcement and **Hated starting Reputation** with your former criminal associates, but **Neutral starting Reputation** with other reformed criminals.
* **Alignment Tendency:** Often Chaotic (any), reflecting a rejection of the structures that once confined you, though some reformed criminals embrace Lawful alignments as part of their redemption.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I instinctively case every location for exits and valuables.
  2. I use criminal cant and slang without realizing it.
  3. I'm paranoid about being recognized by my former associates.
  4. I'm overly generous to those in situations similar to my past.
  5. I keep a weapon hidden on me at all times.
  6. I use humor to deflect questions about my background.
  7. I'm uncomfortable with luxury after years of deprivation.
  8. I have a nervous tic from my time in the underworld.
* **d6 Ideal:**
  1. **Redemption:** I can never undo my past, but I can forge a better future. (Good)
  2. **Freedom:** No chains, physical, social, or economic, will ever hold me again. (Chaotic)
  3. **Justice:** The corrupt system that created criminals like me must be reformed. (Lawful)
  4. **Survival:** I'll do whatever it takes to ensure I never return to that life. (Neutral)
  5. **Vengeance:** Those who kept me down will pay for what they did. (Evil)
  6. **Balance:** I've seen both worlds; I walk the line between them. (Neutral)
* **d6 Bond:**
  1. I escaped with someone who depends on me for protection.
  2. I owe my freedom to someone who showed me kindness when no one else would.
  3. I seek to free others still trapped in my former life.
  4. I have information that could bring down a powerful criminal organization.
  5. I'm searching for something stolen from me during my criminal days.
  6. I've adopted a new identity that I protect at all costs.
* **d6 Flaw:**
  1. I fall back on criminal solutions when under pressure.
  2. I trust no one completely.
  3. I'm drawn to the thrill of illegal activities despite myself.
  4. I hold a grudge against legitimate authority.
  5. I lie about my past reflexively, even when truth would serve better.
  6. I value my freedom above the wellbeing of others.

19. Elemental Touched

*"The primal forces flow through me. Sometimes I control them. Sometimes they control me."*

You have been marked by elemental power, perhaps through exposure to a planar rift, a ritual gone awry, inheritance from an elemental ancestor, or simply being born during a powerful elemental convergence. This connection manifests physically and influences your abilities and temperament.

* **Skill Proficiencies:** Arcana, Nature
* **Languages:** Primordial (you can choose Auran, Aquan, Ignan, or Terran dialect based on your elemental affinity)
* **Equipment:** A focus item attuned to your element (a coal ember, vial of pure water, stone from a sacred mountain, or feather from a great height), clothing with motifs of your element, a journal documenting the manifestations of your power, and a pouch containing 10 gp.
* **Feature: Elemental Affinity:** You can communicate with elemental creatures of your affiliated type and have resistance to one type of damage associated with your element (fire for fire, cold for water, lightning for air, or acid for earth). Your elemental nature grants you **Liked starting Reputation** with elemental cultists of your affiliated element but **Disliked starting Reputation** with those aligned with opposing elements.
* **Alignment Tendency:** Often reflects the nature of the affiliated element, Fire tends toward Chaotic, Earth toward Lawful, Water toward Neutral or Good, Air toward Chaotic or Neutral.

Suggested Characteristics

* **d8 Personality Trait:**
  1. My mood shifts like my element (stormy, fluid, blazing, or immovable).
  2. I'm drawn to manifestations of my element in the natural world.
  3. I use metaphors and similes related to my element.
  4. My body temperature, moisture level, or physical presence subtly reflects my element.
  5. I perform small rituals honoring my element daily.
  6. I become uncomfortable when separated from my element for too long.
  7. I sometimes lose control of minor elemental effects when emotional.
  8. I view problems through the lens of my elemental philosophy.
* **d6 Ideal:**
  1. **Harmony:** I seek balance between the elemental forces within and without. (Neutral)
  2. **Power:** My elemental gift sets me above ordinary mortals. (Evil)
  3. **Protection:** My power exists to shield others from elemental dangers. (Good)
  4. **Freedom:** Like the elements, I must be free to follow my nature. (Chaotic)
  5. **Mastery:** I must perfect control over my elemental connection. (Lawful)
  6. **Cycle:** All elements are part of a greater pattern that must be maintained. (Neutral)
* **d6 Bond:**
  1. I protect a location with a strong connection to my element.
  2. I seek others with elemental touches to learn from them.
  3. I was saved by an elemental entity who I now serve.
  4. I search for the source of my elemental connection.
  5. I have visions of an elemental catastrophe I must prevent.
  6. I'm drawn to complete a task that will balance elemental forces.
* **d6 Flaw:**
  1. I am arrogant about my special connection to the elements.
  2. I sometimes lose control of my elemental powers when angered.
  3. I am uncomfortable around manifestations of opposing elements.
  4. I believe elemental forces are superior to humanoid concerns.
  5. I am reckless in using my elemental affinity.
  6. I hear whispers from elemental entities that others cannot perceive.

20. Celestial Emissary

*"The heavens have plans for this world. I am but their humble instrument."*

You have been chosen as an agent of celestial powers, perhaps through divine selection, ancestral connection to celestial beings, or a near-death experience that left you touched by higher realms. You carry a fragment of celestial essence and serve as a conduit for their will in Aethel, though you may interpret that role in various ways.

* **Skill Proficiencies:** Religion, Persuasion
* **Languages:** Celestial
* **Equipment:** A holy symbol or celestial token, a set of ceremonial clothes, a small reliquary containing a minor celestial blessing (emits dim light in darkness), a journal of visions or instructions, and a pouch containing 15 gp.
* **Feature: Divine Insight:** Once per long rest, you can enter a brief trance to receive guidance on a specific question or situation. The GM provides a cryptic but truthful answer, vision, or omen related to your query. Your celestial connection grants you **Liked starting Reputation** with temples and religious orders aligned with good deities but **Hated starting Reputation** with fiendish cults and evil organizations.
* **Alignment Tendency:** Often Good (any), reflecting celestial influence, though some emissaries interpret their mission in Neutral or even Lawful Evil ways, believing harsh methods serve higher purposes.

Suggested Characteristics

* **d8 Personality Trait:**
  1. I speak with absolute certainty when conveying celestial guidance.
  2. I see the potential for redemption in everyone.
  3. I quote celestial wisdom that others find cryptic or strange.
  4. I am uncomfortable with worldly pleasures and temptations.
  5. My eyes glow faintly when I'm emotional or channeling power.
  6. I perform small blessings and rituals throughout the day.
  7. I sometimes speak in a voice not entirely my own.
  8. I am patient with others' moral failings, seeing the longer celestial perspective.
* **d6 Ideal:**
  1. **Mercy:** Compassion is the greatest virtue, even toward enemies. (Good)
  2. **Order:** The celestial plan must be fulfilled exactly as decreed. (Lawful)
  3. **Inspiration:** I must help others find their own divine spark. (Good)
  4. **Judgment:** The unworthy must face divine consequences. (Lawful/Evil)
  5. **Balance:** Light cannot exist without darkness; I maintain the equilibrium. (Neutral)
  6. **Redemption:** Even the most corrupt soul can be saved. (Good)
* **d6 Bond:**
  1. I serve a specific celestial entity who communicates with me regularly.
  2. I protect a sacred location where the veil between worlds is thin.
  3. I seek a prophesied individual crucial to celestial plans.
  4. I oppose a specific fiendish threat that celestials have identified.
  5. I guide others who have been touched by celestial power.
  6. I carry an artifact of celestial origin that must be delivered or protected.
* **d6 Flaw:**
  1. I believe my celestial connection makes me superior to others.
  2. I follow celestial guidance without questioning its morality or consequences.
  3. I am naive about mortal motivations and deceptions.
  4. I neglect my own needs and health in service to my mission.
  5. I am intolerant of other religious perspectives.
  6. I fear I am not worthy of my celestial selection.

Customizing a Background

While the backgrounds presented here cover many common origins in Aethel, you might want to create something more tailored to your character concept. Work with your GM to customize a background that fits both your vision and the world.

To customize a background:

1. Select two skill proficiencies that reflect your character's early experiences
2. Select two tool proficiencies or languages
3. Choose an appropriate equipment package
4. Develop a unique feature that ties into Aethel's Reputation system
5. Create suggested characteristics that reflect your background's influence on personality

Remember that your background should meaningfully interact with Aethel's core systems of Reputation and Alignment, and should consider how your character might function within an Expedition's size and compatibility limitations.

Personality Characteristics

Beyond your background, consider developing these four categories of characteristics to bring your character to life:

* **Personality Traits:** Small, specific ways your character behaves or perceives the world
* **Ideals:** The principles, beliefs, or moral philosophy your character values most highly
* **Bonds:** The people, places, objects, or goals that your character is connected to and cares about
* **Flaws:** The vices, fears, or weaknesses that could lead your character astray

These characteristics not only help you roleplay consistently but also provide the GM with hooks for adventures and character development. They should reflect both your background and your alignment, creating a coherent picture of who your character is beyond their mechanical abilities.

Reputation and Alignment in Play

As you adventure through Aethel, your Reputation and Alignment will evolve based on your choices. Consider how your actions might be perceived by different factions:

* **Consistent Alignment:** Acting in accordance with your stated alignment reinforces it and builds Reputation with like-minded groups.
* **Alignment Shifts:** Consistently acting against your stated alignment may eventually cause it to shift, affecting your Reputation and potentially your Expedition compatibility.
* **Reputation Consequences:** High Reputation might grant access to exclusive quests, rare items, or valuable information. Low Reputation could lead to increased prices, hostility, or even being barred from certain locations.
* **Expedition Dynamics:** Remember that Good and Evil characters cannot maintain a stable Expedition together. If alignment shifts occur during play, the GM may require party restructuring to maintain the integrity of the Expedition system.

By thoughtfully developing your character's background, personality, alignment, and approach to reputation, you create not just a collection of abilities but a living, breathing individual ready to make their mark on the world of Aethel.

***# Chapter 5: Equipment***

The grand bazaar of Aethel teems with merchants from across the realm, dwarven smiths hammering masterwork blades, elven artisans weaving enchanted fabrics, halfling traders offering exotic herbs, and humans of every province bartering goods from distant lands. The air fills with the mingling scents of spices, leather, and forge-fire as shopkeepers call out their wares beneath colorful awnings. For adventurers in Decennium Descent, proper equipment represents more than mere possessions, it embodies preparation against the countless dangers lurking in forgotten ruins, corrupted wilds, and the spaces between realms. This chapter details the equipment adventurers rely upon, from mundane necessities to specialized tools that might mean the difference between triumph and tragedy.

## Starting Equipment

When creating your character, you receive equipment based on a combination of your class and background. The equipment lists in Chapter 3 (Classes) and Chapter 4 (Personality and Background) provide the standard gear for new adventurers. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in this chapter. See the Starting Wealth by Class table to determine how much gold you have to spend.

You decide how your character acquired this starting equipment. Perhaps it represents family heirlooms passed down through generations, gear purchased during your apprenticeship, equipment issued during military service, or items stolen during a desperate time. Your starting equipment tells part of your character's story, consider its origins and significance.

### Starting Wealth by Class

| Class | Starting Funds |

|-------|----------------|

| Bard | 5d4 × 10 gp |

| Cleric | 5d4 × 10 gp |

| Crimson Agent | 4d4 × 10 gp |

| Dragoon | 5d4 × 10 gp |

| Druid | 2d4 × 10 gp |

| Fighter | 5d4 × 10 gp |

| Mage | 4d4 × 10 gp |

| Mirrorsage | 4d4 × 10 gp |

| Monk | 5d4 gp |

| Oracle | 3d4 × 10 gp |

| Paladin | 5d4 × 10 gp |

| Ranger | 5d4 × 10 gp |

| Shaman | 2d4 × 10 gp |

| Soldier | 5d4 × 10 gp |

| Thief | 4d4 × 10 gp |

| Tinker | 4d4 × 10 gp |

| Warrior | 2d4 × 10 gp |

| Wizard | 4d4 × 10 gp |

## Wealth and Currency

Wealth in Aethel appears in many forms, reflecting the diverse economies of its regions and the complex history of its civilizations. While coins remain the most common form of currency, wealth also manifests as gemstones, trade goods, art objects, property deeds, and magical reagents.

### Standard Currency

The standard currencies of Aethel include:

\* \*\*Copper Piece (cp)\*\*: Common among peasants and for small purchases.

\* \*\*Silver Piece (sp)\*\*: Standard currency for craftspeople and merchants.

\* \*\*Gold Piece (gp)\*\*: Preferred by nobility and for significant transactions.

\* \*\*Platinum Piece (pp)\*\*: Rare currency used primarily by the extremely wealthy.

\* \*\*Mithril Mark (mm)\*\*: Ancient dwarven currency, still accepted in most major cities.

The standard exchange rates are:

| Coin | CP | SP | GP | PP | MM |

|------|----|----|----|----|-----|

| Copper (cp) | 1 | 1/10 | 1/100 | 1/1,000 | 1/500 |

| Silver (sp) | 10 | 1 | 1/10 | 1/100 | 1/50 |

| Gold (gp) | 100 | 10 | 1 | 1/10 | 1/5 |

| Platinum (pp) | 1,000 | 100 | 10 | 1 | 2 |

| Mithril (mm) | 500 | 50 | 5 | 1/2 | 1 |

### Regional Currencies

Different regions of Aethel maintain their own currencies, which may require exchange when traveling:

\* \*\*Verdant Leaves\*\*: Wooden tokens used in elven territories, valued for their intricate carvings.

\* \*\*Embermarks\*\*: Heat-treated iron coins from the volcanic provinces, valued at 2 sp each.

\* \*\*Soulshards\*\*: Crystalline currency from the eastern provinces, valued at 1 gp each.

\* \*\*Tidesilver\*\*: Blue-tinted silver coins from coastal regions, valued at 1 sp each.

### Soul Coins

Soul Coins are a special currency that appears exclusively in the Hells and only enters the mortal world when abyssals are killed or when deliberately placed. Implemented by Asmodeus as economic controls, Soul Coins function as universal currency within the Hells, though each Hell maintains its own unique currency or barter system as well. In the mortal realm, Soul Coins serve as powerful bargaining items rather than everyday currency. Most legitimate merchants refuse to accept them, while black market dealers may offer premium prices. Possessing Soul Coins often attracts unwanted attention from both celestial and infernal forces.

### Bartering and Trade Goods

In frontier settlements and rural areas, bartering remains common. Standard trade goods include:

| Good | Value |

|------|-------|

| 1 lb. of wheat | 1 cp |

| 1 lb. of flour | 2 cp |

| 1 chicken | 2 cp |

| 1 lb. of salt | 5 cp |

| 1 lb. of iron | 1 sp |

| 1 sq. yard of canvas | 1 sp |

| 1 lb. of copper | 5 sp |

| 1 lb. of ginger | 1 gp |

| 1 goat | 1 gp |

| 1 lb. of cinnamon | 2 gp |

| 1 sheep | 2 gp |

| 1 lb. of pepper | 2 gp |

| 1 pig | 3 gp |

| 1 lb. of cloves | 3 gp |

| 1 lb. of silver | 5 gp |

| 1 sq. yard of silk | 10 gp |

| 1 cow | 10 gp |

| 1 lb. of saffron | 15 gp |

| 1 ox | 15 gp |

| 1 lb. of gold | 50 gp |

| 1 lb. of platinum | 500 gp |

| 1 lb. of mithril | 250 gp |

## Selling Treasure

Throughout your adventures, you'll discover treasures, equipment, weapons, armor, and other valuable items. When returning to civilization, you can typically sell these findings, provided you can locate interested buyers.

### Standard Items

As a general rule, undamaged weapons, armor, and other mundane equipment fetch half their cost when sold in a market. Weapons and armor taken from monsters are rarely in good enough condition to sell unless specifically noted by the Game Master.

### Reputation Impact

Your reputation with local factions can significantly affect selling prices:

\* \*\*Honored\*\*: 75% of item value instead of 50%

\* \*\*Liked\*\*: 60% of item value

\* \*\*Neutral\*\*: Standard 50% of item value

\* \*\*Disliked\*\*: 40% of item value

\* \*\*Hated\*\*: 25% of item value or refusal to trade

### Gems, Jewelry, and Art Objects

These items retain their full value in the marketplace and can be traded for coin or used directly as currency. For exceptionally valuable treasures, you may need to find a buyer in a major city or trading hub.

### Magic Items

Selling magic items presents unique challenges. Common consumables like potions or scrolls can usually find buyers in any sizeable settlement, but more powerful or permanent magic items require specialized buyers, typically wealthy collectors, powerful mages, or established factions. The value of magic items transcends simple gold and depends on numerous factors:

\* Item rarity and power

\* Local laws regarding magic

\* Regional demand

\* Your reputation with potential buyers

\* Current political climate

Unlike mundane equipment, magic items rarely have a fixed market price. Instead, their value is determined through negotiation, often involving services or favors in addition to currency.

## Armor and Shields

Across Aethel's diverse cultures and technological traditions, armor styles vary dramatically, from the elegant mithril-weave of elven territories to the imposing plate of human kingdoms and the living wood armor of druidic circles. This variety offers adventurers numerous options for protection, each with distinct advantages and limitations. The Armor table collects the most commonly available types of armor found throughout Aethel, separated into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

### Armor Proficiency

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

### Armor Class (AC)

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

### Light Armor

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

\*\*Padded.\*\* Consisting of quilted layers of cloth and batting, padded armor provides basic protection while allowing freedom of movement. Common among novice adventurers and those in regions where metals are scarce.

\*\*Leather.\*\* This armor features a breastplate and shoulder protectors crafted from leather that has been hardened by boiling in oil, while the remainder consists of softer, more flexible materials. Standard among scouts, thieves, and those who value stealth.

\*\*Studded Leather.\*\* Made from tough but flexible leather reinforced with close-set rivets or spikes, studded leather offers improved protection while maintaining mobility. Favored by rangers, rogues, and duelists.

\*\*Elven Weave.\*\* A rare armor crafted from specially treated silk interwoven with enchanted threads, elven weave is lightweight and whisper-quiet. Primarily found in elven territories, it offers superior protection for its weight.

### Medium Armor

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

\*\*Hide.\*\* Consisting of thick furs and pelts, hide armor provides protection against both weapons and harsh elements. Common among tribal warriors, barbarians, and frontier settlers.

\*\*Chain Shirt.\*\* Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. It offers modest protection to the wearer's upper body while allowing the sound of rings to be muffled by outer layers.

\*\*Scale Mail.\*\* This armor consists of a coat and leggings (and sometimes a separate skirt) of leather covered with overlapping pieces of metal, similar to fish scales. The suit includes gauntlets and offers good protection against slashing attacks.

\*\*Breastplate.\*\* Consisting of a fitted metal chest piece worn with supple leather, a breastplate protects vital organs while leaving the limbs relatively unencumbered. Popular among commanders and wealthy adventurers who value mobility.

\*\*Half Plate.\*\* Half plate consists of shaped metal plates that cover most of the wearer's body except for the legs, which are protected by simple greaves attached with leather straps. It represents a compromise between protection and mobility.

### Heavy Armor

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

\*\*Ring Mail.\*\* This armor consists of leather armor with heavy rings sewn into it. The rings reinforce the armor against blows from swords and axes. Ring mail is typically worn by those who cannot afford better armor.

\*\*Chain Mail.\*\* Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath to prevent chafing and cushion impact. The suit includes gauntlets and offers good all-around protection.

\*\*Splint.\*\* Splint armor is made of narrow vertical strips of metal riveted to a backing of leather worn over cloth padding. Flexible chain mail protects the joints. It offers better protection than chain mail but less than plate.

\*\*Plate.\*\* Plate consists of shaped, interlocking metal plates that cover the entire body. A suit includes gauntlets, heavy leather boots, a visored helmet, and thick padding underneath. Buckles and straps distribute the weight across the body. It represents the pinnacle of non-magical protection.

\*\*Dwarven Plate.\*\* Masterwork armor forged by dwarven smiths, dwarven plate is lighter and more flexible than standard plate while offering superior protection. Its creation requires rare metals and techniques known only to dwarven master crafters.

### Armor Table

| Armor | Cost | Armor Class (AC) | Strength | Stealth | Weight |

|-------|------|------------------|----------|---------|--------|

| \*\*Light Armor\*\* |

| Padded | 5 gp | 11 + Dex modifier | , | Disadvantage | 8 lb. |

| Leather | 10 gp | 11 + Dex modifier | , | , | 10 lb. |

| Studded leather | 45 gp | 12 + Dex modifier | , | , | 13 lb. |

| Elven weave | 100 gp | 12 + Dex modifier | , | Advantage | 6 lb. |

| \*\*Medium Armor\*\* |

| Hide | 10 gp | 12 + Dex modifier (max 2) | , | , | 12 lb. |

| Chain shirt | 50 gp | 13 + Dex modifier (max 2) | , | , | 20 lb. |

| Scale mail | 50 gp | 14 + Dex modifier (max 2) | , | Disadvantage | 45 lb. |

| Breastplate | 400 gp | 14 + Dex modifier (max 2) | , | , | 20 lb. |

| Half plate | 750 gp | 15 + Dex modifier (max 2) | , | Disadvantage | 40 lb. |

| \*\*Heavy Armor\*\* |

| Ring mail | 30 gp | 14 | , | Disadvantage | 40 lb. |

| Chain mail | 75 gp | 16 | Str 13 | Disadvantage | 55 lb. |

| Splint | 200 gp | 17 | Str 15 | Disadvantage | 60 lb. |

| Plate | 1,500 gp | 18 | Str 15 | Disadvantage | 65 lb. |

| Dwarven plate | 3,000 gp | 18 | Str 13 | Disadvantage | 55 lb. |

| \*\*Shields\*\* |

| Buckler | 5 gp | +1 | , | , | 3 lb. |

| Shield | 10 gp | +2 | , | , | 6 lb. |

| Tower shield | 50 gp | +3 | Str 13 | Disadvantage | 15 lb. |

### Shields

Shields are made from wood, metal, or exotic materials and are carried in one hand. Wielding a shield increases your Armor Class by the indicated amount. You can benefit from only one shield at a time.

\*\*Buckler.\*\* A small shield strapped to the forearm, leaving the hand partially free. It provides minimal protection but allows for greater mobility.

\*\*Shield.\*\* A standard shield made of wood or metal, gripped with one hand. It provides solid protection against attacks from one direction.

\*\*Tower Shield.\*\* A massive shield that can cover most of the body. While offering superior protection, it significantly reduces mobility and requires considerable strength to wield effectively.

### Getting Into and Out of Armor

The time required to don or doff armor depends on the armor's category.

\*\*Don.\*\* This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

\*\*Doff.\*\* This is the time it takes to take off armor. If you have help, reduce this time by half.

| Category | Don | Doff |

|----------|-----|------|

| Light Armor | 1 minute | 1 minute |

| Medium Armor | 5 minutes | 1 minute |

| Heavy Armor | 10 minutes | 5 minutes |

| Shield | 1 action | 1 action |

### Armor Quality Tiers

Beyond the standard armors listed above, Aethel's master crafters can create equipment of exceptional quality:

\*\*Crude (-1).\*\* Hastily made or damaged armor that provides less protection than standard versions. AC is reduced by 1, and the armor has half the normal hit points.

\*\*Standard (0).\*\* The baseline quality represented in the Armor Table.

\*\*Fine (+1).\*\* Expertly crafted armor that provides better protection without additional weight. AC is increased by 1.

\*\*Superior (+2).\*\* Masterwork armor created by renowned artisans using premium materials. AC is increased by 2, and the armor's weight is reduced by 20%.

\*\*Exceptional (+3).\*\* Legendary armor of the highest craftsmanship, often incorporating rare materials. AC is increased by 3, weight is reduced by 30%, and the armor gains one minor special property.

Higher quality tiers typically cost significantly more than standard versions:

\* Fine: 3× standard cost

\* Superior: 10× standard cost

\* Exceptional: 25× standard cost

## Weapons

Your choice of weapon reflects not only your combat style but often your cultural background, training, and personal philosophy. From the elegant elven thinblade to the devastating dwarven warhammer, weapons in Aethel are as diverse as its inhabitants.

### Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two main 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. 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. 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 shown 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 maximum 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.

\*\*Special.\*\* A weapon with the special property has unusual rules governing its use, explained in the weapon's description.

\*\*Thrown.\*\* If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

\*\*Two-Handed.\*\* This weapon requires two hands to use.

\*\*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.

### Simple Melee Weapons

| Weapon | Cost | Damage | Weight | Properties |

|--------|------|--------|--------|------------|

| Club | 1 sp | 1d4 bludgeoning | 2 lb. | Light |

| Dagger | 2 gp | 1d4 piercing | 1 lb. | Finesse, light, thrown (range 20/60) |

| Greatclub | 2 sp | 1d8 bludgeoning | 10 lb. | Two-handed |

| Handaxe | 5 gp | 1d6 slashing | 2 lb. | Light, thrown (range 20/60) |

| Javelin | 5 sp | 1d6 piercing | 2 lb. | Thrown (range 30/120) |

| Light hammer | 2 gp | 1d4 bludgeoning | 2 lb. | Light, thrown (range 20/60) |

| Mace | 5 gp | 1d6 bludgeoning | 4 lb. | , |

| Quarterstaff | 2 sp | 1d6 bludgeoning | 4 lb. | Versatile (1d8) |

| Sickle | 1 gp | 1d4 slashing | 2 lb. | Light |

| Spear | 1 gp | 1d6 piercing | 3 lb. | Thrown (range 20/60), versatile (1d8) |

| Unarmed strike | , | 1 bludgeoning | , | , |

### Simple Ranged Weapons

| Weapon | Cost | Damage | Weight | Properties |

|--------|------|--------|--------|------------|

| Crossbow, light | 25 gp | 1d8 piercing | 5 lb. | Ammunition (range 80/320), loading, two-handed |

| Dart | 5 cp | 1d4 piercing | 1/4 lb. | Finesse, thrown (range 20/60) |

| Shortbow | 25 gp | 1d6 piercing | 2 lb. | Ammunition (range 80/320), two-handed |

| Sling | 1 sp | 1d4 bludgeoning | , | Ammunition (range 30/120) |

### Martial Melee Weapons

| Weapon | Cost | Damage | Weight | Properties |

|--------|------|--------|--------|------------|

| Battleaxe | 10 gp | 1d8 slashing | 4 lb. | Versatile (1d10) |

| Flail | 10 gp | 1d8 bludgeoning | 2 lb. | , |

| Glaive | 20 gp | 1d10 slashing | 6 lb. | Heavy, reach, two-handed |

| Greataxe | 30 gp | 1d12 slashing | 7 lb. | Heavy, two-handed |

| Greatsword | 50 gp | 2d6 slashing | 6 lb. | Heavy, two-handed |

| Halberd | 20 gp | 1d10 slashing | 6 lb. | Heavy, reach, two-handed |

| Lance | 10 gp | 1d12 piercing | 6 lb. | Reach, special |

| Longsword | 15 gp | 1d8 slashing | 3 lb. | Versatile (1d10) |

| Maul | 10 gp | 2d6 bludgeoning | 10 lb. | Heavy, two-handed |

| Morningstar | 15 gp | 1d8 piercing | 4 lb. | , |

| Pike | 5 gp | 1d10 piercing | 18 lb. | Heavy, reach, two-handed |

| Rapier | 25 gp | 1d8 piercing | 2 lb. | Finesse |

| Scimitar | 25 gp | 1d6 slashing | 3 lb. | Finesse, light |

| Shortsword | 10 gp | 1d6 piercing | 2 lb. | Finesse, light |

| Trident | 5 gp | 1d6 piercing | 4 lb. | Thrown (range 20/60), versatile (1d8) |

| War pick | 5 gp | 1d8 piercing | 2 lb. | , |

| Warhammer | 15 gp | 1d8 bludgeoning | 2 lb. | Versatile (1d10) |

| Whip | 2 gp | 1d4 slashing | 3 lb. | Finesse, reach |

### Martial Ranged Weapons

| Weapon | Cost | Damage | Weight | Properties |

|--------|------|--------|--------|------------|

| Blowgun | 10 gp | 1 piercing | 1 lb. | Ammunition (range 25/100), loading |

| Crossbow, hand | 75 gp | 1d6 piercing | 3 lb. | Ammunition (range 30/120), light, loading |

| Crossbow, heavy | 50 gp | 1d10 piercing | 18 lb. | Ammunition (range 100/400), heavy, loading, two-handed |

| Longbow | 50 gp | 1d8 piercing | 2 lb. | Ammunition (range 150/600), heavy, two-handed |

| Net | 1 gp | , | 3 lb. | Special, thrown (range 5/15) |

### Special Weapons

\*\*Lance.\*\* You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

\*\*Net.\*\* A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

### Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use their proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

### Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

### Weapon Quality Tiers

Like armor, weapons in Aethel can be crafted to different quality standards:

\*\*Crude (-1).\*\* Poorly made or damaged weapons that are less effective in combat. Attack rolls suffer a -1 penalty, and the weapon has a 5% chance of breaking on a natural 1.

\*\*Standard (0).\*\* The baseline quality represented in the Weapons Table.

\*\*Fine (+1).\*\* Expertly crafted weapons that provide better accuracy. Attack rolls gain a +1 bonus.

\*\*Superior (+2).\*\* Masterwork weapons created by renowned weaponsmiths using premium materials. Attack rolls gain a +2 bonus, and critical hits deal one additional die of damage.

\*\*Exceptional (+3).\*\* Legendary weapons of the highest craftsmanship, often incorporating rare materials. Attack rolls gain a +3 bonus, critical hits deal two additional dice of damage, and the weapon gains one minor special property.

Higher quality tiers typically cost significantly more than standard versions:

\* Fine: 3× standard cost

\* Superior: 10× standard cost

\* Exceptional: 25× standard cost

## Adventuring Gear

This section describes items that have special rules or require further explanation.

### Ammunition

| Item | Cost | Weight |

|------|------|--------|

| Arrows (20) | 1 gp | 1 lb. |

| Blowgun needles (50) | 1 gp | 1 lb. |

| Crossbow bolts (20) | 1 gp | 1½ lb. |

| Sling bullets (20) | 4 cp | 1½ lb. |

### Arcane Focus

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

| Item | Cost | Weight |

|------|------|--------|

| Crystal | 10 gp | 1 lb. |

| Orb | 20 gp | 3 lb. |

| Rod | 10 gp | 2 lb. |

| Staff | 5 gp | 4 lb. |

| Wand | 10 gp | 1 lb. |

### Druidic Focus

A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

| Item | Cost | Weight |

|------|------|--------|

| Sprig of mistletoe | 1 gp | , |

| Totem | 1 gp | , |

| Wooden staff | 5 gp | 4 lb. |

| Yew wand | 10 gp | 1 lb. |

### Holy Symbol

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

| Item | Cost | Weight |

|------|------|--------|

| Amulet | 5 gp | 1 lb. |

| Emblem | 5 gp | , |

| Reliquary | 5 gp | 2 lb. |

### Potion Vials and Containers

Alchemists, herbalists, and potion-makers require specialized containers for their creations:

| Item | Cost | Weight | Capacity |

|------|------|--------|----------|

| Glass vial | 1 gp | , | 1 dose |

| Crystal vial | 5 gp | , | 1 dose |

| Alchemist's bottle | 2 gp | 1/2 lb. | 3 doses |

| Reinforced flask | 3 gp | 1 lb. | 5 doses |

| Potion belt | 5 gp | 1 lb. | Holds 6 vials |

| Potion case | 10 gp | 3 lb. | Holds 12 vials |

### Equipment Packs

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

\*\*Burglar's Pack (16 gp).\*\* Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

\*\*Diplomat's Pack (39 gp).\*\* Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

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

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

\*\*Explorer's Pack (10 gp).\*\* Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

\*\*Priest's Pack (19 gp).\*\* Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

\*\*Scholar's Pack (40 gp).\*\* Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

### General Adventuring Gear

| Item | Cost | Weight |

|------|------|--------|

| Abacus | 2 gp | 2 lb. |

| Acid (vial) | 25 gp | 1 lb. |

| Alchemist's fire (flask) | 50 gp | 1 lb. |

| Antitoxin (vial) | 50 gp | , |

| Backpack | 2 gp | 5 lb. |

| Ball bearings (bag of 1,000) | 1 gp | 2 lb. |

| Barrel | 2 gp | 70 lb. |

| Basket | 4 sp | 2 lb. |

| Bedroll | 1 gp | 7 lb. |

| Bell | 1 gp | , |

| Blanket | 5 sp | 3 lb. |

| Block and tackle | 1 gp | 5 lb. |

| Book | 25 gp | 5 lb. |

| Bottle, glass | 2 gp | 2 lb. |

| Bucket | 5 cp | 2 lb. |

| Caltrops (bag of 20) | 1 gp | 2 lb. |

| Candle | 1 cp | , |

| Case, crossbow bolt | 1 gp | 1 lb. |

| Case, map or scroll | 1 gp | 1 lb. |

| Chain (10 feet) | 5 gp | 10 lb. |

| Chalk (1 piece) | 1 cp | , |

| Chest | 5 gp | 25 lb. |

| Climber's kit | 25 gp | 12 lb. |

| Clothes, common | 5 sp | 3 lb. |

| Clothes, costume | 5 gp | 4 lb. |

| Clothes, fine | 15 gp | 6 lb. |

| Clothes, traveler's | 2 gp | 4 lb. |

| Component pouch | 25 gp | 2 lb. |

| Crowbar | 2 gp | 5 lb. |

| Fishing tackle | 1 gp | 4 lb. |

| Flask or tankard | 2 cp | 1 lb. |

| Grappling hook | 2 gp | 4 lb. |

| Hammer | 1 gp | 3 lb. |

| Hammer, sledge | 2 gp | 10 lb. |

| Healer's kit | 5 gp | 3 lb. |

| Holy water (flask) | 25 gp | 1 lb. |

| Hourglass | 25 gp | 1 lb. |

| Hunting trap | 5 gp | 25 lb. |

| Ink (1 ounce bottle) | 10 gp | , |

| Ink pen | 2 cp | , |

| Jug or pitcher | 2 cp | 4 lb. |

| Ladder (10-foot) | 1 sp | 25 lb. |

| Lamp | 5 sp | 1 lb. |

| Lantern, bullseye | 10 gp | 2 lb. |

| Lantern, hooded | 5 gp | 2 lb. |

| Lock | 10 gp | 1 lb. |

| Magnifying glass | 100 gp | , |

| Manacles | 2 gp | 6 lb. |

| Mess kit | 2 sp | 1 lb. |

| Mirror, steel | 5 gp | 1/2 lb. |

| Oil (flask) | 1 sp | 1 lb. |

| Paper (one sheet) | 2 sp | , |

| Parchment (one sheet) | 1 sp | , |

| Perfume (vial) | 5 gp | , |

| Pick, miner's | 2 gp | 10 lb. |

| Piton | 5 cp | 1/4 lb. |

| Poison, basic (vial) | 100 gp | , |

| Pole (10-foot) | 5 cp | 7 lb. |

| Pot, iron | 2 gp | 10 lb. |

| Potion of healing | 50 gp | 1/2 lb. |

| Pouch | 5 sp | 1 lb. |

| Quiver | 1 gp | 1 lb. |

| Ram, portable | 4 gp | 35 lb. |

| Rations (1 day) | 5 sp | 2 lb. |

| Robes | 1 gp | 4 lb. |

| Rope, hempen (50 feet) | 1 gp | 10 lb. |

| Rope, silk (50 feet) | 10 gp | 5 lb. |

| Sack | 1 cp | 1/2 lb. |

| Scale, merchant's | 5 gp | 3 lb. |

| Sealing wax | 5 sp | , |

| Shovel | 2 gp | 5 lb. |

| Signal whistle | 5 cp | , |

| Signet ring | 5 gp | , |

| Soap | 2 cp | , |

| Spellbook | 50 gp | 3 lb. |

| Spikes, iron (10) | 1 gp | 5 lb. |

| Spyglass | 1,000 gp | 1 lb. |

| Tent, two-person | 2 gp | 20 lb. |

| Tinderbox | 5 sp | 1 lb. |

| Torch | 1 cp | 1 lb. |

| Vial | 1 gp | , |

| Waterskin | 2 sp | 5 lb. (full) |

| Whetstone | 1 cp | 1 lb. |

### Tools

| Item | Cost | Weight |

|------|------|--------|

| \*\*Artisan's Tools\*\* |

| Alchemist's supplies | 50 gp | 8 lb. |

| Brewer's supplies | 20 gp | 9 lb. |

| Calligrapher's supplies | 10 gp | 5 lb. |

| Carpenter's tools | 8 gp | 6 lb. |

| Cartographer's tools | 15 gp | 6 lb. |

| Cobbler's tools | 5 gp | 5 lb. |

| Cook's utensils | 1 gp | 8 lb. |

| Glassblower's tools | 30 gp | 5 lb. |

| Jeweler's tools | 25 gp | 2 lb. |

| Leatherworker's tools | 5 gp | 5 lb. |

| Mason's tools | 10 gp | 8 lb. |

| Painter's supplies | 10 gp | 5 lb. |

| Potter's tools | 10 gp | 3 lb. |

| Smith's tools | 20 gp | 8 lb. |

| Tinker's tools | 50 gp | 10 lb. |

| Weaver's tools | 1 gp | 5 lb. |

| Woodcarver's tools | 1 gp | 5 lb. |

| \*\*Gaming Sets\*\* |

| Dice set | 1 sp | , |

| Dragonchess set | 1 gp | 1/2 lb. |

| Playing card set | 5 sp | , |

| \*\*Musical Instruments\*\* |

| Bagpipes | 30 gp | 6 lb. |

| Drum | 6 gp | 3 lb. |

| Dulcimer | 25 gp | 10 lb. |

| Flute | 2 gp | 1 lb. |

| Lute | 35 gp | 2 lb. |

| Lyre | 30 gp | 2 lb. |

| Horn | 3 gp | 2 lb. |

| Pan flute | 12 gp | 2 lb. |

| Shawm | 2 gp | 1 lb. |

| Viol | 30 gp | 1 lb. |

| \*\*Other Tools\*\* |

| Disguise kit | 25 gp | 3 lb. |

| Forgery kit | 15 gp | 5 lb. |

| Herbalism kit | 5 gp | 3 lb. |

| Navigator's tools | 25 gp | 2 lb. |

| Poisoner's kit | 50 gp | 2 lb. |

| Thieves' tools | 25 gp | 1 lb. |

### Mounts and Vehicles

| Item | Cost | Speed | Carrying Capacity |

|------|------|-------|------------------|

| \*\*Mounts\*\* |

| Camel | 50 gp | 50 ft. | 480 lb. |

| Donkey or mule | 8 gp | 40 ft. | 420 lb. |

| Elephant | 200 gp | 40 ft. | 1,320 lb. |

| Horse, draft | 50 gp | 40 ft. | 540 lb. |

| Horse, riding | 75 gp | 60 ft. | 480 lb. |

| Horse, war | 400 gp | 60 ft. | 540 lb. |

| Mastiff | 25 gp | 40 ft. | 195 lb. |

| Pony | 30 gp | 40 ft. | 225 lb. |

| Warhound | 50 gp | 50 ft. | 250 lb. |

| \*\*Tack, Harness, and Drawn Vehicles\*\* |

| Barding | ×4 | , | , |

| Bit and bridle | 2 gp | , | , |

| Carriage | 100 gp | , | , |

| Cart | 15 gp | , | , |

| Chariot | 250 gp | , | , |

| Feed (per day) | 5 cp | , | , |

| Saddle, exotic | 60 gp | , | , |

| Saddle, military | 20 gp | , | , |

| Saddle, pack | 5 gp | , | , |

| Saddle, riding | 10 gp | , | , |

| Saddlebags | 4 gp | , | , |

| Sled | 20 gp | , | , |

| Stabling (per day) | 5 sp | , | , |

| Wagon | 35 gp | , | , |

| \*\*Waterborne Vehicles\*\* |

| Galley | 30,000 gp | , | , |

| Keelboat | 3,000 gp | , | , |

| Longship | 10,000 gp | , | , |

| Rowboat | 50 gp | , | , |

| Sailing ship | 10,000 gp | , | , |

| Warship | 25,000 gp | , | , |

## Crafting and Harvesting

Aethel offers abundant resources for those skilled in crafting and harvesting. From monster parts to rare herbs, these materials can be transformed into valuable equipment, potions, and magical items.

### Monster Harvesting

Defeated monsters can yield valuable components for crafting:

\*\*Harvesting Basics:\*\*

\* Requires appropriate tools (skinning knife, bone saw, etc.)

\* Skill check based on monster type (Nature for beasts, Arcana for magical creatures)

\* Time required ranges from 10 minutes to 1 hour based on creature size

\* Failed checks may damage or destroy potential components

\*\*Component Quality Tiers:\*\*

\* \*\*Common:\*\* Basic materials like hide, teeth, or bones

\* \*\*Uncommon:\*\* Specialized organs, venom sacs, or quality pelts

\* \*\*Rare:\*\* Magical essences, crystallized elements, or unique biological features

\* \*\*Very Rare:\*\* Legendary creature parts with inherent magical properties

\*\*Sample Harvestable Components:\*\*

\* Dragon scales (armor crafting)

\* Venom sacs (poison crafting)

\* Monster hearts (magical reagents)

\* Ethereal essences (enchanting)

\* Creature eyes (scrying components)

### Crafting Basics

Crafting in Aethel requires three elements:

1. \*\*Skills:\*\* Proficiency in appropriate tools or abilities

2. \*\*Materials:\*\* Components gathered through harvesting, mining, or purchasing

3. \*\*Time:\*\* Varies based on item complexity

\*\*Crafting Costs:\*\*

\* Standard items: 50% of market price in materials

\* Quality items: Additional materials based on quality tier

\* Magical items: Requires special components and formulas

\*\*Crafting Time:\*\*

\* Simple items: 1 day per 5 gp value

\* Complex items: 1 day per 2 gp value

\* Magical items: Based on rarity (Common: 1 week, Uncommon: 2 weeks, etc.)

### Reputation and Crafting

Your reputation with various factions can significantly impact crafting:

\* \*\*Access to Materials:\*\* Higher reputation unlocks rare components

\* \*\*Training:\*\* Faction masters may teach special techniques

\* \*\*Facilities:\*\* Access to superior crafting locations

\* \*\*Commissions:\*\* Opportunities to craft for influential patrons

## Conclusion

The equipment you choose defines not only your character's capabilities but also their identity in the world of Aethel. From the weapons you wield to the armor you don, each piece tells part of your story. As you adventure, you'll discover new and more powerful items, craft equipment from exotic materials, and perhaps even claim legendary artifacts that will further distinguish your character in the ongoing saga of Decennium Descent.

Chapter 6: Making Your Character Your Own

In the world of Aethel, heroes rarely follow a single, predetermined path. As you adventure across the realm, you'll discover new abilities, forge unexpected alliances, and perhaps even unlock legendary powers that transcend conventional training. This chapter explores how to customize and evolve your character beyond the basic framework of a single class.

Multiclassing

Multiclassing allows you to gain levels in multiple classes, representing the diversification of your character's talents and interests. Perhaps your Warrior has discovered a talent for arcane magic, or your Thief has begun to hear the call of nature. Multiclassing lets you combine abilities from different classes to create a character that is uniquely yours.

Prerequisites

Not every character is suited for every class. To qualify for a new class, you must meet the ability score prerequisites for both your current class and the new one, as shown in the Multiclassing Prerequisites table.

Multiclassing Prerequisites

| Class | Minimum Ability Scores |
| --- | --- |
| Bard | Charisma 13 |
| Cleric | Wisdom 13 |
| Crimson Agent | Dexterity 13, Constitution 13 |
| Dragoon | Strength 13, Dexterity 13 |
| Druid | Wisdom 13 |
| Fighter | Strength 13 or Dexterity 13 |
| Mage | Intelligence 13 |
| Mirrorsage | Intelligence 13, Charisma 13 |
| Monk | Dexterity 13, Wisdom 13 |
| Oracle | Wisdom 13, Charisma 13 |
| Paladin | Strength 13, Charisma 13 |
| Ranger | Dexterity 13, Wisdom 13 |
| Shaman | Wisdom 13, Constitution 13 |
| Soldier | Strength 13, Constitution 13 |
| Thief | Dexterity 13 |
| Tinker | Intelligence 13, Dexterity 13 |
| Warrior | Strength 13, Constitution 13 |
| Wizard | Intelligence 13 |

Experience and Levels

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table in Chapter 1, not your level in a particular class. When you gain a level, you may choose whether to increase your level in your current class or to gain a level in a new class.

Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. If they're different, track them separately.

Proficiency Bonus

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class.

Proficiencies

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies

| Class | Proficiencies Gained |
| --- | --- |
| Bard | Light armor, one skill of your choice, one musical instrument |
| Cleric | Light armor, medium armor, shields |
| Crimson Agent | Light armor, one skill from the class's skill list |
| Dragoon | Medium armor, shields, martial weapons |
| Druid | Light armor, medium armor, shields (druids will not wear armor or use shields made of metal) |
| Fighter | Light armor, medium armor, shields, simple weapons, martial weapons |
| Mage | One skill from the class's skill list |
| Mirrorsage | One skill from the class's skill list |
| Monk | Simple weapons, shortswords |
| Oracle | Light armor, one skill from the class's skill list |
| Paladin | Light armor, medium armor, shields, simple weapons, martial weapons |
| Ranger | Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list |
| Shaman | Light armor, shields, one skill from the class's skill list |
| Soldier | Light armor, medium armor, heavy armor, shields, simple weapons, martial weapons |
| Thief | Light armor, one skill from the class's skill list, thieves' tools |
| Tinker | Light armor, one skill from the class's skill list, tinker's tools |
| Warrior | Light armor, medium armor, shields, simple weapons, martial weapons |
| Wizard | One skill from the class's skill list |

Class Features

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing.

Channel Divinity, Extra Attack, and Unarmored Defense

If you already have the Channel Divinity, Extra Attack, or Unarmored Defense features from another class, you don't gain the feature again. Instead, each time you reach a level that grants the feature, you gain the benefits specified for your new class.

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes. Once you have the Spellcasting feature from more than one class, use the following rules.

**Spell Slots.** You determine your available spell slots by adding together all your levels in the Mage, Wizard, and Mirrorsage classes, half your levels (rounded down) in the Bard, Cleric, Druid, Oracle, Paladin, and Shaman classes, and a third of your levels (rounded down) in the Crimson Agent, Ranger, and Thief classes if they have the Spellcasting feature. Use this total to determine your spell slots by consulting the Multiclass Spellcaster table.

**Spells Known and Prepared.** You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class.

Multiclass Spellcaster: Spell Slots per Spell Level

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

Prestige Classes

While multiclassing allows you to diversify your character's abilities, prestige classes represent specialized training or extraordinary circumstances that transform your character in more profound ways. Unlike core classes, prestige classes cannot be taken at character creation, they must be unlocked through gameplay, representing your character's growth and unique experiences in the world of Aethel.

Unlocking Prestige Classes

There are two primary methods to unlock a prestige class:

Prerequisite Path

This traditional path requires you to meet specific prerequisites:

* Reach a minimum level in one or more core classes
* Acquire specific feats that demonstrate aptitude
* Master relevant skills
* Complete a special requirement unique to the prestige class

Discovery Path

This alternative path focuses on narrative discovery:

* Encounter a specific event, location, or NPC
* Complete a series of thematic challenges or quests
* Undergo a transformation or ritual
* Demonstrate aptitude through roleplay and character choices

Prestige Class List

The following prestige classes represent specialized paths that characters may discover during their adventures in Aethel. Each offers unique abilities and playstyles that build upon the foundation of the core classes.

1. **Battlemage** - Melee-arcane hybrid who weaves spells and swordplay
2. **Beast Master** - Animal companion specialist with deep primal bonds
3. **Blademaster** - Weapon perfectionist with supernatural martial prowess
4. **Bloodbound** - Vampiric predator who feeds on blood to empower abilities
5. **Berserker** - Chaos-fueled brute who thrives in the thick of battle
6. **Chronomancer** - Manipulator of time who banks and reuses actions
7. **Echomancer** - Mystic who mirrors the powers of enemies and monsters
8. **Forge Master** - Legendary blacksmith who imbues weapons with mythic properties
9. **Giant Killer** - Specialized hunter trained to bring down colossal foes
10. **Gravetouched** - Cursed soul balanced between life and death
11. **Hexblade** - Weapon-bound curse channeler who weaves doom through strikes
12. **Mooncursed** - Lycanthropic warrior whose form varies by curse type
13. **Sapper** - Demolition expert and trapmaster who controls the battlefield
14. **Soulrender** - Necrotic engine of agony who harvests souls for power
15. **Storm Lord** - Tempest-fueled channeler of lightning and wind
16. **Verdant Animist** - Summoner of living traps and wild overgrowth
17. **Warlock** - Pact-bound caster who channels dark forces from beyond
18. **Wyrmslayer** - Hunter forged in fire and scaled blood, bane of dragons

The following pages detail each prestige class, including their unique abilities, unlock requirements, and role in the world of Aethel.

Decennium Descent – Prestige Classes (Classes 1–6)

Each prestige class includes:

- Class Overview

- Requirements & Unlock Conditions

- Signature Mechanics

- Capstone Ability

- Combat Role

- Character Vignette (2–3 paragraphs)

# 1. Battlemage

\*\*Overview\*\*: A melee-arcane hybrid who builds momentum through physical combat to unleash devastating spells.

\*\*Requirements\*\*:

* - Base Class: Warrior or Mage (Lv 10+)
* - Feats: Power Attack, Combat Casting, Arcane Momentum
* - Skills: Spellcraft, Concentration, Weapon Mastery
* - Alignment: Any non-Lawful Good

\*\*Unlock\*\*: Slay a spellcasting enemy with a melee weapon while concentrating on an active spell.

\*\*Signature Mechanics\*\*:

* - Battle Flow: Gain 1 stack of Momentum per melee hit (max 5)
* - Momentum Surge: Spend Momentum to quick-cast or empower spellstrikes
* - Spellshock Guard: Gain magic resistance after casting in melee
* - Arcane Grudge: Bonus damage vs enemy casters who injured you

\*\*Capstone – Arcane Detonation\*\*: Consume all Momentum to unleash an AoE elemental blast that knocks back enemies and refreshes one spell slot.

\*\*Combat Role\*\*: Frontline disruptor and caster killer. Excels in hybrid burst pressure.

Character Story\*\*: \*The Ember Blade

Tyrellus Fane, once a court mage, found no joy in scrolls or lectures. When invaders stormed his sanctum, desperation forced him to lift a fallen knight’s blade. With a roar and a spell, he became fire and steel. Now he stalks battlefields as the Ember Blade, arcane energy humming through his strikes, seeking the thrill that only war provides. Those who mistake him for a mere battler are consumed in flame and fury.

# 2. Beastmaster

\*\*Overview\*\*: A primal commander who bonds with multiple beasts and leads them in coordinated battle.

\*\*Requirements\*\*:

* - Base Class: Ranger or Druid (Lv 10+)
* - Feats: Companion Training, Survivalist, Beast Lore
* - Skills: Survival, Animal Empathy

\*\*Unlock\*\*: Tame and command three different CR-appropriate beasts during a wilderness trial quest.

\*\*Signature Mechanics\*\*:

* - Primal Pack: Control up to 3 active companions that scale with level
* - Shared Instinct: Beast allies benefit from your feat bonuses
* - Pack Coordination: Use a bonus action to command multiple companions

\*\*Capstone – Apex Alpha\*\*: Once per long rest, your companions act twice per round and inherit your weapon feats temporarily.

\*\*Combat Role\*\*: Flexible frontline or skirmish leader. Best in mid-sized parties or wilderness zones.

Character Story\*\*: \*Of Claws and Kin

Seraya Wanderclaw walks alone, yet never without company. Wolves flank her. An eagle circles above. A bear watches from the shadow of a pine. Raised by the wild after her tribe fell, she learned not to command beasts, but to earn their trust. In battle, they strike as one , claw, beak, fang. Where she steps, the forest fights back.

# 3. Blademaster

\*\*Overview\*\*: A weapon perfectionist who executes seamless, deadly strikes through honed martial flow.

\*\*Requirements\*\*:

* - Base Class: Warrior or Thief (Lv 10+)
* - Feats: Weapon Focus, Weapon Mastery, Combat Reflexes
* - Skills: Acrobatics, Weapon Mastery

\*\*Unlock\*\*: Defeat a master duelist without taking more than one hit.

\*\*Signature Mechanics\*\*:

* - Blade Echo: Every 3rd strike triggers a free maneuver
* - Parry Counter: Successful dodge grants a retaliatory strike
* - Precision Flow: Critical hits increase maneuver DC and chance to chain

\*\*Capstone – Perfect Form\*\*: For one round per short rest, all attacks auto-hit if an enemy has already been struck this turn.

\*\*Combat Role\*\*: Single-target DPS and duelist. Excels in agile combat and enemy pressure.

Character Story\*\*: \*The Silver Cut

Kane the Quiet never shouts, never snarls. His blade does it for him. A master of the Thousand Strokes style, he sees the world in openings. One breath, one kill. Some say his sword whispers to him, others that he moves faster than thought. None who faced him have lived long enough to explain.

# 4. Bloodbound

\*\*Overview\*\*: A vampiric predator who feeds on blood to empower attacks, summon thralls, and cheat death.

\*\*Requirements\*\*:

* - Base Class: Crimson Agent, Thief, or Gravetouched (Lv 10+)
* - Feats: Hemocraft, Dark Affinity, Life Drinker
* - Skills: Stealth, Hemocraft, Arcana

\*\*Unlock\*\*: Survive a vampiric infection through a dark relic or story-driven event and accept the curse.

\*\*Signature Mechanics\*\*:

* - Bloodletting Strikes: Apply Bleed stacks; consume them to heal or deal bonus damage
* - Crimson Domination: Charm or control a humanoid thrall temporarily
* - Sanguine Regeneration: Passive healing based on kills and crits
* - Bloodwalk: Teleport to bleeding enemies in line of sight
* - Mistform: Once per encounter, avoid death by becoming mist and retreating

\*\*Capstone – Throne of Night\*\*: Transform into a Master Vampire for 1 minute: lifesteal, domination, fear aura, and resistance to nonmagical damage.

\*\*Combat Role\*\*: Sustained fighter with mobility and lifesteal. Dominates small skirmishes.

Character Story\*\*: \*The Crimson Waltz

Lira Vey once danced for kings. Her voice seduced nobles; her smile masked poison. But it was her final performance that earned her immortality. The vampire lord saw her elegance and claimed her. Now she glides through battlefields as effortlessly as she did across marble halls, draining blood with every step. She is as feared for her kiss as for her claws.

# 5. Berserker

\*\*Overview\*\*: A chaos-fueled brute who thrives in the thick of battle, dealing AoE damage and overwhelming force.

\*\*Requirements\*\*:

* - Base Class: Warrior or Shaman (Lv 10+)
* - Feats: Frenzied Rage, Endurance, Cleave
* - Skills: Athletics, Survival

\*\*Unlock\*\*: Enter a berserker state and defeat 10 foes solo during a ritual combat trial.

\*\*Signature Mechanics\*\*:

* - Frenzy: Enter a rage that increases damage and grants damage resistance
* - Sweeping Blow: AoE cleave that knocks enemies back
* - Deathlust: Killing enemies extends Frenzy duration
* - Reckless Charge: Dash through enemies and daze them on impact

\*\*Capstone – Raging Tempest\*\*: While Frenzy is active, gain one extra action per round and immunity to fear or charm.

\*\*Combat Role\*\*: AoE melee brute. Uncontrollable force of destruction in large skirmishes.

Character Story\*\*: \*The Avalanche

Brokk Hammergut was once a miner. Then came the cave-in, the screams, the silence. He clawed his way out, bloodied, mad, reborn. Now Brokk fights not for gold, but for the rush. Battle is his forge. Rage is his hammer. When his warcry echoes down stone halls, even ogres flee.

# 6. Chronomancer

\*\*Overview\*\*: A manipulator of time who banks and reuses actions to twist turn order and tempo.

\*\*Requirements\*\*:

* - Base Class: Mage or Arcanist (Lv 10+)
* - Feats: Arcane Calculus, Temporal Theory, Quickened Thought
* - Skills: Arcana, Knowledge: Planar

\*\*Unlock\*\*: Solve the Paradox Puzzle in the Temporal Tower and bind yourself to its clockwork core.

\*\*Signature Mechanics\*\*:

* - Delay Action: Store unused actions to spend later
* - Rewind: Undo a missed action or reverse a failed save
* - Acceleration Field: Allies gain extra movement and initiative
* - Time Rip: Age a target creature, weakening its defenses

\*\*Capstone – Chrono Collapse\*\*: Unleash stored actions in a burst: take three turns back-to-back. Causes fatigue after.

\*\*Combat Role\*\*: Tactical controller and initiative dominator. Can rewrite mistakes and seize tempo.

Character Story\*\*: \*The Keeper of Hours

Time died once. They don’t tell that part of the story, but Arelon remembers. He remembers everything. In his tower of ticking glass and brass, he moves between seconds like others move between breaths. Those who offend the weave of fate find their future unwritten , or worse, repeated endlessly until they beg for the end.

# 7. Echomancer

\*\*Overview\*\*: A mystic who mirrors the powers of enemies and monsters, reshaping battle with reflected might.

\*\*Requirements\*\*:

* - Base Class: Mage, Mirrorsage, or Arcanist (Lv 10+)
* - Feats: Spell Reflection, Mimicry, Arcane Adaptation
* - Skills: Arcana, Spellcraft

\*\*Unlock\*\*: Absorb and successfully reuse three different monster abilities during combat with a rare Mirror Crystal equipped.

\*\*Signature Mechanics\*\*:

* - Mirror Pulse: Reflect a single-target spell back at the caster once per short rest
* - Echo Channel: Temporarily copy a known monster or enemy spell for 2 rounds
* - Reflected Pain: When struck by spell damage, enemies take psychic backlash
* - Reverb Core: You may store a spell effect and release it as your own next turn

\*\*Capstone – Mirrorheart Ascension\*\*: For one minute, you gain double spell slots and may mimic two enemy spells per round. Reflections become instant cast.

\*\*Combat Role\*\*: Spell disruptor and adaptive counter-caster. Highly effective vs enemy casters or bosses.

Character Story\*\*: \*Glass Within Glass

Miralen's world shattered the day her twin was slain by a soulflayer. In desperation, she stared into a shard of mirrorstone until her voice echoed back , only it wasn’t hers. It was stronger. She followed it, learned to listen, and now her enemies see themselves in their final moments , reflected, twisted, broken.

# 8. Forge Master

\*\*Overview\*\*: A legendary blacksmith and combat engineer who imbues weapons and armor with mythic properties.

\*\*Requirements\*\*:

* - Base Class: Tinker, Warrior, or Druid (Lv 10+)
* - Feats: Master Smithing, Hardened Grip, Core Infusion
* - Skills: Craft (Blacksmith), Engineering, Spellcraft

\*\*Unlock\*\*: Forge a Tier IV relic weapon using your own recipe and defeat a named foe using only that weapon.

\*\*Signature Mechanics\*\*:

* - Relic Imbuement: Enhance crafted items with spell-like properties
* - Smith's Temper: Reduce armor penalty and increase durability of worn gear
* - Forge Focus: Once per long rest, meditate to instantly repair all equipped gear
* - Ember Pulse: Temporarily ignite your weapon, adding fire damage and intimidation

\*\*Capstone – Eternal Anvil\*\*: Your crafted items no longer degrade. Relic weapons gain sentience and provide you guidance or warnings in battle.

\*\*Combat Role\*\*: Support-tank and gear-enhancer. Strengthens the party by improving durability and arming allies with relic tools.

Character Story\*\*: \*Ash and Iron

Varn Stonevein forged blades for kings, but none for himself. That changed when the siege came. His daughter, slain by a stray bolt, left behind her favorite hammer. Varn reforged it , with her ashes folded into the steel. Now, it burns hotter than dragonfire. Each swing is a memory. Each kill, a promise.

# 9. Giant Killer

\*\*Overview\*\*: A specialized hunter trained to bring down colossal foes through precision, agility, and high-impact tactics.

\*\*Requirements\*\*:

* - Base Class: Ranger, Soldier, or Warrior (Lv 10+)
* - Feats: Precision Strike, Anatomy Lore, Giant Slayer
* - Skills: Acrobatics, Survival, Knowledge (Monstrous Humanoids)

\*\*Unlock\*\*: Defeat a CR+3 Large or larger creature without aid, using environmental hazards or a critical weak point.

\*\*Signature Mechanics\*\*:

* - Kneecap Strike: Melee attacks can cripple huge foes, reducing movement
* - Scale the Beast: Climb onto Huge+ enemies to target weak zones
* - Hunter’s Mark: Gain bonus crit chance and damage vs Large+ enemies
* - Anchor Chain: Throw a harpoon tether to ground flying or leaping enemies

\*\*Capstone – Colossus Ender\*\*: Once per day, you may declare a "slayer’s mark" on a Gargantuan creature. All your attacks auto-crit for 3 rounds vs that foe.

\*\*Combat Role\*\*: Anti-boss duelist and elite bruiser. Built to turn colossal threats into wounded prey.

Character Story\*\*: \*The Last Step

They say no one survives a Hell Gigas charge , but they’ve never met Breya Flintmark. She doesn’t run. She waits. One breath. One step to the side. One upward strike. The Gigas falls, tripping over its own ruptured tendon. The earth shakes with the weight of its shame. Breya spits on the corpse and moves on.

# 10. Gravetouched

\*\*Overview\*\*: A cursed soul balanced between life and death, drawing necrotic power and resilience from undeath without fully surrendering.

\*\*Requirements\*\*:

* - Base Class: Cleric, Warrior, or Crimson Agent (Lv 10+)
* - Feats: Necrotic Affinity, Undying Flesh, Dark Fortitude
* - Skills: Religion, Intimidation, Endurance

\*\*Unlock\*\*: Survive fatal damage while cursed by a necromancer, then rise again unaided within one round.

\*\*Signature Mechanics\*\*:

* - Undying Resilience: Gain resistance to necrotic and poison damage
* - Bone Shield: Once per short rest, summon spectral bones to reduce incoming damage by half for 3 rounds
* - Death Touch: Channel necrotic energy into melee strikes
* - Grim Grasp: Enemies you kill cannot be revived or regenerated for 24 hours

\*\*Capstone – Soul Anchor\*\*: If you die, you rise once per day at 1 HP with temporary necrotic bonuses and fear aura for 1 minute.

\*\*Combat Role\*\*: Off-tank and bruiser with necrotic synergy. Self-reviving frontline disruptor.

Character Story\*\*: \*Half of Silence

Darrow Venn died screaming , and rose silent. He doesn’t speak anymore. His allies say death taught him patience. His enemies don’t live long enough to ask why. Bones rattle when he draws near, and the ground withers where he walks. Darrow doesn’t fear death; he remembers her smile.

# 11. Hexblade

\*\*Overview\*\*: A weapon-bound curse channeler who weaves doom, fear, and arcane hexes through every strike.

\*\*Requirements\*\*:

* - Base Class: Thief, Mage, or Crimson Agent (Lv 10+)
* - Feats: Curse Channeling, Dark Binding, Eldritch Combat
* - Skills: Arcana, Stealth, Intimidation

\*\*Unlock\*\*: Bind yourself to a cursed weapon willingly during a blood ritual in the Hollow Vale.

\*\*Signature Mechanics\*\*:

* - Hex Mark: Apply a stacking curse to enemies hit with your bound weapon
* - Eldritch Arc: Channel minor spells through weapon strikes
* - Doom Sigil: Once per long rest, inscribe a hex on the ground that inflicts confusion and fear
* - Blade Hunger: Cursed weapon gains bonuses after each kill, resetting when you rest

\*\*Capstone – Curse Unleashed\*\*: Your hexes explode when removed, dealing massive necrotic damage in a 15 ft radius and applying a random curse.

\*\*Combat Role\*\*: Mid-range threat. Sustained DPS, battlefield control, and psychological warfare.

Character Story\*\*: \*The Blade Whispers

Sythra Nightmaw never held a blade before the massacre. She found it buried in a fallen inquisitor’s chest , a twisted black thing that whispered her name. Since then, it hasn’t stopped. Every strike she makes cuts deeper than flesh. Those who face her often fall to madness long before they bleed out.

# 12. Mooncursed

\*\*Overview\*\*: A lycanthropic warrior whose form and powers vary by curse type , werewolf, werebear, or wererat , tied to alignment and base class.

\*\*Requirements\*\*:

* - Base Class: Druid, Warrior, Thief, or Shaman (Lv 10+)
* - Feats: Primal Instinct, Cursebound Flesh, Blood Ritual
* - Skills: Survival, Athletics, Stealth (varies by form)

\*\*Unlock\*\*: Survive a full lunar cycle while infected with lycanthropy and pass the Beast’s Trial without succumbing.

\*\*Lycan Forms\*\*:

* - Werewolf (Neutral/Evil): Frenzied predator with bleed, speed, and pack tactics
* - Werebear (Good/Neutral): Tank-focused form with regen, taunts, and roar
* - Wererat (Evil/Neutral): Stealth, poison, evasion, and filth magic

\*\*Signature Mechanics\*\*:

* - Lycan Form: Transform for 60 seconds, gaining bonuses based on form
* - Curse Surge: Spend HP to trigger special beast abilities
* - Lunar Tides: Powers scale at night or during celestial events
* - Beast Within: Auto-transform when HP drops below 25%

\*\*Capstone – Apex Lycanthrope\*\*: Gain full hybrid form with all lycan bonuses, temporary flight, and damage immunity for 1 minute. You are the moon’s fury.

\*\*Combat Role\*\*: Versatile melee predator or tank. High mobility and shifting utility.

Character Story\*\*: \*The Fang in the Dark

Korrin Blackhide doesn’t remember who bit him. Only the fire. The blood. The taste of marrow. But he remembers the moon , and how it called him back from death. Now he fights it, nightly. Sometimes he wins. When he doesn’t, villages burn. But when he chooses the battlefield, there’s no stopping the beast. Just pray the moon is waning.

# 13. Sapper

\*\*Overview\*\*: A demolition expert and trapmaster who controls the battlefield with explosives, snares, and mechanical warfare.

\*\*Requirements\*\*:

* - Base Class: Tinker, Thief, or Soldier (Lv 10+)
* - Feats: Combat Engineering, Trapsetter, Siege Savant
* - Skills: Engineering, Disable Device, Craft (Explosives)

\*\*Unlock\*\*: Use 5 or more trap types to defeat a siege beast or construct without direct melee attacks.

\*\*Signature Mechanics\*\*:

* - Tripwire Arsenal: Set mechanical traps with varied effects (stun, burn, slow)
* - Demolition Pack: Plant explosive charges that damage and debuff fortifications or creatures
* - Field Scanner: Gain vision of hidden traps, tunnels, or buried structures
* - Saboteur’s Toolkit: Bonus damage to constructs and ability to disable enemy gear

\*\*Capstone – Hellstorm Ordnance\*\*: Deploy 3 high-yield bombs in a large radius. Explosions cause terrain destruction and DoT effects for 1 minute.

\*\*Combat Role\*\*: Area control and anti-fortification disruptor. Ideal in defensive sieges or narrow corridors.

The Boom Prophet

No one knows Tikkit’s real name. Only that he cackled during the fall of Castle Drein, shouting, “Time to till the soil with fire!” as charges lit the walls in sequence. Where he walks, holes follow. Tunnels collapse. Traps snap shut. Some call him a madman. Others call him the future of warfare.

\*\*Overview\*\*: A demolition expert and trapmaster who controls the battlefield with explosives, snares, and mechanical warfare.

\*\*Requirements\*\*:

* - Base Class: Tinker, Thief, or Soldier (Lv 4+)
* - Feats: Combat Engineering, Trapsetter, Siege Savant
* - Skills: Engineering, Disable Device, Craft (Explosives)

\*\*Unlock\*\*: Use 5 or more trap types to defeat a siege beast or construct without direct melee attacks.

\*\*Signature Mechanics\*\*:

* - Tripwire Arsenal: Set mechanical traps with varied effects (stun, burn, slow)
* - Demolition Pack: Plant explosive charges that damage and debuff fortifications or creatures
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# 14. Soulrender

\*\*Overview\*\*: A necrotic engine of agony who harvests souls to power abilities, damage enemies, or shield allies.

\*\*Requirements\*\*:

* - Base Class: Mage, Crimson Agent, or Cleric (Lv 10+)
* - Feats: Lifeleech, Soul Cage, Wounding Magic
* - Skills: Arcana, Religion, Intimidation

\*\*Unlock\*\*: Steal the soul of a living named enemy and bind it to a black crystal during a ritual event.

\*\*Signature Mechanics\*\*:

* - Soul Harvest: Absorb the soul of a dying foe to gain energy
* - Agony Lance: Fire a necrotic beam that deals damage over time and weakens saves
* - Spectral Ward: Spend soul charges to shield an ally or redirect damage
* - Echo of Death: Soulbound enemies suffer disadvantage to healing and resurrection

\*\*Capstone – Font of Suffering\*\*: Unleash stored soul energy to explode in a 30 ft aura. Enemies take massive damage, and allies are healed for half that amount.

\*\*Combat Role\*\*: Battlefield controller with lifesteal and team sustain. Rewards killing blows and positioning.

The Choir Below

Every night, Jazen hears them. The whispers. The echoes. He used to be a healer, once , until he tried to revive someone who didn’t want to return. Now the souls cling to him. Beg him. Feed him. In battle, he sings their dirge aloud, and the ground writhes with unseen pain.

# 15. Storm Lord

\*\*Overview\*\*: A tempest-fueled channeler of lightning, wind, and fury drawn directly from the Plane of Storms, Voltyros.

\*\*Requirements\*\*:

* - Base Class: Shaman, Mage, or Druid (Lv 6+)
* - Feats: Stormcaller, Lightning Affinity, Voltyros Pact
* - Skills: Nature, Spellcraft, Endurance

\*\*Unlock\*\*: Survive a direct lightning strike atop the Spire of Storms and awaken the spark within.

\*\*Signature Mechanics\*\*:

* - Static Field: Create a charged area that shocks enemies each round
* - Arc Surge: Chain lightning spell that increases damage with each target
* - Stormstep: Dash to a target in a crack of thunder, leaving a shockwave
* - Eye of the Tempest: Gain damage resistance and bonus spell damage while stationary

\*\*Capstone – Avatar of Voltyros\*\*: Enter a stormform for 1 minute: flight, crit-enhanced lightning spells, and shock aura.

\*\*Combat Role\*\*: Mobile caster with heavy AoE and control. Strong zone dominance and mobility synergy.

The Thunder Crowned

Merrik Stormborn was struck dead at fifteen , and stood up laughing. Since then, thunder answers his call. Clouds gather when he’s angry. The air tastes like copper when he smiles. Some think he’s the herald of a coming tempest. Others just call him the Storm Lord. Either way, lightning walks where he does.

# 16. Verdant Animist

\*\*Overview\*\*: A summoner of living traps, stationary spirits, and wild overgrowth , master of battlefield flora.

\*\*Requirements\*\*:

* - Base Class: Druid, Shaman, or Mage (Lv 4+)
* - Feats: Verdant Bond, Conjure Flora, Trapcasting
* - Skills: Nature, Spellcraft, Survival

\*\*Unlock\*\*: Infuse a Seed of the World Tree during a battle and defeat at least three foes using only summoned flora.

\*\*Signature Mechanics\*\*:

* - Seedling Conjurations: Summon immobile plant creatures with specific attack patterns (thorns, spores, roots)
* - Living Terrain: Create difficult terrain that slows enemies and causes reactive damage
* - Bloom Burst: Detonate seedlings in AoE explosions
* - Wild Synergy: Buffs increase with the number of active conjurations

\*\*Capstone – Bloom of Ruin\*\*: Summon an enormous siege-flower that lashes enemies, poisons the ground, and shields allies in its radius for 60 seconds.

\*\*Combat Role\*\*: Area denial and battlefield controller. Excels at map control and trap synergy.

The Garden Wakes

High atop the cliffs of Eldmire, they say a forest breathes. But it’s not the trees , it’s her. Hyrala the Thornmother. Once a village apothecary, now a vessel of the Green Womb. Her roots run deep, and her wrath deeper still. Where she walks, vines stir. Her enemies don’t bleed , they bloom.

# 17. Warlock

\*\*Overview\*\*: A pact-bound caster who channels dark forces from beyond , void entities, old gods, or forbidden spirits.

\*\*Requirements\*\*:

* - Base Class: Mage, Crimson Agent, or Shaman (Lv 3+)
* - Feats: Forbidden Pact, Eldritch Echo, Curse Weaving
* - Skills: Arcana, Occultism, Intimidation

\*\*Unlock\*\*: Forge a soul pact with an entity from beyond the known planes. Survive the Binding Trial with mind and body intact.

\*\*Signature Mechanics\*\*:

* - Eldritch Blast: Core attack scaling with level and pact alignment
* - Pact Sigils: Empower abilities with pact marks (e.g., shadowstep, hex bonus, resistance)
* - Soul Debt: Spend HP instead of spell slots once per encounter
* - Curse Chain: Apply stacking debuffs that worsen over time

\*\*Capstone – Unsealed Pact\*\*: Summon your patron’s projection or avatar for 1 minute. Gain unique spells and aura based on pact type.

\*\*Combat Role\*\*: High damage, flexible casting with risky power mechanics. Specializes in single-target control and corruption.

Ink in the Veins

Zereth didn’t read the whole book. No one ever does. But when he traced the final rune, the whispers began , cold, wrong, and compelling. His veins turned black. His eyes shimmered like oil. Now, every word he speaks holds weight. Every spell, a price. He serves something that once ruled… and may again.

# 18. Wyrmslayer

\*\*Overview\*\*: A hunter forged in fire and scaled blood , the bane of dragons and their kin.

\*\*Requirements\*\*:

* - Base Class: Warrior, Ranger, or Soldier (Lv 5+)
* - Feats: Favored Enemy (Dragon), Slayer’s Resolve, Cleave
* - Skills: Survival, Lore (Dragons), Weapon Mastery

\*\*Unlock\*\*: Slay a CR+3 dragon or greater wyrm with a weapon you forged or modified personally.

\*\*Signature Mechanics\*\*:

* - Drakebane Arsenal: Weapons ignore elemental resistances of dragons
* - Scalebreaker Technique: Once per short rest, lower dragon AC on strike
* - Fearless Roar: Immune to fear auras; nearby allies gain resistance
* - Draconic Lore Mastery: Instantly identify dragon traits and breath types

\*\*Capstone – Apex Wyrmslayer\*\*: Critical hits against dragons disable one key ability (e.g., flight or breath) and grant bonus rare materials on kill.

\*\*Combat Role\*\*: Anti-boss specialist. High durability and damage against elite targets, especially dragons.

The Burned Banner

Kael’s entire unit died in the gorge. Red death fell from the sky , fire, winged and hateful. He lived. Barely. But he swore an oath: no more wyrms. Now, his armor is blackened scale. His blade sings with hatred. Where others flee at the roar of dragons, Kael walks forward. Burned. Scarred. Unyielding.

***# Chapter 7: Using Ability Scores***

Six abilities provide a quick description of every character's physical and mental characteristics in the world of Aethel:

\* \*\*Strength\*\*, measuring physical power and combat prowess

\* \*\*Dexterity\*\*, measuring agility, reflexes, and finesse

\* \*\*Constitution\*\*, measuring endurance and life force

\* \*\*Intelligence\*\*, measuring reasoning, memory, and arcane aptitude

\* \*\*Wisdom\*\*, measuring perception, insight, and attunement to the world

\* \*\*Charisma\*\*, measuring force of personality, leadership, and presence

Is your character a muscle-bound warrior with keen insight? A brilliant mage with a frail constitution? A nimble thief with natural charm? Ability scores define these qualities, a character's greatest assets as well as their most notable weaknesses.

The three main rolls of Decennium Descent, the ability check, the saving throw, and the attack roll, rely on these six ability scores. The basic rule behind these rolls is consistent: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that characters attempt throughout their adventures in Aethel. Rules for attack rolls appear in Chapter 8.

## Ability Scores and Modifiers

Each of a character's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a character's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many creatures of Aethel are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches without magical enhancement. Adventurers can have scores as high as 20, and legendary beings or those touched by divine power can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

### Ability Scores and Modifiers

| Score | Modifier | Score | Modifier |

|-------|----------|-------|----------|

| 1     | -5       | 16-17 | +3       |

| 2-3   | -4       | 18-19 | +4       |

| 4-5   | -3       | 20-21 | +5       |

| 6-7   | -2       | 22-23 | +6       |

| 8-9   | -1       | 24-25 | +7       |

| 10-11 | +0       | 26-27 | +8       |

| 12-13 | +1       | 28-29 | +9       |

| 14-15 | +2       | 30    | +10      |

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

## Advantage and Disadvantage

Sometimes a special ability, spell, or situation tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the Halfling's Lucky racial trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a Halfling has advantage on an ability check and rolls a 1 and a 13, the Halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Reputation (see Chapter 4) can also give a character advantage on checks related to specific factions or regions where they are well-regarded. The Game Master can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

## Proficiency Bonus

Characters have a proficiency bonus determined by level, as detailed in Chapter 1. Monsters and NPCs also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the Thief's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

## Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The Game Master calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

### Typical Difficulty Classes

| Task Difficulty    | DC  |

|-------------------|-----|

| Very easy         | 5   |

| Easy              | 10  |

| Medium            | 15  |

| Hard              | 20  |

| Very hard         | 25  |

| Nearly impossible | 30  |

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success, the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

### Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a rare artifact that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal, for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

## Skills

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

\*\*Strength\*\*

\* Athletics

\*\*Dexterity\*\*

\* Acrobatics

\* Sleight of Hand

\* Stealth

\*\*Intelligence\*\*

\* Arcana

\* Engineering

\* History

\* Investigation

\* Nature

\* Religion

\*\*Wisdom\*\*

\* Animal Handling

\* Insight

\* Medicine

\* Perception

\* Survival

\*\*Charisma\*\*

\* Deception

\* Intimidation

\* Performance

\* Persuasion

\* Reputation

Sometimes, the GM might ask for an ability check using a specific skill, for example, "Make a Wisdom (Perception) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the Game Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

### Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check.

Similarly, when your Orc Warrior uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

## Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules in Chapter 8.

## Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort, or the one with the highest ability modifier, can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see Chapter 8). A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

## Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails. Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating the treacherous Mistwood, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

## Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

### Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

#### Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

\*\*Athletics.\*\* Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

\* You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.

\* You try to jump an unusually long distance or pull off a stunt midjump.

\* You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

\*\*Other Strength Checks.\*\* The GM might also call for a Strength check when you try to accomplish tasks like the following:

\* Force open a stuck, locked, or barred door

\* Break free of bonds

\* Push through a tunnel that is too small

\* Hang on to a wagon while being dragged behind it

\* Tip over a statue

\* Keep a boulder from rolling

#### Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

#### Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

\*\*Carrying Capacity.\*\* Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

\*\*Push, Drag, or Lift.\*\* You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

\*\*Size and Strength.\*\* Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

#### Variant: Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table in Chapter 5.

If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

### 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.

\*\*Acrobatics.\*\* Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

\*\*Sleight of Hand.\*\* Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

\*\*Stealth.\*\* Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

\*\*Other Dexterity Checks.\*\* The GM might call for a Dexterity check when you try to accomplish tasks like the following:

\* Control a heavily laden cart on a steep descent

\* Steer a chariot around a tight turn

\* Pick a lock

\* Disable a trap

\* Securely tie up a prisoner

\* Wriggle free of bonds

\* Play a stringed instrument

\* Craft a small or detailed object

#### Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

#### Hiding

When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet. In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Game Master might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

\*\*Passive Perception.\*\* When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which is 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

\*\*What Can You See?\*\* One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be lightly or heavily obscured, as explained in Chapter 8.

#### Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class, as described in Chapter 5.

#### Initiative

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat, as described in Chapter 8.

### Constitution

Constitution measures health, stamina, and vital force.

#### Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

\* Hold your breath

\* March or labor for hours without rest

\* Go without sleep

\* Survive without food or water

\* Quaff an entire stein of ale in one go

#### Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

### 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, Engineering, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

\*\*Arcana.\*\* Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

\*\*Engineering.\*\* Your Intelligence (Engineering) check measures your ability to understand and create mechanical devices, assess structural integrity, or devise solutions to practical problems through applied knowledge.

\*\*History.\*\* Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

\*\*Investigation.\*\* When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

\*\*Nature.\*\* Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

\*\*Religion.\*\* Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

\*\*Other Intelligence Checks.\*\* The GM might call for an Intelligence check when you try to accomplish tasks like the following:

\* Communicate with a creature without using words

\* Estimate the value of a precious item

\* Pull together a disguise to pass as a city guard

\* Forge a document

\* Recall lore about a craft or trade

\* Win a game of skill

#### Spellcasting Ability

Wizards and Mages use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

### Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

#### Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

\*\*Animal Handling.\*\* When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

\*\*Insight.\*\* Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

\*\*Medicine.\*\* A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

\*\*Perception.\*\* Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

\*\*Finding a Hidden Object.\*\* When your character searches for a hidden object such as a secret door or a trap, the GM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the GM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the GM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom (Perception) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

\*\*Survival.\*\* The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

\*\*Other Wisdom Checks.\*\* The GM might call for a Wisdom check when you try to accomplish tasks like the following:

\* Get a gut feeling about what course of action to follow

\* Discern whether a seemingly dead or living creature is undead

#### Spellcasting Ability

Clerics, druids, and shamans use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

### Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

#### Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, Persuasion, and Reputation skills reflect aptitude in certain kinds of Charisma checks.

\*\*Deception.\*\* Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

\*\*Intimidation.\*\* When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering noble to reconsider a decision.

\*\*Performance.\*\* Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

\*\*Persuasion.\*\* When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

\*\*Reputation.\*\* Your Charisma (Reputation) check reflects how well you can leverage your standing with various factions and communities throughout Aethel. This might involve calling in favors, being recognized for past deeds, or using your influence to open doors that would otherwise remain closed.

\*\*Other Charisma Checks.\*\* The GM might call for a Charisma check when you try to accomplish tasks like the following:

\* Find the best person to talk to for news, rumors, and gossip

\* Blend into a crowd to get the sense of key topics of conversation

#### Spellcasting Ability

Bards, paladins, and sorcerers use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

## Saving Throws

A saving throw, also called a save, represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm. To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM. Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well. The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

## Reputation and Alignment Interactions

In Decennium Descent, your character's reputation with various factions and their alignment can significantly impact ability checks in social situations.

### Reputation Modifiers

When interacting with NPCs affiliated with specific factions, your reputation level with that faction can provide bonuses or penalties to Charisma-based ability checks:

\* \*\*Revered\*\* (+5): You're a legendary figure to this faction

\* \*\*Respected\*\* (+3): You're well-known and trusted

\* \*\*Friendly\*\* (+1): You're viewed positively

\* \*\*Neutral\*\* (0): No modifier

\* \*\*Suspicious\*\* (-1): You're viewed with caution

\* \*\*Hostile\*\* (-3): You're actively distrusted

\* \*\*Hated\*\* (-5): You're considered an enemy

### Alignment Compatibility

Your alignment relative to an NPC's alignment can also affect social interactions:

\* \*\*Identical Alignment\*\* (advantage on Charisma checks)

\* \*\*Compatible Alignment\*\* (no modifier)

\* \*\*Opposing Alignment\*\* (disadvantage on Charisma checks)

Remember that Good and Evil alignments are fundamentally incompatible in Aethel, while Harmony and Discord can work together despite tension. Neutral characters can bridge these divides, serving as mediators between opposing forces.

These reputation and alignment systems add depth to social encounters in Aethel, making your character's standing in the world and moral choices mechanically significant beyond combat situations.

***# Chapter 8: Combat in Aethel***

THE SHARP RING OF STEEL ON STEEL, THE CRACKLE OF ARCANE ENERGY, THE GUTTURAL ROAR OF A MUTATED BEAST, combat in the fractured world of Aethel is a brutal dance between survival and oblivion. Whether facing down corrupted monstrosities in forgotten ruins, navigating treacherous political skirmishes in Ironhaven, or battling rival expeditions in the wildlands, the rules of engagement are vital for any adventurer seeking to carve out a destiny, or simply live to see another dawn.

This chapter provides the framework for resolving conflicts in Decennium Descent. It covers the flow of battle, the actions characters can take, and the consequences of injury, integrating Aethel’s unique mechanics like Reputation, Alignment, and Corruption into the familiar rhythm of rounds and turns.

## The Order of Combat

A combat encounter unfolds in a structured sequence, breaking down the chaos into manageable steps. A \*\*round\*\* represents approximately 6 seconds of intense action. During a round, every participant takes a \*\*turn\*\* in a specific order determined by \*\*initiative\*\*.

### Combat Step by Step

1. \*\*Determine Surprise:\*\* The Game Master (GM) decides if anyone is caught unaware. This often involves comparing Dexterity (Stealth) checks against passive Wisdom (Perception) scores, but high Reputation or specific faction knowledge might grant bonuses against being surprised by certain groups.

2. \*\*Establish Positions:\*\* The GM determines the location of all combatants based on the narrative context, marching order, or stated positions.

3. \*\*Roll Initiative:\*\* Every participant rolls a d20 and adds their Dexterity modifier. The GM may roll once for groups of identical creatures. Combatants act in order from highest roll to lowest. Ties between players are resolved by the players; ties involving NPCs/monsters are resolved by the GM, potentially influenced by Reputation scores in social-combat scenarios.

4. \*\*Take Turns:\*\* Each combatant takes their turn, performing movement and actions.

5. \*\*Begin the Next Round:\*\* Once every combatant has acted, the round ends. Repeat step 4 until the conflict concludes.

### Surprise

If you are surprised, you cannot move or take an action on your first turn, and you cannot take a reaction until that turn ends. A creature might be surprised even if others in its group are not.

### Initiative

Your initiative roll determines your place in the combat order for the entire encounter. This order remains consistent from round to round.

## Your Turn

On your turn, you can perform the following:

\* \*\*Move:\*\* Move up to your speed.

\* \*\*Action:\*\* Take one action (see "Actions in Combat").

\* \*\*Bonus Action:\*\* If a feature or spell grants one, take one bonus action.

\* \*\*Reaction:\*\* If triggered, potentially use your reaction (though usually not on your own turn).

\* \*\*Free Interaction:\*\* Interact with one object or feature of the environment for free.

You decide the order of your move and action. You can forgo any or all of these activities.

### Bonus Actions

Many class features (like the Dragoon's Momentum abilities or the Thief's Cunning Action), spells, or special abilities grant the option to take a bonus action. You can only take \*\*one\*\* bonus action per turn, even if multiple options are available.

### Reactions

Reactions are instant responses to triggers, such as an enemy moving out of reach (provoking an opportunity attack). You get one reaction per round, which refreshes at the start of your turn. If a reaction interrupts another creature's turn, that creature continues its turn after the reaction.

### Other Activity on Your Turn

You can communicate briefly (speech, gestures) and interact with one object for free (drawing a weapon, opening a door). Interacting with a second object requires your action. Complex interactions (disarming a complex trap, deciphering a rune under pressure) might also require an action at the GM's discretion.

## Movement and Position

Effective positioning is key to survival. Your speed determines how far you can move.

### Breaking Up Your Move

You can split your movement, moving some distance before your action and some after. If you have multiple attacks (like with the Fighter's Extra Attack), you can even move between attacks.

### Using Different Speeds

If you have multiple movement types (walking, flying, swimming), you can switch between them. Subtract the distance already moved from the new speed to determine remaining movement.

### Difficult Terrain

Rubble, thick undergrowth, steep stairs, shallow bogs, crowded spaces, and areas tainted by \*\*Corruption\*\* can be difficult terrain. Every foot of movement in difficult terrain costs 1 extra foot (e.g., moving 5 feet costs 10 feet of speed).

### Being Prone

You can drop prone without using speed. Standing up costs half your speed. Moving while prone requires crawling (each foot costs 1 extra foot, 3 feet total in difficult terrain). Attack rolls against prone creatures have advantage if the attacker is within 5 feet, otherwise they have disadvantage. A prone creature has disadvantage on its own attack rolls.

### Moving Around Other Creatures

You can move through a nonhostile creature's space (it's difficult terrain). You can only move through a hostile creature's space if it's at least two sizes larger or smaller than you. You cannot willingly end your move in another creature's space.

### Flying Movement

If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise unable to move, it falls unless it can hover or is held aloft by magic.

### Creature Size

Creatures occupy space from Tiny (2.5x2.5 ft) to Gargantuan (20x20 ft or larger). Most player races are Medium (5x5 ft). A creature's space is the area it controls in combat.

### Squeezing

A creature can squeeze into a space one size smaller than itself. While squeezing, movement costs 1 extra foot per foot moved, attack rolls and Dexterity saves have disadvantage, and attacks against the creature have advantage.

## Actions in Combat

Choose one action from this list, one granted by your class or features, or improvise an action (subject to GM approval).

\* \*\*Attack:\*\* Make one melee or ranged attack. Features like Extra Attack allow multiple attacks.

\* \*\*Cast a Spell:\*\* Use your action to cast a spell with a casting time of 1 action.

\* \*\*Dash:\*\* Gain extra movement equal to your speed.

\* \*\*Disengage:\*\* Your movement doesn't provoke opportunity attacks for the rest of the turn.

\* \*\*Dodge:\*\* Until the start of your next turn, attacks against you have disadvantage if you can see the attacker, and you make Dexterity saves with advantage. You lose this benefit if incapacitated or your speed is 0.

\* \*\*Help:\*\* Grant advantage to an ally on their next ability check (if made before your next turn) or their first attack roll against a creature within 5 feet of you (if made before your next turn).

\* \*\*Hide:\*\* Make a Dexterity (Stealth) check to hide. Success grants benefits (see "Unseen Attackers and Targets").

\* \*\*Ready:\*\* Prepare an action (or movement up to your speed) to use as a reaction in response to a perceivable trigger. If readying a spell, you cast it and hold the energy, requiring concentration.

\* \*\*Search:\*\* Make a Wisdom (Perception) or Intelligence (Investigation) check to find something.

\* \*\*Use an Object:\*\* Interact with an object that requires an action (like activating some magic items) or interact with a second object on your turn.

\* \*\*Use Class Feature:\*\* Many class features require an action, bonus action, or reaction, as specified in their descriptions (see Chapter 3).

## Making an Attack

Whether using a weapon or a spell, attacks follow these steps:

1. \*\*Choose a Target:\*\* Select a target within range.

2. \*\*Determine Modifiers:\*\* The GM determines cover, advantage/disadvantage, and other situational modifiers (like those from \*\*Corruption\*\* or \*\*Reputation\*\* effects).

3. \*\*Resolve the Attack:\*\* Roll a d20 + relevant ability modifier + proficiency bonus (if proficient). If the total equals or exceeds the target's Armor Class (AC), the attack hits. Roll damage on a hit.

### Attack Rolls

\* \*\*Ability Modifier:\*\* Strength for melee (unless Finesse), Dexterity for ranged. Spell attacks use your spellcasting ability.

\* \*\*Proficiency Bonus:\*\* Added if proficient with the weapon or when making a spell attack.

\* \*\*Rolling 1 or 20:\*\* A 1 always misses. A 20 always hits and is a \*\*critical hit\*\*.

### Unseen Attackers and Targets

\* Attacking a target you can't see: Disadvantage on the attack roll.

\* Attacking while unseen: Advantage on the attack roll. You reveal your location upon attacking.

### Ranged Attacks

\* \*\*Range:\*\* Attacks have normal and long ranges. Attacks beyond normal range have disadvantage. Attacks beyond long range are impossible.

\* \*\*Close Combat:\*\* Making a ranged attack while within 5 feet of a hostile creature that can see you and isn't incapacitated imposes disadvantage on the attack roll.

### Melee Attacks

Attack a target within your reach (usually 5 feet). Unarmed strikes count as melee attacks.

### Opportunity Attacks

If a hostile creature you can see moves out of your reach, you can use your reaction to make one melee attack against it. This occurs just before it leaves your reach. Teleporting or being moved involuntarily doesn't provoke opportunity attacks. The Disengage action prevents provoking them.

### Two-Weapon Fighting

When taking the Attack action with a light melee weapon in one hand, you can use a bonus action to attack with a different light melee weapon in the other hand. You don't add your ability modifier to the bonus attack's damage (unless the modifier is negative).

### Grappling

Use the Attack action (replaces one attack if you have multiple) to make a special melee attack. Target must be within reach and no more than one size larger. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). On success, the target is grappled (condition details in Appendix). Escaping requires an action and winning the contested check. Moving a grappled creature halves your speed (unless it's two+ sizes smaller).

### Shoving a Creature

Use the Attack action (replaces one attack) to make a special melee attack. Target must be within reach and no more than one size larger. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). On success, you either knock the target prone or push it 5 feet away.

## Cover

Obstacles provide cover:

\* \*\*Half Cover (+2 AC/Dex saves):\*\* Obstacle blocks at least half the body (low wall, creature).

\* \*\*Three-Quarters Cover (+5 AC/Dex saves):\*\* Obstacle blocks about three-quarters (arrow slit, thick tree).

\* \*\*Total Cover:\*\* Cannot be targeted directly by attacks or spells (though area effects might still reach).

## Damage and Healing

Combat involves dealing and recovering from harm.

### Hit Points (HP)

Represent durability and luck. Damage reduces current HP. Effects are only felt when HP drops to 0.

### Damage Rolls

Roll specified dice + modifiers. Weapon attacks add the same ability modifier used for the attack roll. Spells specify damage dice and modifiers. Roll once for area effects hitting multiple targets.

### Critical Hits

On an attack roll of 20, roll all damage dice twice, then add modifiers.

### Damage Types

Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Poison, Psychic, Radiant, Slashing, Thunder. Some Aethel-specific effects might deal \*\*Corruption\*\* damage (often Necrotic or Psychic with additional debilitating effects determined by the GM or source).

### Damage Resistance and Vulnerability

\* \*\*Resistance:\*\* Halves damage of that type.

\* \*\*Vulnerability:\*\* Doubles damage of that type.

Applied after other modifiers. Multiple instances don't stack.

### Healing

Rest (Chapter 8) or magic restores HP. Regained HP adds to current HP, up to the maximum. Dead creatures cannot regain HP until restored to life.

### Dropping to 0 Hit Points

Either die instantly or fall unconscious.

\* \*\*Instant Death:\*\* If damage reduces you to 0 and remaining damage equals or exceeds your HP maximum, you die.

\* \*\*Falling Unconscious:\*\* If damage reduces you to 0 but doesn't kill you instantly, you fall unconscious.

### Death Saving Throws

At the start of your turn with 0 HP, make a death saving throw (roll d20, no modifiers unless granted by a feature).

\* 10 or higher: Success.

\* 9 or lower: Failure.

\* 3 successes: You become stable.

\* 3 failures: You die.

\* Rolling 1: Counts as 2 failures.

\* Rolling 20: Regain 1 HP.

Track successes and failures separately; reset to zero if you regain HP or become stable.

\* \*\*Damage at 0 HP:\*\* Suffer one death save failure (two if the damage was from a critical hit). If damage equals or exceeds max HP, you die instantly.

### Stabilizing a Creature

Use an action and succeed on a DC 10 Wisdom (Medicine) check to stabilize an unconscious creature at 0 HP. A stable creature doesn't make death saves but remains unconscious. It regains 1 HP after 1d4 hours if not otherwise healed. Taking any damage makes it unstable again.

### Monsters and Death

Most monsters die at 0 HP. Significant NPCs or villains might fall unconscious and make death saves at the GM's discretion.

### Knocking a Creature Out

When reducing a creature to 0 HP with a melee attack, you can choose to knock it out instead of killing it. It falls unconscious and is stable.

### Temporary Hit Points

A buffer against damage, lost before normal HP. Cannot be healed. Do not stack (take the higher value if you gain more). Do not restore consciousness at 0 HP. Last until depleted or after a long rest, unless specified otherwise.

## Mounted Combat

Rules for riding creatures at least one size larger.

### Mounting and Dismounting

Costs half your speed. Requires a DC 10 Dexterity save to avoid falling prone if the mount is moved against its will or knocked prone.

### Controlling a Mount

\* \*\*Controlled:\*\* Mount must be trained. Shares your initiative. Actions limited to Dash, Disengage, Dodge. Moves as directed.

\* \*\*Independent:\*\* Intelligent mounts (or untrained ones) act on their own initiative and choose their own actions.

Opportunity attacks provoked by the mount can target either the rider or the mount.

## Underwater Combat

\* \*\*Melee Attacks:\*\* Disadvantage unless using dagger, javelin, shortsword, spear, or trident (if you lack a swim speed).

\* \*\*Ranged Attacks:\*\* Automatically miss beyond normal range. Disadvantage within normal range unless using crossbow, net, or thrown weapons like javelins/spears.

\* \*\*Resistance:\*\* Fully submerged creatures have resistance to fire damage.

## Aethel Combat Considerations

Beyond the standard rules, remember how Aethel's unique elements shape conflict:

\* \*\*Reputation:\*\* High or low Reputation with specific factions might influence NPC reactions, morale checks, or willingness to surrender/parley.

\* \*\*Alignment:\*\* Extreme alignment differences (Good vs. Evil) can cause friction or even prevent cooperation (as detailed in Chapter 4). Some abilities might have different effects based on target alignment.

\* \*\*Corruption:\*\* Areas or creatures might inflict Corruption, imposing penalties, causing ongoing damage, or triggering mutations. Cleansing Corruption often requires specific actions or downtime (Chapter 8).

\* \*\*Class Mechanics:\*\* Remember to leverage your unique class resources and abilities (Momentum, Blood Marks, Ki, Spell Matrix, Totems, etc.) as they often provide tactical advantages or unique actions in combat.

 Chapter 9: Spellcasting

Magic permeates the world of Aethel, flowing through an intricate metaphysical tapestry known as the Weave. This chapter explains how spellcasters harness this power, detailing the mechanics of spellcasting, the eight schools of magic, and how alignment and reputation influence a caster's abilities.

## The Weave of Aethel

The source of all magic in Decennium Descent is the Weave of Aethel, a complex, multidimensional tapestry that connects all planes of existence. The Weave consists of eight distinct threads, each representing a school of magic: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

Spellcasting is the art of drawing upon and manipulating these threads to create magical effects. Different classes access the Weave in unique ways:

- \*\*Arcane casters\*\* (Wizards, Mages) manipulate the Weave through study and innate talent

- \*\*Divine casters\*\* (Clerics, Paladins) channel the Weave through faith and devotion

- \*\*Primal casters\*\* (Druids, Rangers) tap into the Weave through natural connections

- \*\*Hybrid casters\*\* (Bards, Crimson Agents) access the Weave through specialized methods

The Weave responds not only to a caster's skill and power but also to their alignment, reputation, and personal affinity with different schools of magic.

## The Resonance System

Unlike other magical systems that rely on spell slots or daily preparation, Decennium Descent uses a Resonance System to determine spellcasting capacity and power.

### Resonance Points (RP)

Each spellcaster has a pool of Resonance Points (RP) that represents their capacity to manipulate the Weave. This pool is determined by:

- \*\*Class and level\*\* - Primary spellcasters have larger pools than hybrid casters

- \*\*Primary spellcasting attribute\*\* - Intelligence, Wisdom, or Charisma depending on class

- \*\*Alignment\*\* - Affects affinity with certain schools of magic

- \*\*Reputation\*\* - Standing with magical factions can enhance or diminish capacity

### Resonance Points by Class and Level

| Level | Wizard | Mage | Cleric | Druid |

|-------|--------|------|--------|-------|

| 1     | 4      | 3    | 3      | 3     |

| 2     | 6      | 5    | 4      | 4     |

| 3     | 10     | 8    | 7      | 7     |

| 4     | 12     | 10   | 9      | 9     |

| 5     | 16     | 14   | 12     | 12    |

| 6     | 20     | 17   | 15     | 15    |

| 7     | 24     | 20   | 18     | 18    |

| 8     | 28     | 23   | 21     | 21    |

| 9     | 32     | 26   | 24     | 24    |

| 10    | 36     | 29   | 27     | 27    |

| 11    | 40     | 32   | 30     | 30    |

| 12    | 44     | 35   | 33     | 33    |

| 13    | 48     | 38   | 36     | 36    |

| 14    | 52     | 41   | 39     | 39    |

| 15    | 56     | 44   | 42     | 42    |

| 16    | 60     | 47   | 45     | 45    |

| 17    | 64     | 50   | 48     | 48    |

| 18    | 68     | 53   | 51     | 51    |

| 19    | 72     | 56   | 54     | 54    |

| 20    | 80     | 60   | 58     | 58    |

*\*Note: These base values are modified by primary spellcasting attribute, alignment affinity, and reputation bonuses.\**

### Resonance Costs

Casting a spell requires spending Resonance Points from your pool:

- \*\*Base Cost\*\* = Spell Level × 2

- \*\*Affinity Discount\*\*: -1 RP for schools aligned with your alignment

- \*\*Opposition Penalty\*\*: +1 RP for schools opposed to your alignment

- \*\*Reputation Modifier\*\*: -1 to +1 RP based on faction standings

- \*\*Specialization Discount\*\*: -1 to -3 RP based on class specialization

Cantrips (level 0 spells) cost 0 Resonance Points to cast.

### Resonance Regeneration

Resonance Points regenerate during rest periods:

- \*\*Short Rest\*\*: Recover RP equal to 1/4 your maximum pool + primary spellcasting modifier

- \*\*Long Rest\*\*: Recover all RP

- \*\*Meditation\*\*: Spellcasters can meditate for 10 minutes to recover RP equal to primary spellcasting modifier (once per day)

Alignment and reputation affect regeneration rates:

- Good-aligned casters regenerate more RP in sacred or pure locations (+2 per rest)

- Neutral-aligned casters regenerate more RP in balanced or wild locations (+2 per rest)

- Evil-aligned casters regenerate more RP in corrupted or dark locations (+2 per rest)

### Overcasting

Spellcasters can "overcast" by spending additional Resonance Points to enhance spell effects:

- \*\*Empowered\*\*: +2 RP to increase damage or healing by 50%

- \*\*Extended\*\*: +1 RP to double the spell's duration

- \*\*Widened\*\*: +3 RP to double the spell's area of effect

- \*\*Heightened\*\*: +4 RP to increase the spell's effective level by 1

- \*\*Quickened\*\*: +3 RP to cast the spell as a bonus action instead of an action

- \*\*Subtle\*\*: +1 RP to cast without verbal or somatic components

- \*\*Distant\*\*: +1 RP to double the spell's range

- \*\*Twinned\*\*: +3 RP to target a second creature with the same spell

Overcasting risks Resonance Burnout if a caster depletes their pool below a critical threshold (25% of maximum).

## Alignment and Magic

A caster's alignment influences their affinity with certain schools of magic:

### Good-Aligned Casters

- \*\*Natural Affinity\*\*: Abjuration, Divination, Transmutation (-1 RP)

- \*\*Neutral Schools\*\*: Conjuration, Evocation, Universal (normal RP)

- \*\*Opposition Schools\*\*: Necromancy, Enchantment (+1 RP)

### Neutral-Aligned Casters

- \*\*Natural Affinity\*\*: Conjuration, Illusion, Universal (-1 RP)

- \*\*Neutral Schools\*\*: Abjuration, Transmutation (normal RP)

- \*\*Opposition Schools\*\*: Evocation, Necromancy (+1 RP)

### Evil-Aligned Casters

- \*\*Natural Affinity\*\*: Necromancy, Enchantment, Evocation (-1 RP)

- \*\*Neutral Schools\*\*: Illusion, Transmutation (normal RP)

- \*\*Opposition Schools\*\*: Abjuration, Divination (+1 RP)

Casting spells from opposition schools costs more Resonance Points but may be necessary in certain situations. Some particularly dark or holy spells may even cause temporary or permanent alignment shifts if cast repeatedly.

## Reputation and Magic

A spellcaster's reputation with various factions in Aethel directly impacts their magical abilities:

### Academic Factions

- \*\*High Standing\*\*: Learn 1 additional spell per level, reduced RP cost for Divination and Universal spells

- \*\*Low Standing\*\*: -2 penalty on checks to learn new spells, increased difficulty learning new spells

### Religious Orders

- \*\*High Standing\*\*: Domain/Circle spells cost 1 fewer RP, enhanced healing and protection spells

- \*\*Low Standing\*\*: Divine spells have a 10% chance of failure, spells may be unreliable or weakened

### Arcane Guilds

- \*\*High Standing\*\*: +2 maximum Resonance Points, access to rare spell components and enhanced arcane effects

- \*\*Low Standing\*\*: -2 maximum Resonance Points, risk of spell interference in guild-controlled territories

### Nature Circles

- \*\*High Standing\*\*: Faster Resonance regeneration in natural settings, primal magic enhanced in natural settings

- \*\*Low Standing\*\*: Cannot prepare spells in urban environments, difficulty communing with natural forces

Casting certain spells may impact reputation with specific factions. For example, using necromancy in a town might lower reputation with local authorities, while using healing magic to aid villagers might improve it.

## Spellcasting Classes

Different classes access and manipulate the Weave in unique ways, determining how they learn, prepare, and cast spells.

### Pure Casters

#### Wizards: The Scholarly Path

Wizards approach magic as an academic discipline, learning spells through rigorous study, experimentation, and documentation. Unlike other casters who might have innate connections to the Weave, wizards must deliberately learn each spell through specific methods:

##### Spells Known

Wizards learn spells through academic study, recording them in spellbooks. Unlike other casters, wizards can potentially learn every spell in existence if they find the proper sources.

| Level | Spells in Spellbook | Prepared Spells | Cantrips Known |

|-------|---------------------|-----------------|----------------|

| 1     | 6 + INT mod         | INT mod + Level | 4              |

| 2     | +2 per level        | INT mod + Level | 4              |

| 3     | +2 per level        | INT mod + Level | 4              |

| 4     | +2 per level        | INT mod + Level | 5              |

| 5     | +3 per level        | INT mod + Level | 5              |

| 6     | +3 per level        | INT mod + Level | 5              |

| 7     | +3 per level        | INT mod + Level | 6              |

| 8     | +3 per level        | INT mod + Level | 6              |

| 9     | +4 per level        | INT mod + Level | 6              |

| 10    | +4 per level        | INT mod + Level | 7              |

| 11    | +4 per level        | INT mod + Level | 7              |

| 12    | +4 per level        | INT mod + Level | 7              |

| 13    | +5 per level        | INT mod + Level | 8              |

| 14    | +5 per level        | INT mod + Level | 8              |

| 15    | +5 per level        | INT mod + Level | 8              |

| 16    | +5 per level        | INT mod + Level | 9              |

| 17    | +6 per level        | INT mod + Level | 9              |

| 18    | +6 per level        | INT mod + Level | 9              |

| 19    | +6 per level        | INT mod + Level | 10             |

| 20    | +6 per level        | INT mod + Level | 10             |

##### Wizard Specialization: Arcane Traditions

At 2nd level, wizards choose an Arcane Tradition that reflects their approach to magical study:

###### School Specialist

- Choose two schools of magic as primary schools

- Resonance cost for spells from these schools is reduced by 1

- At 6th level, this reduction increases to 2

- At 14th level, this reduction increases to 3

- Opposing schools cost 1 additional Resonance Point

###### Spell Sage

- No specific school specialization

- Can prepare 2 additional spells per day

- At 6th level, can swap one prepared spell as a bonus action once per day

- At 14th level, can cast any spell in spellbook by expending double Resonance cost once per day

###### Resonance Weaver

- Gain +2 maximum Resonance Points

- Can convert hit points to Resonance Points (2 HP = 1 RP) as a bonus action

- At 6th level, can store up to 3 Resonance Points in a focus item for later use

- At 14th level, regains 1d4 Resonance Points when successfully counterspelling

###### Ritualist

- Can cast any known spell as a ritual if it has the ritual tag

- Ritual casting time reduced by 5 minutes (minimum 1 minute)

- At 6th level, can share ritual benefits with up to INT modifier allies

- At 14th level, can perform two different rituals simultaneously

##### Wizard Spell Acquisition

Wizards learn new spells through:

1. \*\*Level Advancement\*\*: 2-6 new spells per level (as shown in table)

2. \*\*Copying Spells\*\*: From scrolls, spellbooks, or other written sources (2 hours and 50 gold per spell level)

3. \*\*Research\*\*: Creating new spells through experimentation (1 week and 200 gold per spell level)

4. \*\*Mentorship\*\*: Learning from another wizard (requires positive reputation with academic factions)

5. \*\*Faction Rewards\*\*: Gaining access to spell libraries through faction advancement

#### Mages: The Intuitive Path

Unlike wizards, mages have an innate connection to the Weave, allowing them to cast spells through intuition rather than formal study:

##### Spells Known

Mages have an innate connection to the Weave, organizing their magical knowledge in a mental construct called a Spell Matrix with Active and Latent slots.

| Level | Active Matrix Slots | Latent Matrix Slots | Cantrips Known |

|-------|---------------------|---------------------|----------------|

| 1     | 2 + CHA mod         | 2                   | 4              |

| 2     | 3 + CHA mod         | 3                   | 4              |

| 3     | 3 + CHA mod         | 4                   | 4              |

| 4     | 4 + CHA mod         | 5                   | 5              |

| 5     | 4 + CHA mod         | 6                   | 5              |

| 6     | 5 + CHA mod         | 7                   | 5              |

| 7     | 5 + CHA mod         | 8                   | 6              |

| 8     | 6 + CHA mod         | 9                   | 6              |

| 9     | 6 + CHA mod         | 10                  | 6              |

| 10    | 7 + CHA mod         | 11                  | 7              |

| 11    | 7 + CHA mod         | 12                  | 7              |

| 12    | 8 + CHA mod         | 13                  | 7              |

| 13    | 8 + CHA mod         | 14                  | 8              |

| 14    | 9 + CHA mod         | 15                  | 8              |

| 15    | 9 + CHA mod         | 16                  | 8              |

| 16    | 10 + CHA mod        | 17                  | 9              |

| 17    | 10 + CHA mod        | 18                  | 9              |

| 18    | 11 + CHA mod        | 19                  | 9              |

| 19    | 11 + CHA mod        | 20                  | 10             |

| 20    | 12 + CHA mod        | 22                  | 10             |

- \*\*Active Matrix\*\*: Spells that can be cast at any time

- \*\*Latent Matrix\*\*: Spells that can be swapped with Active Matrix spells during a short or long rest

##### Mage Specialization: Elemental Affinities

At 2nd level, mages develop an affinity with specific elements or magical energies:

###### Pyromancer

- Fire spells cost 1 fewer Resonance Point

- Add CHA modifier to fire damage

- At 6th level, can convert any energy damage to fire damage

- At 14th level, fire spells ignore resistance (but not immunity)

###### Cryomancer

- Cold spells cost 1 fewer Resonance Point

- Cold spells reduce target's speed by 5 feet

- At 6th level, gain resistance to cold damage

- At 14th level, can freeze water and create ice structures at will

###### Electromancer

- Lightning spells cost 1 fewer Resonance Point

- Lightning spells arc to secondary targets for half damage

- At 6th level, gain advantage on initiative rolls

- At 14th level, can teleport 30 feet as a bonus action in a flash of lightning

###### Resonance Sculptor

- Universal spells cost 1 fewer Resonance Point

- Can manipulate the Weave to alter spell effects slightly

- At 6th level, can extend spell duration by 50% by spending 1 additional Resonance Point

- At 14th level, can cast spells silently and without somatic components once per short rest

##### Mage Spell Acquisition

Mages learn new spells through:

1. \*\*Resonance Attunement\*\*: Upon leveling up, mages intuitively learn new spells

2. \*\*Spell Observation\*\*: After witnessing a spell cast 3 times, can attempt to learn it (CHA check)

3. \*\*Elemental Communion\*\*: Meditating in areas strong with elemental energy

4. \*\*Dream Revelation\*\*: Sometimes learn new spells during trances or dreams

5. \*\*Faction Inspiration\*\*: Gain insights from faction members with similar affinities

#### Clerics: The Devotional Path

Clerics receive their spellcasting ability through devotion to a deity or divine principle:

##### Spells Known

Clerics receive their spellcasting ability through devotion to a deity or divine principle. They have access to all cleric spells but must prepare a limited number each day.

| Level | Prepared Spells | Domain Spells | Cantrips Known |

|-------|-----------------|---------------|----------------|

| 1     | WIS mod + Level | 2             | 3              |

| 2     | WIS mod + Level | 2             | 3              |

| 3     | WIS mod + Level | 4             | 3              |

| 4     | WIS mod + Level | 4             | 4              |

| 5     | WIS mod + Level | 6             | 4              |

| 6     | WIS mod + Level | 6             | 4              |

| 7     | WIS mod + Level | 8             | 5              |

| 8     | WIS mod + Level | 8             | 5              |

| 9     | WIS mod + Level | 10            | 5              |

| 10    | WIS mod + Level | 10            | 6              |

| 11    | WIS mod + Level | 12            | 6              |

| 12    | WIS mod + Level | 12            | 6              |

| 13    | WIS mod + Level | 14            | 7              |

| 14    | WIS mod + Level | 14            | 7              |

| 15    | WIS mod + Level | 16            | 7              |

| 16    | WIS mod + Level | 16            | 8              |

| 17    | WIS mod + Level | 18            | 8              |

| 18    | WIS mod + Level | 18            | 8              |

| 19    | WIS mod + Level | 20            | 9              |

| 20    | WIS mod + Level | 22            | 9              |

- \*\*Domain Spells\*\*: Always prepared and don't count against prepared spell limit

##### Cleric Specialization: Divine Domains

At 1st level, clerics choose a Divine Domain that reflects their deity's influence:

###### Life Domain

- Healing spells cost 1 fewer Resonance Point

- Healing spells restore additional hit points equal to 2 + spell level

- At 6th level, can split healing between multiple targets

- At 14th level, can revive a creature that died within the last minute once per day

###### War Domain

- Evocation spells cost 1 fewer Resonance Point

- Can add WIS modifier to weapon damage

- At 6th level, can grant allies advantage on attack rolls as a bonus action

- At 14th level, can make one weapon attack as a bonus action after casting a spell

###### Knowledge Domain

- Divination spells cost 1 fewer Resonance Point

- Gain proficiency in two additional knowledge skills

- At 6th level, can read any language for 1 hour per day

- At 14th level, can see invisible creatures and into the Ethereal Plane

###### Tempest Domain

- Lightning and thunder spells cost 1 fewer Resonance Point

- Can push creatures 10 feet when dealing lightning or thunder damage

- At 6th level, gain resistance to lightning and thunder damage

- At 14th level, can maximize lightning or thunder damage once per short rest

##### Cleric Spell Acquisition

Clerics receive spells through:

1. \*\*Prayer Communion\*\*: Daily prayers to their deity grant access to prepared spells

2. \*\*Divine Inspiration\*\*: Deities sometimes grant new spells during moments of need

3. \*\*Sacred Texts\*\*: Studying religious texts reveals divine magic

4. \*\*Pilgrimage\*\*: Visiting holy sites can grant access to special spells

5. \*\*Faction Devotion\*\*: Advancing within religious orders unlocks additional divine power

#### Druids: The Primal Path

Druids connect to the Weave through their bond with nature, drawing power from primal forces:

##### Spells Known

Druids connect to the Weave through their bond with nature, drawing power from primal forces. They have access to all druid spells but must prepare a limited number each day.

| Level | Prepared Spells | Circle Spells | Cantrips Known |

|-------|-----------------|---------------|----------------|

| 1     | WIS mod + Level | 0             | 3              |

| 2     | WIS mod + Level | 2             | 3              |

| 3     | WIS mod + Level | 2             | 3              |

| 4     | WIS mod + Level | 4             | 4              |

| 5     | WIS mod + Level | 4             | 4              |

| 6     | WIS mod + Level | 6             | 4              |

| 7     | WIS mod + Level | 6             | 5              |

| 8     | WIS mod + Level | 8             | 5              |

| 9     | WIS mod + Level | 8             | 5              |

| 10    | WIS mod + Level | 10            | 6              |

| 11    | WIS mod + Level | 10            | 6              |

| 12    | WIS mod + Level | 12            | 6              |

| 13    | WIS mod + Level | 12            | 7              |

| 14    | WIS mod + Level | 14            | 7              |

| 15    | WIS mod + Level | 14            | 7              |

| 16    | WIS mod + Level | 16            | 8              |

| 17    | WIS mod + Level | 16            | 8              |

| 18    | WIS mod + Level | 18            | 8              |

| 19    | WIS mod + Level | 18            | 9              |

| 20    | WIS mod + Level | 20            | 9              |

- \*\*Circle Spells\*\*: Always prepared and don't count against prepared spell limit

##### Druid Specialization: Druidic Circles

At 2nd level, druids join a Druidic Circle that reflects their connection to nature:

###### Circle of the Land

- Transmutation and Divination spells cost 1 fewer Resonance Point

- Gain additional circle spells based on favored terrain

- At 6th level, can move through difficult natural terrain without penalty

- At 14th level, creatures of the natural world are friendly toward you by default

###### Circle of the Moon

- Gain enhanced Wild Shape abilities (see Druid Shapeshifting System)

- Can use Wild Shape as a bonus action

- At 6th level, Wild Shape forms gain +2 to all physical ability scores

- At 14th level, can cast spells while in Wild Shape form

###### Circle of Spores

- Necromancy spells cost 1 fewer Resonance Point

- Can release spores that deal necrotic damage in a 10-foot radius

- At 6th level, can animate dead plants and fungi to serve you

- At 14th level, gain immunity to poison and disease

###### Circle of Stars

- Divination spells cost 1 fewer Resonance Point

- Can assume a starry form that grants special abilities

- At 6th level, can read the stars to gain advantage on Intelligence checks

- At 14th level, can teleport up to 60 feet as a bonus action by stepping through starlight

##### Druid Spell Acquisition

Druids learn spells through:

1. \*\*Seasonal Attunement\*\*: Connecting with nature during solstices and equinoxes

2. \*\*Elemental Communion\*\*: Meditating in areas strong with elemental energy

3. \*\*Spirit Guides\*\*: Animal spirits teach new magic

4. \*\*Ancient Groves\*\*: Visiting sacred natural sites

5. \*\*Faction Harmony\*\*: Advancing within nature-focused factions

### Hybrid Casters

#### Bards: The Performative Path

Bards weave magic through artistic expression, using music, poetry, oratory, and dance:

- \*\*Crescendo System\*\*: Performing artistic acts builds Crescendo points that can reduce Resonance costs

- \*\*Learning Methods\*\*: Performance inspiration, ancient ballads, artistic exchange, emotional resonance

- \*\*Preparation\*\*: All known spells are available to cast at any time, limited by level and Charisma modifier

- \*\*Performance Specialization\*\*: Specialize in particular performance styles, reducing costs for preferred medium

#### Paladins: The Oath-Bound Path

Paladins receive limited spellcasting ability through their sacred oaths and devotion to ideals:

- \*\*Divine Oath\*\*: Each oath grants access to specific spell lists; upholding tenets strengthens abilities

- \*\*Receiving Methods\*\*: Oath ceremonies, acts of devotion, divine insight, trials overcome

- \*\*Preparation\*\*: After a long rest, prepare spells equal to half paladin level + Charisma modifier

- \*\*Oath Specialization\*\*: Specialize in spells aligned with specific oath, reducing Resonance costs

#### Rangers: The Wilderness Path

Rangers blend martial skill with primal magic, drawing power from their connection to the wilderness:

- \*\*Terrain Bond\*\*: Each favored terrain grants access to related spells

- \*\*Learning Methods\*\*: Terrain attunement, prey study, weather sensitivity, survival challenges

- \*\*Preparation\*\*: After a long rest, prepare spells equal to half ranger level + Wisdom modifier

- \*\*Hunter's Path Specialization\*\*: Specialize in magical paths, reducing costs for path spells

#### Crimson Agents: The Blood Path

Crimson Agents fuel their magic with their own life essence, using blood as both catalyst and component:

- \*\*Blood Mark System\*\*: Creating Blood Marks enables magical effects but costs hit points

- \*\*Learning Methods\*\*: Blood revelation, pain insight, hemomancy study, vitality exchange

- \*\*Preparation\*\*: All known spells available if sufficient hit points to fuel them

- \*\*Blood Path Specialization\*\*: Specialize in blood paths, reducing hit point cost for path spells

### Specialized Casters

#### Shaman: The Spirit-Bound Path

Shamans commune with ancestral and elemental spirits, channeling their power through totems:

- \*\*Spirit Bond System\*\*: Maintain bonds with specific spirits that determine available spells

- \*\*Learning Methods\*\*: Spirit journey, ancestral memory, elemental pact, totem crafting

- \*\*Preparation\*\*: After a long rest, commune with bound spirits to prepare spells

- \*\*Spirit Path Specialization\*\*: Specialize in spirit paths, reducing costs for path spells

#### Oracle: The Fate-Touched Path

Oracles are individuals marked by fate, bearing both a curse and the gift of prophetic magic:

- \*\*Fate Weaving System\*\*: Each oracle bears a Fate Mark granting access to specific magical domains

- \*\*Receiving Methods\*\*: Prophetic visions, curse progression, fated encounters, crisis revelation

- \*\*Preparation\*\*: All spells associated with their Fate Mark are always available

- \*\*Mystery Specialization\*\*: Specialize in mysteries related to their Fate Mark, reducing spell costs

#### Mirrorsage: The Reality-Bending Path

Mirrorsages manipulate reflections and duplicity, bending reality through mirrors:

- \*\*Mirror Nexus System\*\*: Maintain magical mirrors that serve as foci and can store spell reflections

- \*\*Learning Methods\*\*: Spell reflection, reality fracture, mirror meditation, reflection exchange

- \*\*Preparation\*\*: After a long rest, attune mirrors to specific spells for casting without Resonance

- \*\*Reflection Path Specialization\*\*: Specialize in reflection paths, reducing costs for path spells

#### Dragoon: The Sky-Bound Path

Dragoons combine aerial combat prowess with elemental magic, channeling the power of dragons:

- \*\*Momentum System\*\*: Combat maneuvers build Momentum points that reduce Resonance costs

- \*\*Learning Methods\*\*: Sky communion, dragon essence, leap of faith, elemental exposure

- \*\*Preparation\*\*: After a long rest, perform martial forms to attune to specific spells

- \*\*Lance Path Specialization\*\*: Specialize in lance paths, reducing costs for path spells

## Druid Shapeshifting System

The Druid Shapeshifting System is a unique feature that allows druids to transform into various animal forms. This system is fully integrated with the Resonance System.

### General Rules

- \*\*Activation\*\*: Shapeshifting costs 2 Resonance Points to activate as a bonus action

- \*\*Duration\*\*: 10 minutes per form use

- \*\*Frequency\*\*:

  - 2 forms per long rest at Lv 1

  - +1 use per 3 levels (max 8/day at Lv 20)

- \*\*Damage Resistance\*\*: While shifted, druids gain resistance to poison & bludgeoning (unless form states otherwise)

- \*\*Can't Cast Spells\*\*: Cannot cast spells while in beast form unless specified by Hero Class

### Base Druid Forms (Lv 1–10)

\*\*1. Wolf Form (Striker)\*\*

- +10 movement, Keen Senses

- Bite: 1d8 piercing + DC 11 STR save or target is knocked prone

\*\*2. Bear Form (Tank)\*\*

- +20 HP buffer, AC set to 14

- Claw: 2d6 slashing; Rage-like trait: deal +1 damage/attack

\*\*3. Hawk Form (Scout)\*\*

- Flight (60 ft), Keen Sight

- Dive Attack: 1d4 slashing + advantage if striking from above

\*\*4. Boar Form (Brawler)\*\*

- Tough Hide (resist slashing), auto-charge 10 ft deals 1d6 + knockback

\*\*5. Panther Form (Stealth)\*\*

- Stealth +4, 60-ft darkvision

- Pounce: If move >20 ft, claw (2d4) + grapple

### Arch Druid Forms (Lv 11–20)

\*\*1. Dire Wolf\*\*

- Pack tactics; 2d6 bite; howl: frightens foes within 30 ft (WIS save)

\*\*2. Earth Warden (Dire Bear)\*\*

- 30 temp HP; Earth Slam: 10-ft radius 2d6 + prone

- Stone Resistance: Resist non-magical weapon damage

\*\*3. Sky Serpent\*\*

- Flight (80 ft); Lightning Bite: 2d8 lightning

- Glide Reflexes: Add +2 to DEX saves

\*\*4. Ironhorn Ram\*\*

- AC set to 17; Charge: 3d6 + push 10 ft

- Cannot be knocked prone

\*\*5. Shadow Lynx\*\*

- Blink: Teleport 30 ft as reaction

- Attacks count as magical

### Hero Druid Forms by Subclass

#### Circle of Thorns (Poison/Decay)

- Blight Elk: Aura of Decay (5 ft, enemies start turn take 1d4 poison)

- Tanglemaw: Bite causes restrain (DC 14 STR save)

#### Stormcaller (Lightning/Wind)

- Tempest Raptor: 2d6 lightning claw; 60 ft fly

- Thunderhorn Stag: Charge deals 2d8 thunder; deafen on fail

#### Beastlord (Alpha Animal Hybrid)

- Chimera Cub: Multi-type damage (1d4 each: fire/cold/lightning)

- Alpha Dire Wolf: Intimidate all in 15 ft (WIS save or frightened)

#### Winterfang (Cold/Frost)

- Snow Leopard: Claw: 2d6 cold; +10 Stealth in snow/ice

- Frost Wyrmling: Breath Weapon (30-ft cone, 4d6 cold, DEX save half)

#### Rotshaper (Vermin/Plague)

- Carrion Rat King: Summon swarm; poison bite (DC 13)

- Insect Broodmother: Spawn 1d4 swarms per shift use (CR 1/4 each)

#### Ashen Grove (Fire/Nature hybrid)

- Charbear: Flame aura 5 ft (1d6 fire); 2d8 fire claw

- Blazewood Stag: Leaves flaming trail; 1/long rest explodes in 10 ft for 6d6 fire

### Scaling Summary

| Druid Level | Uses/Day | Max CR of Form |

|-------------|----------|----------------|

| 1           | 2        | 1/4            |

| 4           | 3        | 1/2            |

| 7           | 4        | 1              |

| 10          | 5        | 2              |

| 13          | 6        | 3              |

| 16          | 7        | 4              |

| 19          | 8        | 5              |

### Shapeshifting and Resonance

- \*\*Activation\*\*: Shapeshifting costs 2 Resonance Points to activate

- \*\*Maintenance\*\*: No ongoing Resonance cost

- \*\*Spell Casting\*\*: Cannot cast spells while shapeshifted unless specified by Circle abilities

- \*\*Resonance Regeneration\*\*: Regenerate Resonance Points normally while shapeshifted

- \*\*Form Bonuses\*\*: Some forms grant bonuses to Resonance regeneration in specific environments

### Shapeshifting and Alignment

- Good-aligned druids gain enhanced abilities in forms associated with light, healing, and protection

- Neutral-aligned druids gain enhanced abilities in forms associated with balance and adaptation

- Evil-aligned druids gain enhanced abilities in forms associated with predation and decay

### Shapeshifting and Reputation

- Positive reputation with nature factions grants access to additional forms

- Negative reputation with civilization factions can restrict shapeshifting in urban environments

- Some rare forms require specific faction standing to access

### Notes

- Hero forms unlock at class level 10 or via narrative boon

- Cannot use spells in shapeshift form unless granted by Hero class

- Speech is preserved only in arch/hero forms

- Wildshape abilities stack with natural armor, resistances, and keen senses

## Spell Components

Most spells require components to cast, representing the physical means by which a spellcaster accesses the Weave:

### Verbal (V)

Spoken incantations, words of power, or prayers that help shape magical energy. Verbal components:

- Cannot be performed while silenced or gagged

- May alert nearby creatures to spellcasting

- Can be disguised with a successful Deception check

### Somatic (S)

Precise gestures and movements that guide magical energy. Somatic components:

- Require at least one hand free

- Cannot be performed while restrained

- May be recognized by observers with Arcana knowledge

### Material (M)

Physical substances consumed or manipulated during casting. Material components:

- Common components (worth less than 10 gold) can be replaced by a component pouch

- Valuable components (worth 10+ gold) must be provided specifically

- Components with listed costs are consumed when the spell is cast

### Focus (F)

Non-consumed magical implements that channel power. Focus items:

- Include wands, staves, holy symbols, druidic focuses, etc.

- Must be held in hand or prominently displayed

- Can be enchanted to enhance specific types of spells

## Spell Failure

When spellcasting goes wrong, various effects can occur based on the nature of the failure:

### Resonance Leak

- Spell fails and costs additional RP

- Temporary inability to cast spells of the same school

- Visible magical discharge that may attract attention

### Backfire

- Spell affects caster or allies instead of intended target

- Effect may be diminished or altered

- May cause temporary magical conditions

### Wild Surge

- Unpredictable magical effect occurs

- Roll on the Wild Surge table to determine outcome

- Effects range from harmless to potentially dangerous

### Weave Tear

- Temporary disruption of all magic in the area

- All spellcasters within range must make Resonance checks

- May create lingering magical anomalies

## Schools of Magic

The eight schools of magic represent the fundamental ways in which spellcasters manipulate the Weave:

### Abjuration

Protection, warding, banishment, and defensive magic. Abjuration spells shield against harm, dispel magical effects, and create barriers against physical and magical threats.

### Conjuration

Summoning, creation, teleportation, and elemental manipulation. Conjuration spells bring creatures or objects from elsewhere, create matter, or transport the caster across space.

### Divination

Prophecy, truth-seeking, fate-binding, foresight, planar awareness, and divine insight. Divination spells reveal hidden information, predict future events, and perceive distant locations.

### Enchantment

Mental domination, charm, mesmerization, confusion, pacification, and fear. Enchantment spells influence minds, control behavior, and manipulate emotions.

### Evocation

Raw elemental energy, destructive forces, and direct damage. Evocation spells channel pure magical energy to create powerful offensive effects.

### Illusion

Deception, misdirection, invisibility, figments, and sensory manipulation. Illusion spells create false sensory impressions or alter how things are perceived.

### Necromancy

Death magic, undeath, life force manipulation, and soul binding. Necromancy spells manipulate the energies of life and death, create undead, and drain vitality.

### Transmutation

Transformation, alteration, enhancement, and physical manipulation. Transmutation spells change the properties of creatures, objects, or environments.

## Universal Magic

Some spells transcend the traditional schools, manipulating the fundamental nature of magic itself:

### Universal Spells

Raw magical manipulation, spell enhancement, teleportation, time distortion, and planar lawbreaking. Universal spells cross school boundaries and augment or reshape magic itself.

### Ritual Casting

Rituals are spells cast over an extended period (10+ minutes) without expending Resonance Points:

- Require additional time and often special components

- Cannot be interrupted without failing

- Often produce more powerful or longer-lasting effects than standard spells

- May involve multiple casters working in concert

## Spell Level Progression

The maximum spell level a caster can use is determined by their class level:

| Class Level | Maximum Spell Level |

|-------------|---------------------|

| 1-2         | 1st                 |

| 3-4         | 2nd                 |

| 5-6         | 3rd                 |

| 7-8         | 4th                 |

| 9-10        | 5th                 |

| 11-12       | 6th                 |

| 13-14       | 7th                 |

| 15-16       | 8th                 |

| 17-20       | 9th                 |

## Spell Lists

The following sections contain comprehensive spell lists for each of the eight schools of magic, plus Universal spells. Each list includes spells from cantrips (level 0) through level 9, with detailed descriptions of their effects, components, and casting requirements.

# Expanded Abjuration Spell List (Decennium Descent)

Theme: Protection, warding, banishment, and defensive magic. Abjuration spells shield against harm, dispel magical effects, and create barriers against physical and magical threats.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Arcane Ward\*\* – Create a temporary barrier granting +1 AC for 1 round.

2. \*\*Dispel Minor\*\* – End one harmless magical effect or cantrip.

3. \*\*Repelling Pulse\*\* – Push a small object or creature 5 ft away.

4. \*\*Sense Magic\*\* – Detect presence of magic within 10 ft for 1 round.

5. \*\*Warding Gesture\*\* – Gain advantage on next save against magic.

6. \*\*Barrier Flicker\*\* – Create momentary shield against projectiles (+2 AC vs one ranged attack).

7. \*\*Nullify Element\*\* – Gain resistance to one element for 1 round.

8. \*\*Seal Minor Wound\*\* – Stabilize a dying creature or stop minor bleeding.

9. \*\*Aura Sight\*\* – See magical auras on objects or creatures for 1 round.

10. \*\*Fortify Object\*\* – Temporarily strengthen a small object against damage.

11. \*\*Resonance Shield\*\* – Convert 1 Resonance Point into temporary 1d4 HP.

12. \*\*Detect Corruption\*\* – Sense presence of corruption within 10 ft.

13. \*\*Harmonic Protection\*\* – Create a tone that grants +1 to next saving throw.

14. \*\*Purify Drop\*\* – Cleanse one drop of liquid of mundane impurities.

15. \*\*Repel Vermin\*\* – Small non-magical insects and rodents avoid you for 1 minute.

16. \*\*Warding Mark\*\* – Place a small mark that glows when specific creature types approach.

## Level 1 Spells – 16 Known

1. \*\*Shield\*\* – +5 AC and immunity to Magic Missile until your next turn.

2. \*\*Protective Sphere\*\* – 10-ft radius barrier blocks projectiles and small creatures.

3. \*\*Alarm Ward\*\* – Alert when creatures enter warded area.

4. \*\*Dispel Resonance\*\* – End one magical effect of 1st level or lower.

5. \*\*Elemental Resistance\*\* – Target gains resistance to one energy type for 10 minutes.

6. \*\*Sanctuary\*\* – Enemies must make WIS save to attack warded creature.

7. \*\*Binding Circle\*\* – Create 5-ft circle that extraplanar creatures cannot cross.

8. \*\*Armor of Faith\*\* – Spectral armor grants +3 AC for 1 hour.

9. \*\*Purify Food and Drink\*\* – Remove poison and disease from consumables.

10. \*\*Detect Poison\*\* – Sense presence and type of poison within 30 ft.

11. \*\*Repulsion Field\*\* – 5-ft radius around you pushes small objects away.

12. \*\*Warding Bond\*\* – Link with ally; they gain +1 AC and saves, you take half their damage.

13. \*\*Alignment Shield\*\* – Gain +2 AC against creatures of opposing alignment.

14. \*\*Corruption Ward\*\* – Target gains advantage on saves against corruption effects for 1 hour.

15. \*\*Resonance Lock\*\* – Prevent target from using Resonance Points for 1 round (WIS save negates).

16. \*\*Faction Seal\*\* – Mark an area as protected by a specific faction; intruders with negative reputation are revealed.

## Level 2 Spells – 8 Known

1. \*\*Arcane Lock\*\* – Magically secure a door or container.

2. \*\*Dispel Magic (Lesser)\*\* – End magical effects of 2nd level or lower.

3. \*\*Protection from Energy\*\* – Target gains immunity to one energy type for 1 minute.

4. \*\*Warding Bond\*\* – Link with ally; they gain +1 AC and saves, you take half their damage.

5. \*\*Barrier of Faith\*\* – Create a 10-ft wall that blocks specific creature types.

6. \*\*Corruption Cleanse\*\* – Remove minor corruption effects from an area or creature.

7. \*\*Resonance Shield\*\* – Convert spell slots into temporary HP: 5 per slot level.

8. \*\*Faction Ward\*\* – Area is protected against those with negative reputation with specified faction.

## Level 3 Spells – 8 Known

1. \*\*Counterspell\*\* – Interrupt a creature casting a spell.

2. \*\*Magic Circle\*\* – 10-ft cylinder protects against specific creature types.

3. \*\*Dispel Magic\*\* – End magical effects of 3rd level or lower.

4. \*\*Barrier Field\*\* – 15-ft hemisphere blocks physical and magical attacks.

5. \*\*Remove Curse\*\* – End one curse affecting a creature or object.

6. \*\*Protection from Scrying\*\* – Target is immune to divination and scrying effects.

7. \*\*Resonance Anchor\*\* – Fix a magical effect in place; it cannot be dispelled by normal means.

8. \*\*Alignment Sanctuary\*\* – Creatures of opposing alignment must make WIS save to enter area.

## Level 4 Spells – 8 Known

1. \*\*Banishment\*\* – Send a creature to another plane temporarily.

2. \*\*Greater Warding\*\* – Target gains +2 to AC and saves, resistance to spells.

3. \*\*Spell Shield\*\* – Reflect spells of 3rd level or lower back at caster.

4. \*\*Dimensional Anchor\*\* – Prevent teleportation and planar travel in 60-ft radius.

5. \*\*Corruption Barrier\*\* – Create a wall that blocks and damages corrupted creatures.

6. \*\*Resonance Dampening Field\*\* – All spellcasting in area costs +2 Resonance Points.

7. \*\*Faction Sanctuary\*\* – Area becomes sacred to a faction; members gain benefits while inside.

8. \*\*Alignment Lock\*\* – Prevent target from changing alignment for 24 hours.

## Level 5 Spells – 8 Known

1. \*\*Antimagic Field (Lesser)\*\* – 10-ft sphere suppresses magic effects and spells.

2. \*\*Banish Elemental\*\* – Instantly banish an elemental or outsider (CHA save negates).

3. \*\*Greater Dispel\*\* – End multiple magical effects in 30-ft radius.

4. \*\*Spell Resistance\*\* – Target gains advantage on saves against spells for 1 hour.

5. \*\*Wall of Force\*\* – Create an invisible, impenetrable wall.

6. \*\*Resonance Barrier\*\* – Convert Resonance Points into a damage-absorbing shield.

7. \*\*Planar Protection\*\* – Area is warded against creatures from a specific plane.

8. \*\*Reputation Shield\*\* – Target's reputation cannot be lowered for 24 hours.

## Level 6 Spells – 8 Known

1. \*\*Globe of Invulnerability\*\* – Sphere blocks spells of 5th level or lower.

2. \*\*Guards and Wards\*\* – Fill area with multiple defensive spells.

3. \*\*Forbiddance\*\* – Area deals damage to creatures of specific alignments.

4. \*\*Repulsion Field\*\* – Creatures must make CHA save to approach within 30 ft.

5. \*\*Resonance Seal\*\* – Lock a magical effect in place; it cannot be dispelled by normal means.

6. \*\*Planar Barrier\*\* – Create a wall that blocks extraplanar creatures.

7. \*\*Alignment Sanctuary\*\* – Area becomes sacred to an alignment; aligned creatures gain benefits.

8. \*\*Corruption Purge\*\* – Remove all corruption effects from an area or creature.

## Level 7 Spells – 8 Known

1. \*\*Arcane Aegis\*\* – Target gains immunity to spells of 4th level or lower.

2. \*\*Banishment Field\*\* – All extraplanar creatures in 30-ft radius must make CHA save or be banished.

3. \*\*Spell Turning\*\* – Reflect 1d4+2 spells back at caster.

4. \*\*Dimensional Lock\*\* – Area prevents all teleportation and planar travel.

5. \*\*Resonance Fortress\*\* – Create a dome that blocks all magic not cast by you or allies.

6. \*\*Faction Aegis\*\* – Target gains immunity to effects from creatures with negative faction reputation.

7. \*\*Alignment Anchor\*\* – Fix a creature's alignment for 7 days; they cannot act against it.

8. \*\*Corruption Immunity\*\* – Target becomes immune to corruption effects for 24 hours.

## Level 8 Spells – 8 Known

1. \*\*Antimagic Field\*\* – 20-ft sphere suppresses all magic.

2. \*\*Mind Blank\*\* – Target immune to divination, psychic damage, and mind-affecting spells.

3. \*\*Prismatic Wall\*\* – Wall of light with seven layers of different effects.

4. \*\*Spell Absorption Shield\*\* – Absorb up to 100 levels of spells, gaining Resonance Points.

5. \*\*Resonance Nullification\*\* – Target cannot use or regenerate Resonance Points for 1 minute.

6. \*\*Planar Seal\*\* – Close all connections to a specific plane within 1 mile.

7. \*\*Reputation Fortress\*\* – Area becomes impenetrable to those with negative reputation with your faction.

8. \*\*Alignment Immunity\*\* – Target becomes immune to effects based on alignment for 24 hours.

## Level 9 Spells – 16 Known

1. \*\*Absolute Immunity\*\* – Target becomes immune to all damage and conditions for 1 minute.

2. \*\*Prismatic Sphere\*\* – 20-ft sphere with seven layers of protection.

3. \*\*Reality Anchor\*\* – 100-ft radius where magic functions only as you permit.

4. \*\*Greater Spell Turning\*\* – Reflect all spells back at caster for 1 minute.

5. \*\*Eternal Ward\*\* – Create permanent protective ward over large area.

6. \*\*Banishment Gate\*\* – Create portal that automatically banishes specific creature types.

7. \*\*Divine Shield\*\* – Allies in 30-ft radius gain immunity to one damage type and condition.

8. \*\*Nullification Wave\*\* – End all magical effects in 60-ft radius, no save.

9. \*\*Resonance Fortress\*\* – Create impenetrable dome that blocks all magic not cast by you.

10. \*\*Planar Sanctuary\*\* – Area becomes immune to effects from a specific plane.

11. \*\*Alignment Perfection\*\* – Target's alignment becomes purified; they gain benefits based on alignment.

12. \*\*Corruption Purification\*\* – Permanently remove all corruption from an area or creature.

13. \*\*Faction Perfection\*\* – Target's reputation with a faction becomes maximized; they gain significant benefits.

14. \*\*Invulnerable Sphere\*\* – Create an impenetrable sphere that nothing can enter or exit.

15. \*\*Eternal Protection\*\* – Target gains permanent resistance to one damage type.

16. \*\*Ultimate Ward\*\* – Create a ward that protects against all harmful effects for 24 hours.

# Expanded Conjuration Spell List (Decennium Descent)

Theme: Elemental summoning, energy blasts, summoned utility, damage shields, and battlefield control via magical constructs.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Flare Spark\*\* – 1d6 fire damage.

2. \*\*Dust Gust\*\* – Push small object or scatter 5 ft of sand/dust.

3. \*\*Crackle Jolt\*\* – 1d4 lightning; arcs to second target for 1 damage.

4. \*\*Lodestone Pull\*\* – Draws metal object 5 ft toward caster.

5. \*\*Minor Elemental Ward\*\* – +1 to next saving throw vs elemental damage.

6. \*\*Flicker Flame\*\* – Create dim dancing light source for 10 minutes.

7. \*\*Stone Skin Sliver\*\* – +1 AC for 1 round (concentration).

8. \*\*Mana Kindle\*\* – Recover 1 expended cantrip slot (once per long rest).

9. \*\*Conjure Water\*\* – Create up to 1 gallon of clean water.

10. \*\*Pebble Swarm\*\* – 1d4 bludgeoning damage in 5-ft cone.

11. \*\*Summon Tool\*\* – Conjure a simple tool for 1 minute.

12. \*\*Elemental Touch\*\* – Touch deals 1 damage of chosen element and leaves mark.

13. \*\*Mist Veil\*\* – Create 5-ft cube of obscuring mist.

14. \*\*Phantom Key\*\* – Create temporary key that works on one non-magical lock.

15. \*\*Resonance Mote\*\* – Create floating light that grants +1 to next Resonance check.

16. \*\*Faction Emblem\*\* – Conjure the symbol of a faction you have positive reputation with.

## Level 1 Spells – 16 Known

1. \*\*Summon Fire Pet\*\* – Small elemental: HP 10, AC 13, 1d8 fire melee.

2. \*\*Burning Sands\*\* – 2d6 fire + target must save or have movement halved.

3. \*\*Shockwave\*\* – 1d10 lightning in a 15-ft line; DEX save for half.

4. \*\*Earthen Grip\*\* – Target restrained, STR save or immobilized 1 round.

5. \*\*Summon Mod Rod\*\* – Creates a rod that restores 1 spell slot (max level 1), 1/day.

6. \*\*Summon Minor Weapon\*\* – Create a spectral melee weapon: 1d6 damage.

7. \*\*Flame Armor\*\* – +2 AC; melee attackers take 1 fire damage.

8. \*\*Heat Metal (Conjured)\*\* – Target's armor or weapon deals 1d6 fire to user each round.

9. \*\*Conjure Rope\*\* – Create 50 ft of magical rope that obeys commands.

10. \*\*Summon Familiar\*\* – Call a small elemental creature to serve as companion.

11. \*\*Mist Step\*\* – Teleport up to 30 ft to a visible location.

12. \*\*Elemental Bolt\*\* – 2d8 damage of chosen element (fire, cold, lightning, acid).

13. \*\*Resonance Bridge\*\* – Create a 15-ft bridge of solid energy.

14. \*\*Faction Messenger\*\* – Summon a small creature that can deliver a message to a faction member.

15. \*\*Alignment Essence\*\* – Conjure a vial of liquid that reveals a creature's alignment when consumed.

16. \*\*Corruption Sensor\*\* – Create a device that beeps when corruption is nearby.

## Level 2 Spells – 8 Known

1. \*\*Summon Air Pet\*\* – Elemental pet: HP 20, AC 15, 2 attacks at 1d6 slashing.

2. \*\*Elemental Barrage\*\* – 2d8 damage (choose fire, cold, lightning).

3. \*\*Conjure Shield of Sparks\*\* – +3 AC and reflects 1d4 lightning to attacker.

4. \*\*Summon Weaponry Satchel\*\* – Conjures magical ammo or tools usable for 1 hour.

5. \*\*Planar Ally (Minor)\*\* – Summon a CR 1 extraplanar creature to assist for 10 minutes.

6. \*\*Resonance Well\*\* – Create a pool that allies can draw 1d4 Resonance Points from.

7. \*\*Faction Emblem (Greater)\*\* – Conjure a powerful symbol that grants benefits to faction members.

8. \*\*Alignment Weapon\*\* – Create a weapon that deals +1d6 damage to creatures of opposing alignment.

## Level 3 Spells – 8 Known

1. \*\*Summon Earth Pet\*\* – HP 30, AC 17, 1d10 bludgeon, + knockdown.

2. \*\*Conjure Elemental Lance\*\* – Line 30 ft: 4d6 elemental damage, save for half.

3. \*\*Burst of Flamewind\*\* – All enemies in 15 ft cone take 3d8 fire and are pushed back 5 ft.

4. \*\*Elemental Displacement\*\* – Teleport self or ally 30 ft.

5. \*\*Summon Spectral Steed\*\* – Create a mount that can travel between planes.

6. \*\*Resonance Conduit\*\* – Create a link that allows sharing Resonance Points between allies.

7. \*\*Faction Portal\*\* – Create a doorway to a faction's headquarters (requires positive reputation).

8. \*\*Alignment Shield\*\* – Summon a shield that blocks attacks from creatures of opposing alignment.

## Level 4 Spells – 8 Known

1. \*\*Summon Water Pet\*\* – HP 35, AC 14, can heal allies for 2d6 or attack for 1d10 cold.

2. \*\*Crystalline Barrier\*\* – Wall of elemental glass (AC 18, HP 40), blocks line of sight.

3. \*\*Elemental Drain\*\* – Target loses 2 spell slots and takes 3d6 damage (random element).

4. \*\*Bind Element\*\* – Trap one elemental creature in place (WIS save or paralyzed 2 rounds).

5. \*\*Dimensional Door\*\* – Teleport up to 500 ft to a known location.

6. \*\*Resonance Beacon\*\* – Create a point that allies can teleport to using Resonance Points.

7. \*\*Faction Ally\*\* – Summon a CR 3 creature aligned with your faction.

8. \*\*Alignment Anchor\*\* – Create a zone where creatures cannot change alignment.

## Level 5 Spells – 8 Known

1. \*\*Summon Greater Fire Pet\*\* – HP 60, AC 17, 2d10 fire, aura burns adjacent foes.

2. \*\*Massive Elemental Blast\*\* – All enemies in 20 ft radius: 5d8 elemental damage.

3. \*\*Living Magma\*\* – Target must CON save or suffer 1d10/round for 3 rounds.

4. \*\*Elemental Banishment\*\* – Remove 1 summoned enemy from battlefield (CHA save).

5. \*\*Planar Binding\*\* – Force an extraplanar creature to serve you for 24 hours.

6. \*\*Resonance Nexus\*\* – Create a field where all spells cost 2 fewer Resonance Points.

7. \*\*Faction Champion\*\* – Summon a powerful warrior from your allied faction.

8. \*\*Alignment Portal\*\* – Create a gateway to a plane aligned with your alignment.

## Level 6 Spells – 8 Known

1. \*\*Summon Greater Air Pet\*\* – HP 65, AC 18, 2d8 wind slash, 50% miss chance vs projectiles.

2. \*\*Elemental Warp Field\*\* – Allies within 10 ft gain resistance to elemental damage.

3. \*\*Chain Arc\*\* – Jumping lightning: 6 targets, 3d8 damage, arcs randomly.

4. \*\*Conjure Skybrand Weapon\*\* – Floating weapon makes 2 attacks/round for 1d12 lightning.

5. \*\*Planar Ally (Greater)\*\* – Summon a CR 6 extraplanar creature to assist for 1 hour.

6. \*\*Resonance Forge\*\* – Create a magical forge that can craft items using Resonance Points.

7. \*\*Faction Army\*\* – Summon 3d6 soldiers from an allied faction.

8. \*\*Alignment Sanctuary\*\* – Create a safe haven that only admits creatures of your alignment.

## Level 7 Spells – 8 Known

1. \*\*Summon Greater Earth Pet\*\* – HP 80, AC 20, Tremor Slam (2d10, knocks prone).

2. \*\*Volcanic Cage\*\* – Traps 1–3 creatures in molten rock: 6d6 fire, CON save or immobilized.

3. \*\*Summon Living Armor\*\* – Conjure suit of magical armor (grants +4 AC to self or ally).

4. \*\*Prismatic Conflux\*\* – Each enemy takes 2d8 random elemental type (roll separately).

5. \*\*Plane Shift\*\* – Transport up to 8 willing creatures to another plane.

6. \*\*Resonance Storm\*\* – Create a storm that restores 1d6 Resonance Points to allies each round.

7. \*\*Faction Citadel\*\* – Conjure a fortress aligned with your faction that lasts for 24 hours.

8. \*\*Alignment Avatar\*\* – Transform into an avatar of your alignment, gaining powerful abilities.

## Level 8 Spells – 8 Known

1. \*\*Summon Greater Water Pet\*\* – HP 90, AC 16, healing wave (3d6 AoE heal) or 2d10 cold blast.

2. \*\*Frozen Time Prism\*\* – Freeze 1 creature in place for 1 round, WIS save ends.

3. \*\*Conjure Sky Fortress\*\* – Floating platform appears, grants high ground or ranged cover.

4. \*\*Mana Furnace\*\* – Converts all elemental damage taken into spell slot regeneration.

5. \*\*Demiplane\*\* – Create a private extradimensional space.

6. \*\*Resonance Matrix\*\* – Create a field where spells can be cast without expending Resonance Points.

7. \*\*Faction Paragon\*\* – Summon the champion of your allied faction.

8. \*\*Alignment Nexus\*\* – Create a portal to a plane that empowers creatures of your alignment.

## Level 9 Spells – 16 Known

1. \*\*Summon Elemental Avatar\*\* – HP 180, attacks 3x/round, elemental resistances, aura damage.

2. \*\*Cataclysmic Conjuration\*\* – 60 ft radius: 10d10 of chosen element.

3. \*\*Elemental Fusion\*\* – Merge with summoned pet: share stats, cast 2 spells/round.

4. \*\*Storm Cage\*\* – Traps creature in electrical field: 8d6/round, cannot escape.

5. \*\*Elemental Convergence\*\* – All four base pets summoned at once for 1 minute.

6. \*\*Conjure Magmatic Wyrm\*\* – Massive fire serpent: HP 250, breathes 6d12 fire in cone.

7. \*\*Eternal Forge\*\* – Create magical weapon or item permanently (DM discretion).

8. \*\*Planar Overload\*\* – Tear open rift; all enemies in 100 ft take 12d8 elemental.

9. \*\*Gate\*\* – Open a portal to any plane or location.

10. \*\*Resonance Singularity\*\* – Create a point that absorbs all magic and converts it to Resonance.

11. \*\*Faction Incarnate\*\* – Summon the living embodiment of a faction's power.

12. \*\*Alignment Ascension\*\* – Transform into a being of pure alignment energy.

13. \*\*Elemental Apocalypse\*\* – Summon a catastrophic elemental event: 15d10 damage in 100-ft radius.

14. \*\*Planar Army\*\* – Summon an army of extraplanar creatures to serve you.

15. \*\*Conjure Demiplane Fortress\*\* – Create a permanent extradimensional stronghold.

16. \*\*Resonance Nexus (Supreme)\*\* – Create a field where all magic is enhanced and Resonance costs are halved.

# Expanded Divination Spell List (Decennium Descent)

Theme: Prophecy, truth-seeking, fate-binding, foresight, planar awareness, and divine insight. The Divination school reveals, manipulates, or channels the hidden layers of reality.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Foresight Flicker\*\* – Next enemy roll against you has Disadvantage.

2. \*\*Guiding Spark\*\* – Know true north or locate nearest magical presence.

3. \*\*Omen Whisper\*\* – Hear a vague message from beyond; DM gives cryptic tip.

4. \*\*Detect Emotion\*\* – Sense basic emotion of one creature (happy, afraid, angry, etc.).

5. \*\*Aura Glimpse\*\* – See magical auras briefly (10-ft radius).

6. \*\*Far Echo\*\* – Replay last 6 seconds of speech in location.

7. \*\*Predict Movement\*\* – Gain +1 to next DEX save or attack roll.

8. \*\*Soul Mark\*\* – Tag a creature for 1 minute; you know its direction if within 1 mile.

9. \*\*Detect Poison\*\* – Determine if an object or creature is poisoned.

10. \*\*Sense Alignment\*\* – Briefly detect the alignment of one creature or object.

11. \*\*Glimpse Future\*\* – See 6 seconds into the future; advantage on initiative next combat.

12. \*\*Detect Faction\*\* – Determine if a creature or object is affiliated with a faction.

13. \*\*Resonance Sight\*\* – See Resonance Points as colored auras for 1 round.

14. \*\*Read Surface Thoughts\*\* – Glimpse the current thought of a creature (WIS save negates).

15. \*\*Detect Weather\*\* – Accurately predict weather for the next 24 hours.

16. \*\*Sense Corruption\*\* – Detect presence of corruption within 30 feet.

## Level 1 Spells – 16 Known

1. \*\*Identify\*\* – Reveal properties of magical item or effect.

2. \*\*Detect Magic\*\* – See magic within 30 ft (concentration).

3. \*\*True Sight (Lesser)\*\* – See invisible/hidden creatures for 1 minute.

4. \*\*Warning Ward\*\* – Trap glows if enemy enters; does no damage.

5. \*\*Scribe Destiny\*\* – Learn a creature's greatest desire or fear (WIS save resists).

6. \*\*Mark Omen\*\* – Mark a creature; reroll 1 attack against them within 1 hour.

7. \*\*Clairaudience (Lesser)\*\* – Hear a distant known location for 1 minute.

8. \*\*Fate Coin\*\* – Once in next hour, flip coin to reroll any 1 die result.

9. \*\*Comprehend Languages\*\* – Understand all written and spoken languages.

10. \*\*Detect Secret Doors\*\* – Reveal hidden passages within 30 feet.

11. \*\*Faction Insight\*\* – Learn target's standing with one faction.

12. \*\*Alignment Sense\*\* – Determine exact alignment of one creature.

13. \*\*Resonance Map\*\* – See concentrations of magical energy in the area.

14. \*\*Locate Object\*\* – Sense direction to a familiar object within 1,000 feet.

15. \*\*Read Memories\*\* – View one specific memory from a willing creature.

16. \*\*Corruption Insight\*\* – Determine source and type of corruption affecting a creature or area.

## Level 2 Spells – 8 Known

1. \*\*Augury\*\* – Ask if action will lead to good/bad results (yes/no/unclear).

2. \*\*Divine Perception\*\* – See if target is under divine influence (blessed, cursed, possessed).

3. \*\*Clairvoyance\*\* – See or hear a location within 1 mile.

4. \*\*Vision Trap\*\* – Plant false sight into an enemy's mind; disorients and causes 2d6 psychic.

5. \*\*Locate Person\*\* – Sense direction to a specific person within 1 mile.

6. \*\*Faction Spy\*\* – Observe activities at a faction headquarters for 1 minute.

7. \*\*Alignment Prediction\*\* – Foresee how a creature will act based on their alignment.

8. \*\*Resonance Tracking\*\* – Follow the trail of a spell cast within the last hour.

## Level 3 Spells – 8 Known

1. \*\*Eyes of the Divine\*\* – See through magical and mundane disguises.

2. \*\*Future Echo\*\* – Next round, choose initiative order for allies.

3. \*\*Reveal Weakness\*\* – Target's next saving throw is made with Disadvantage.

4. \*\*Planar Window\*\* – Open vision into another plane; detect native beings and effects.

5. \*\*Speak with Dead\*\* – Ask 5 questions to a corpse.

6. \*\*Faction Divination\*\* – Learn a faction's current major objective.

7. \*\*Alignment Revelation\*\* – Force a creature to reveal their true alignment (CHA save negates).

8. \*\*Resonance Sight (Greater)\*\* – See all magical effects and their sources within 60 feet.

## Level 4 Spells – 8 Known

1. \*\*Zone of Truth\*\* – 15-ft zone; creatures must save to lie.

2. \*\*Fate Reversal\*\* – Force a reroll of one attack, save, or check anywhere on battlefield.

3. \*\*Seal Vision\*\* – Block divination spells from affecting an area or creature.

4. \*\*Aspect of Insight\*\* – Gain advantage on all mental saves and +2 INT/WIS for 1 minute.

5. \*\*Locate Creature\*\* – Sense direction to a specific creature within 5 miles.

6. \*\*Faction Secrets\*\* – Learn one secret about a faction.

7. \*\*Alignment Forecast\*\* – Predict consequences of an action based on alignment influences.

8. \*\*Resonance Divination\*\* – Determine exactly how many Resonance Points a creature has.

## Level 5 Spells – 8 Known

1. \*\*Planar Summons (Lesser)\*\* – Summon a celestial, elemental, or outsider (CR 5 or lower).

2. \*\*Prophetic Frenzy\*\* – Gain 3 premonitions: spend to negate hits, auto succeed saves, etc.

3. \*\*Vision of Ruin\*\* – Target sees future self's demise: WIS save or stunned 1 round + 5d6 psychic.

4. \*\*Woven Threads\*\* – Alter a creature's recent memory (last 1 minute, WIS save resists).

5. \*\*Commune\*\* – Ask 3 questions to a deity or powerful entity.

6. \*\*Faction Prophecy\*\* – Predict a faction's future (next 7 days).

7. \*\*Alignment Scrying\*\* – Spy on a location where strong alignment energy exists.

8. \*\*Resonance Communion\*\* – Connect to the Weave directly; learn 3 spells temporarily.

## Level 6 Spells – 8 Known

1. \*\*True Seeing\*\* – See through all illusions, invisibility, and shapechanges.

2. \*\*Planar Binding (Minor)\*\* – Compel an extraplanar creature to serve you (up to CR 8).

3. \*\*Chrono Lock\*\* – Creature becomes frozen in time for 1 round (no save, 1 target only).

4. \*\*Eye of Judgement\*\* – Reveal and suppress one creature's class features for 1 round (WIS save resists).

5. \*\*Find the Path\*\* – Know the shortest route to a specific location.

6. \*\*Faction Destiny\*\* – See possible futures for a faction based on current actions.

7. \*\*Alignment Nexus\*\* – Create a zone where creatures of your alignment gain insight bonuses.

8. \*\*Resonance Prophecy\*\* – Predict all spell effects in an area for the next minute.

## Level 7 Spells – 8 Known

1. \*\*Mass Revelation\*\* – Reveal hidden traps, enemies, magic, and lies in 60-ft cone.

2. \*\*Planar Summons (Greater)\*\* – Summon two extraplanar allies (up to CR 8 each).

3. \*\*Premonition Shield\*\* – You or an ally takes no damage from next 2 attacks or spells.

4. \*\*Fate Echo\*\* – Copy one non-damaging spell cast in last 3 rounds.

5. \*\*Vision Quest\*\* – Enter a trance to receive guidance about a specific question.

6. \*\*Faction Omniscience\*\* – Know all current activities of a faction for 1 minute.

7. \*\*Alignment Purge\*\* – Temporarily neutralize a creature's alignment (WIS save negates).

8. \*\*Resonance Sight (Supreme)\*\* – See all past and present magical effects in an area.

## Level 8 Spells – 8 Known

1. \*\*Divine Intervention (Lesser)\*\* – Call on deity to cast a spell of 6th level or lower as free action.

2. \*\*Mind Ravel\*\* – Target suffers confusion and forgets last 5 minutes; WIS save resists.

3. \*\*Stitch Fate\*\* – Change one failed death save or auto-revive a dying target.

4. \*\*Seal of Banishment\*\* – Banish up to 3 extraplanar creatures (CHA save resists).

5. \*\*Moment of Prescience\*\* – Gain tremendous insight bonus (+10) to one roll.

6. \*\*Faction Convergence\*\* – See how actions of multiple factions will interact.

7. \*\*Alignment Revelation (Mass)\*\* – Force all creatures in 30-ft radius to reveal true alignment.

8. \*\*Resonance Mastery\*\* – For 1 minute, know exactly how many Resonance Points needed for any spell.

## Level 9 Spells – 16 Known

1. \*\*Divine Intervention (Greater)\*\* – Ask your god a single question or task; result is GM-determined miracle.

2. \*\*Summon Herald of the Planes\*\* – Call a unique CR 15+ celestial, elemental, or outsider to aid you.

3. \*\*Prophecy Fulfilled\*\* – Declare one creature's next action: they must succeed INT save or do it.

4. \*\*Time Fracture\*\* – Enemies reroll all d20s at disadvantage for 1 minute.

5. \*\*Foresight (Perfect)\*\* – You cannot be surprised or critically hit for 1 hour; advantage on all saves.

6. \*\*Oracle of Eternity\*\* – Ask 3 yes/no questions and receive divine truth.

7. \*\*Soul Reflection\*\* – Target is forced to fight a version of themselves for 3 rounds.

8. \*\*Thread Severance\*\* – Instantly end 1 effect or condition, or cause death if creature fails CHA save and is under 25 HP.

9. \*\*Cosmic Awareness\*\* – Gain knowledge of all events occurring within 10 miles.

10. \*\*Fate Rewrite\*\* – Change one past event that occurred within the last 24 hours.

11. \*\*Faction Omniscience (Supreme)\*\* – Know everything about a faction's past, present, and likely future.

12. \*\*Alignment Ascension\*\* – Temporarily become an avatar of your alignment, gaining divine insight.

13. \*\*Resonance Perfection\*\* – For 1 minute, all spells cost exactly the Resonance Points you have available.

14. \*\*Eternal Prophecy\*\* – Create a self-fulfilling prophecy that must come true within 1 year.

15. \*\*Divine Truth\*\* – Force a creature to answer 3 questions truthfully, regardless of resistances.

16. \*\*Cosmic Revelation\*\* – Reveal the true nature of reality to all creatures in 100-ft radius; WIS save or be stunned.

# Expanded Enchantment Spell List (Decennium Descent)

Theme: Mental domination, charm, mesmerization, confusion, pacification, and fear. This school is designed for battlefield control, enemy shutdown, and manipulation of behavior.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Daze\*\* – Target loses reaction for 1 round (INT save).

2. \*\*Calm Whispers\*\* – Target makes WIS save or has disadvantage on next attack.

3. \*\*Mental Flicker\*\* – Disorient minor creature; 1d4 psychic.

4. \*\*False Comfort\*\* – Target believes they are healing; no effect, distraction only.

5. \*\*Glimmering Eyes\*\* – Caster gains +2 to Persuasion or Deception for 1 minute.

6. \*\*Disrupt Memory\*\* – Target forgets last 6 seconds; ends concentration.

7. \*\*Enthralling Tune\*\* – Play a tone that draws attention; 1 target loses focus.

8. \*\*Mental Tap\*\* – 1d4 psychic; caster gains +1 to next save if damage dealt.

9. \*\*Friends\*\* – Gain advantage on Charisma checks against one non-hostile creature.

10. \*\*Lullaby\*\* – Target becomes drowsy; disadvantage on Perception checks.

11. \*\*Soothe Animal\*\* – Calm one beast or animal for 1 minute.

12. \*\*Faction Sympathy\*\* – Target briefly feels positive toward your faction.

13. \*\*Alignment Empathy\*\* – Target briefly feels connection to your alignment.

14. \*\*Resonance Whisper\*\* – Subtly influence target's next Resonance check.

15. \*\*Minor Suggestion\*\* – Plant a simple, harmless idea in target's mind.

16. \*\*Beguiling Gaze\*\* – Lock eyes with target; they can't look away for 1 round.

## Level 1 Spells – 16 Known

1. \*\*Charm Person\*\* – Target regards caster as friendly (WIS save ends early).

2. \*\*Mesmerize\*\* – Target creature is stunned and unaware for 1 round (CHA save).

3. \*\*Pacify\*\* – Enemy cannot attack or cast damaging spells for 1 round.

4. \*\*Sleep\*\* – Up to 24 HP worth of creatures fall unconscious (no save).

5. \*\*Confusing Flash\*\* – Target makes WIS save or randomly attacks or flees.

6. \*\*Weaken Will\*\* – -2 to next WIS save; 1 minute duration.

7. \*\*Distract\*\* – Interrupt enemy action (no opportunity attacks this round).

8. \*\*Voice of Peace\*\* – Negotiate ceasefire; 1 enemy will not attack unless provoked.

9. \*\*Command\*\* – Force target to follow one-word command for 1 round.

10. \*\*Hideous Laughter\*\* – Target falls prone, incapacitated by laughter (WIS save).

11. \*\*Heroism\*\* – Target gains temporary HP and immunity to fear.

12. \*\*Faction Charm\*\* – Target feels strong affinity toward your faction for 1 hour.

13. \*\*Alignment Suggestion\*\* – Subtly push target toward your alignment (WIS save).

14. \*\*Resonance Influence\*\* – Target's next spell costs +1 or -1 Resonance Points.

15. \*\*Bane\*\* – Up to 3 targets take -1d4 on attack rolls and saving throws.

16. \*\*Enthrall\*\* – Captivate nearby creatures; they have disadvantage on Perception checks.

## Level 2 Spells – 8 Known

1. \*\*Deep Mesmerize\*\* – Target stunned 2 rounds or until damaged.

2. \*\*Dire Charm\*\* – Target becomes loyal servant for 1 minute (WIS save at end of each turn).

3. \*\*Group Pacify\*\* – All enemies in 15-ft cone cannot initiate combat unless provoked.

4. \*\*Illusive Commands\*\* – Force simple action: drop item, walk away, kneel.

5. \*\*Calm Emotions\*\* – Suppress strong emotions in 20-ft sphere.

6. \*\*Enthrall\*\* – Captivate all creatures that can hear you (WIS save negates).

7. \*\*Zone of Truth\*\* – Creatures in 15-ft radius can't lie (CHA save negates).

8. \*\*Crown of Madness\*\* – Control humanoid's actions (WIS save ends).

## Level 3 Spells – 8 Known

1. \*\*Mass Mesmerize\*\* – Up to 4 creatures stunned for 1 round.

2. \*\*Dominate Beast\*\* – Control a beast's actions (INT save resists).

3. \*\*Terrifying Gaze\*\* – Frighten one target for 3 rounds; WIS save ends early.

4. \*\*Mental Chains\*\* – Target cannot move more than 10 ft from original spot.

5. \*\*Hypnotic Pattern\*\* – Create mesmerizing lights; creatures are charmed and incapacitated.

6. \*\*Suggestion\*\* – Target follows reasonable suggestion for up to 8 hours.

7. \*\*Fear\*\* – Creatures in 30-ft cone must make WIS save or become frightened.

8. \*\*Slow\*\* – Up to 6 creatures move at half speed, -2 AC, -2 DEX, one action only.

## Level 4 Spells – 8 Known

1. \*\*Dominate Person\*\* – Full control over humanoid target (WIS save each turn).

2. \*\*Mass Pacify\*\* – All enemies in 30-ft radius cannot attack unless attacked.

3. \*\*Confusion\*\* – Target makes random actions for 1 minute (WIS save each round).

4. \*\*Erase Emotion\*\* – Removes anger, fear, or pain; target cannot use rage/fear abilities.

5. \*\*Compulsion\*\* – Force creature to move in direction you choose (WIS save negates).

6. \*\*Phantasmal Killer\*\* – Create nightmare only target can see; WIS save or frightened and 4d10 psychic.

7. \*\*Charm Monster\*\* – Creature regards you as friendly (WIS save negates).

8. \*\*Overwhelming Grief\*\* – Target is incapacitated by sorrow (WIS save negates).

## Level 5 Spells – 8 Known

1. \*\*Dominate Monster\*\* – Control any creature of CR 10 or less (WIS save each turn).

2. \*\*Mass Sleep\*\* – 60 HP worth of creatures fall asleep for 1 minute.

3. \*\*Group Illusion\*\* – Create illusionary party of allies; target enemy misdirected.

4. \*\*Mental Bomb\*\* – All enemies in 20-ft radius take 4d6 psychic and lose next reaction.

5. \*\*Hold Monster\*\* – Target is paralyzed for 1 minute (WIS save ends).

6. \*\*Geas\*\* – Force target to follow command for 30 days (WIS save negates).

7. \*\*Synaptic Static\*\* – 20-ft sphere, 8d6 psychic damage and -1d6 to attacks and checks.

8. \*\*Mind Fog\*\* – Creatures in area have disadvantage on WIS saves and WIS checks.

## Level 6 Spells – 8 Known

1. \*\*Mass Charm\*\* – Charm up to 6 creatures for 1 minute (WIS save ends early).

2. \*\*Haze of Forgetting\*\* – All targets in 30 ft forget last 1 minute (INT save resists).

3. \*\*Puppet Strings\*\* – Control a target's movement for 2 rounds (STR save resists).

4. \*\*Willbreaker\*\* – Target cannot cast spells or use magic items (WIS save ends).

5. \*\*Mental Prison\*\* – Target trapped in illusory reality; 5d10 psychic when entering or leaving.

6. \*\*Mass Suggestion\*\* – Up to 12 creatures follow suggestion for 24 hours.

7. \*\*Irresistible Dance\*\* – Target must use all actions to dance (WIS save ends).

8. \*\*Soul Cage\*\* – Trap dying creature's soul; use it for various effects.

## Level 7 Spells – 8 Known

1. \*\*Mass Confusion\*\* – Each enemy in 30-ft radius behaves randomly.

2. \*\*Dominate Greater Beast\*\* – Control magical beasts (CR 12 or lower).

3. \*\*Mindfog Field\*\* – Area causes -2 to INT/WIS/CHA checks and saves.

4. \*\*Lasting Control\*\* – Extend duration of all current enchantment spells by 10 minutes.

5. \*\*Power Word Pain\*\* – Target with 100 HP or less suffers crippling pain.

6. \*\*Project Image\*\* – Create illusory duplicate that you can see and hear through.

7. \*\*Reverse Gravity\*\* – Creatures and objects in 50-ft radius fall upward.

8. \*\*Symbol of Stunning\*\* – Create rune that stuns nearby creatures.

## Level 8 Spells – 8 Known

1. \*\*Mass Dominate\*\* – Control up to 3 creatures (CR 10 or less, WIS save each turn).

2. \*\*Paralyzing Presence\*\* – Enemies who see you must WIS save or become paralyzed 1 round.

3. \*\*Erase Mind\*\* – Remove all short-term memory of event; identity shaken (WIS save resists).

4. \*\*Mental Collapse\*\* – Target loses all ability to communicate or cast spells for 1 minute.

5. \*\*Antipathy/Sympathy\*\* – Object or location repels or attracts certain creatures.

6. \*\*Feeblemind\*\* – Target's INT and CHA reduced to 1; can't cast spells or communicate.

7. \*\*Power Word Stun\*\* – Target with 150 HP or less is stunned.

8. \*\*Mind Blank\*\* – Target immune to psychic damage, mind reading, and emotion manipulation.

## Level 9 Spells – 16 Known

1. \*\*Absolute Domination\*\* – Control any creature (WIS save at end of each turn); lasts 1 minute.

2. \*\*Mass Willbreaker\*\* – All enemies in range cannot use abilities or spells (WIS save ends).

3. \*\*Frightful Sovereignty\*\* – All enemies take 6d6 psychic, WIS save or flee for 3 rounds.

4. \*\*Puppetmaster's Realm\*\* – You control battlefield: redirect attacks, block movements for 1 minute.

5. \*\*Command Reality\*\* – One creature must obey a one-sentence command (WIS save resists).

6. \*\*Rewrite Loyalty\*\* – Make target believe they've always served your cause (CHA save resists).

7. \*\*Perfect Mesmerize\*\* – One creature stunned, silent, defenseless for full duration unless damaged.

8. \*\*Erase Soul\*\* – Target forgets who they are; cannot act for 3 rounds (no action, WIS negates early).

9. \*\*Power Word Kill\*\* – Target with 100 HP or less dies instantly.

10. \*\*Psychic Scream\*\* – Up to 10 creatures take 14d6 psychic damage and heads might explode.

11. \*\*Weird\*\* – Creatures in 30-ft radius trapped in nightmares; 4d10 psychic damage per round.

12. \*\*Astral Projection\*\* – Project you and companions into the Astral Plane.

13. \*\*Mind Prison (Mass)\*\* – Trap up to 5 creatures in illusory realities.

14. \*\*Overwhelming Presence\*\* – Creatures must bow and worship you or be frightened.

15. \*\*Dominate Legion\*\* – Control up to 10 creatures simultaneously.

16. \*\*Mind Wipe\*\* – Permanently erase target's memories and personality (INT save negates).

# Expanded Evocation Spell List (Decennium Descent)

Theme: Pure destructive magic. Fire, lightning, frost, and arcane energy used to devastate single targets and crowds alike. Very few summons, almost no utility. All about overwhelming elemental power.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Arcane Ray\*\* – 1d6 force damage.

2. \*\*Sparkbolt\*\* – 1d4 lightning; causes minor visual flicker.

3. \*\*Freezing Touch\*\* – 1d4 cold; target has -5 ft movement next turn.

4. \*\*Flame Lash\*\* – 1d6 fire melee range, ignites flammable objects.

5. \*\*Soundburst\*\* – 5-ft AoE, CON save or 1d4 thunder + deafened 1 round.

6. \*\*Minor Combustion\*\* – Light a torch or small object instantly.

7. \*\*Force Needle\*\* – 1d6 piercing, ignores cover.

8. \*\*Arcane Echo\*\* – Next damaging cantrip can be cast again as bonus action.

9. \*\*Shocking Grasp\*\* – 1d8 lightning damage; target can't take reactions.

10. \*\*Ray of Frost\*\* – 1d8 cold damage; target's speed reduced by 10 ft.

11. \*\*Dancing Lights\*\* – Create up to four torch-sized lights.

12. \*\*Acid Splash\*\* – 1d6 acid damage to one or two targets.

13. \*\*Sacred Flame\*\* – 1d8 radiant damage, ignores cover (DEX save negates).

14. \*\*Chill Touch\*\* – 1d8 necrotic damage; target can't regain hit points.

15. \*\*Thunderclap\*\* – 1d6 thunder damage to all creatures within 5 feet.

16. \*\*Poison Spray\*\* – 1d12 poison damage to target within 10 feet (CON save negates).

## Level 1 Spells – 16 Known

1. \*\*Fireburst\*\* – 2d6 fire in 10-ft radius; DEX save halves.

2. \*\*Frost Arrow\*\* – 2d8 cold, target slowed 10 ft.

3. \*\*Chain Jolt\*\* – Hit 2 targets for 1d8 lightning each.

4. \*\*Force Spike\*\* – 3d6 force, knocks prone if target fails STR save.

5. \*\*Magic Missile Storm\*\* – 3 missiles, each 1d4+1; auto-hit.

6. \*\*Thunder Clap\*\* – 15-ft cone, 2d6 thunder, DEX save halves.

7. \*\*Arcane Shield Shatter\*\* – Dispel shield spells; deals 1d8 arcane damage.

8. \*\*Ignition Bolt\*\* – 1d10 fire bolt with 5-ft splash zone.

9. \*\*Burning Hands\*\* – 15-ft cone of flame deals 3d6 fire damage.

10. \*\*Chromatic Orb\*\* – 3d8 damage of chosen type (acid, cold, fire, lightning, poison, thunder).

11. \*\*Earth Tremor\*\* – 3d6 bludgeoning damage, difficult terrain (DEX save negates).

12. \*\*Hellish Rebuke\*\* – 2d10 fire damage as reaction to being damaged.

13. \*\*Ice Knife\*\* – 1d10 piercing plus 2d6 cold in 5-ft radius.

14. \*\*Thunderwave\*\* – 2d8 thunder damage, pushes creatures 10 feet.

15. \*\*Witch Bolt\*\* – 1d12 lightning damage initially, 1d12 each round while maintained.

16. \*\*Zephyr Strike\*\* – Weapon attack deals extra 1d8 force damage, move without opportunity attacks.

## Level 2 Spells – 8 Known

1. \*\*Scorching Raystorm\*\* – Fire 3 rays, each 2d6 fire damage.

2. \*\*Lightning Pulse\*\* – 20-ft line, 3d6 lightning, CON save halves.

3. \*\*Frost Nova\*\* – 15-ft burst; 2d8 cold and freeze (speed 0) on failed save.

4. \*\*Arcane Implosion\*\* – Target takes 4d6 force damage; CON save or stunned 1 round.

5. \*\*Aganazzar's Scorcher\*\* – 30-ft line of fire deals 3d8 fire damage.

6. \*\*Shatter\*\* – 3d8 thunder damage in 10-ft radius, extra damage to objects.

7. \*\*Snilloc's Snowball Swarm\*\* – 3d6 cold damage in 5-ft radius.

8. \*\*Melf's Acid Arrow\*\* – 4d4 acid damage initially, 2d4 acid next round.

## Level 3 Spells – 8 Known

1. \*\*Flame Geyser\*\* – 5x5 vertical AoE; 5d6 fire, launches target upward.

2. \*\*Chain Lightning Jr.\*\* – Hits 3 targets, 4d6 lightning each.

3. \*\*Shardstorm\*\* – Cone of arcane ice shards: 5d4 piercing + 5 cold.

4. \*\*Arc Flash\*\* – Blinds enemies in 20-ft radius, 3d6 lightning.

5. \*\*Fireball\*\* – 8d6 fire damage in 20-ft radius.

6. \*\*Lightning Bolt\*\* – 8d6 lightning damage in 100-ft line.

7. \*\*Minute Meteors\*\* – Six meteors, each dealing 2d6 fire damage in 5-ft radius.

8. \*\*Tidal Wave\*\* – 3d8 bludgeoning damage, knocks prone, extinguishes flames.

## Level 4 Spells – 8 Known

1. \*\*Inferno Wave\*\* – 60-ft line, 6d6 fire and ignites ground.

2. \*\*Orb of Annihilation\*\* – Single target, 8d8 force; DEX save halves.

3. \*\*Freezing Rain\*\* – 30-ft radius, 4d6 cold/round, slippery terrain.

4. \*\*Voltaic Detonation\*\* – Point detonation: 6d8 lightning + 1 turn stunned.

5. \*\*Ice Storm\*\* – 4d6 bludgeoning plus 4d6 cold damage, difficult terrain.

6. \*\*Wall of Fire\*\* – 5d8 fire damage when passing through, 5d8 to nearby creatures.

7. \*\*Vitriolic Sphere\*\* – 10d4 acid damage initially, 5d4 next round.

8. \*\*Storm Sphere\*\* – 4d6 bludgeoning in area, 4d6 lightning to nearby target each round.

## Level 5 Spells – 8 Known

1. \*\*Flame Typhoon\*\* – 60-ft radius whirlwind, 6d10 fire, pulls enemies inward.

2. \*\*Frozen Tomb\*\* – Target frozen solid, CON save or paralyzed 2 rounds + 5d8 cold.

3. \*\*Meteor Spear\*\* – Impale line of enemies, 8d6 fire + 3d6 bludgeoning.

4. \*\*Arc Surge\*\* – All enemies within 40 ft take 6d8 lightning.

5. \*\*Cone of Cold\*\* – 8d8 cold damage in 60-ft cone.

6. \*\*Immolation\*\* – Target takes 8d6 fire initially, 4d6 each round.

7. \*\*Synaptic Static\*\* – 8d6 psychic damage in 20-ft radius, -1d6 to rolls.

8. \*\*Destructive Wave\*\* – 10d6 thunder/radiant damage, knocks prone.

## Level 6 Spells – 8 Known

1. \*\*Solar Flare\*\* – Flashbang effect, blind all enemies in 60 ft and deal 8d6 fire.

2. \*\*Absolute Zero\*\* – One creature frozen in time: 10d6 cold, CON save negates all.

3. \*\*Arcane Mortar\*\* – Summon a repeating arcane cannon, fires 3 rounds at 5d6 force.

4. \*\*Sonic Collapse\*\* – Thunder AoE: 8d8 thunder and causes collapse in weak structures.

5. \*\*Chain Lightning\*\* – 10d8 lightning to primary target, arcs to 3 secondary targets.

6. \*\*Disintegrate\*\* – 10d6+40 force damage, disintegrates if reduced to 0 HP.

7. \*\*Sunbeam\*\* – 6d8 radiant damage in 60-ft line, blinds targets.

8. \*\*Freezing Sphere\*\* – 10d6 cold damage in 60-ft radius, freezes water.

## Level 7 Spells – 8 Known

1. \*\*Lightning Grave\*\* – Mark enemy with lightning seal: 10d8 if they move or act.

2. \*\*Pyroclasm\*\* – Massive 20-ft burst: 10d6 fire + burning ground.

3. \*\*Frost Reaver\*\* – Target takes 8d8 cold and is slowed until healed.

4. \*\*Arcbolt Singularity\*\* – Create a core of lightning; arcs to 6 enemies for 5d6.

5. \*\*Delayed Blast Fireball\*\* – Up to 12d6 fire damage, increases if delayed.

6. \*\*Prismatic Spray\*\* – Seven different effects in 60-ft cone.

7. \*\*Whirlwind\*\* – 10d6 bludgeoning, pulls creatures into cyclone.

8. \*\*Crown of Stars\*\* – Create seven motes that each deal 4d12 radiant damage.

## Level 8 Spells – 8 Known

1. \*\*Elemental Devastation\*\* – 20-ft radius: 10d10 elemental damage (roll per enemy).

2. \*\*Supernova Lance\*\* – 100-ft line: 12d6 fire + push back 20 ft.

3. \*\*Absolute Silence\*\* – 30-ft zone where thunder spells are doubled; no speech or sound.

4. \*\*Crystalline Flash\*\* – Exploding prism: 8d10 radiant or cold; causes blindness.

5. \*\*Sunburst\*\* – 12d6 radiant damage in 60-ft radius, blinds creatures.

6. \*\*Incendiary Cloud\*\* – 10d8 fire damage per round in 20-ft radius.

7. \*\*Abi-Dalzim's Horrid Wilting\*\* – 12d8 necrotic damage to creatures in 30-ft cube.

8. \*\*Earthquake\*\* – Violent tremor creates fissures, collapses structures, knocks creatures prone.

## Level 9 Spells – 16 Known

1. \*\*Meteor Swarm\*\* – Four 20-ft spheres: each 10d6 fire + 10d6 bludgeoning.

2. \*\*Arcane Apocalypse\*\* – 60-ft radius: 12d10 force damage, structures obliterated.

3. \*\*Thunder Wrath\*\* – Storm cloud strikes 5 times per round for 6d6 lightning.

4. \*\*Hellstorm\*\* – Rain of fire over 100 ft, 8d10/round for 3 rounds.

5. \*\*Frozen Eternity\*\* – Time stop for 1 target; no action for 3 rounds (WIS save ends).

6. \*\*Arc Furnace\*\* – Forge of energy: allies' spell damage +50% in zone.

7. \*\*Starfire Core\*\* – Nuclear burst of arcane and fire: 15d10, terrain permanently scorched.

8. \*\*Final Spark\*\* – Sacrifice self: 200 damage in 60-ft radius, unavoidable.

9. \*\*Power Word Kill\*\* – Instantly kill creature with 100 HP or less.

10. \*\*Prismatic Wall\*\* – Wall with seven layers of devastating effects.

11. \*\*Psychic Scream\*\* – 14d6 psychic damage to up to 10 creatures, stuns them.

12. \*\*Storm of Vengeance\*\* – Massive storm deals various damage types over multiple rounds.

13. \*\*Cataclysm\*\* – 20d6 damage of chosen element in 1-mile radius.

14. \*\*Cosmic Implosion\*\* – Pull all creatures within 100 ft toward center, 15d10 force damage.

15. \*\*Armageddon\*\* – Rain of meteors deals 20d6 damage in 300-ft radius.

16. \*\*Ragnarok\*\* – 25d10 damage of random types to all creatures in sight.

# Expanded Illusion Spell List (Decennium Descent)

Theme: Deception, misdirection, invisibility, figments, and control through psychological manipulation and illusionary effects. Designed for battlefield disruption, escape, and manipulation.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Ghost Sound\*\* – Create minor sound up to 30 ft away.

2. \*\*Minor Image\*\* – Visual illusion fits in 5-ft cube; lasts 1 round.

3. \*\*Flickerstep\*\* – Brief displacement: +1 AC vs one attack.

4. \*\*Silent Echo\*\* – Mimics last word or phrase said within 10 ft.

5. \*\*Mirage Spark\*\* – 1d4 psychic if target fails INT save; believes they are burned.

6. \*\*Illusive Flash\*\* – Disorienting burst; next enemy attack roll is at Disadvantage.

7. \*\*Shadow Puppet\*\* – Move small object or shadow in 10 ft radius.

8. \*\*Blurred Visage\*\* – Caster gains half cover vs ranged for 1 round.

9. \*\*Minor Illusion\*\* – Create a sound or image of an object.

10. \*\*Prestidigitation\*\* – Perform minor magical tricks and illusions.

11. \*\*Dancing Lights\*\* – Create up to four torch-sized lights.

12. \*\*Disguise Self (Minor)\*\* – Change minor aspects of your appearance for 1 minute.

13. \*\*Distort Voice\*\* – Alter the sound of your voice for 10 minutes.

14. \*\*Phantom Footsteps\*\* – Create illusory footstep sounds moving in one direction.

15. \*\*Shadow Mark\*\* – Place an invisible mark that only you can see.

16. \*\*Blur Vision\*\* – Target has disadvantage on next Perception check.

## Level 1 Spells – 16 Known

1. \*\*Mirror Image\*\* – Summon 3 illusory duplicates; attacker must roll to hit real caster.

2. \*\*Silent Image\*\* – Create static visual illusion (15 ft cube).

3. \*\*Color Spray\*\* – Cone: Blind lowest HP creatures for 1 round (no save).

4. \*\*Illusory Blade\*\* – Melee spell attack; 2d6 psychic, target thinks they're stabbed.

5. \*\*Veil of Mist\*\* – Light fog illusion, 20 ft radius; grants concealment.

6. \*\*Phantom Grasp\*\* – Spectral hand grabs target: 1d6 psychic, DEX save or restrained 1 round.

7. \*\*Mask Voice\*\* – Mimic another voice within 60 ft; WIS save to detect.

8. \*\*False Footsteps\*\* – Cause audible steps in direction of choice; lasts 3 rounds.

9. \*\*Disguise Self\*\* – Change your appearance for 1 hour.

10. \*\*Illusory Script\*\* – Write message only readable by intended recipients.

11. \*\*Chromatic Orb\*\* – 3d8 damage of chosen type (acid, cold, fire, lightning, poison, thunder).

12. \*\*Distort Value\*\* – Make item appear more or less valuable.

13. \*\*Feather Fall\*\* – Five falling creatures' descent slows to 60 feet per round.

14. \*\*Tasha's Hideous Laughter\*\* – Target falls prone, incapacitated by laughter.

15. \*\*Charm Person\*\* – Make one person regard you as a friend.

16. \*\*Illusory Terrain\*\* – Make a small area of terrain appear different.

## Level 2 Spells – 8 Known

1. \*\*Blur\*\* – Disadvantage on attacks against you for duration.

2. \*\*Phantom Decoy\*\* – Exploding image of caster; 2d6 psychic in 10-ft burst on detonation.

3. \*\*Invisibility\*\* – Target becomes invisible for 1 minute or until action taken.

4. \*\*Illusory Flames\*\* – Target believes they are on fire: 3d6 psychic, panicked if fail WIS.

5. \*\*Mirror Image\*\* – Create three illusory duplicates of yourself.

6. \*\*Phantasmal Force\*\* – Create an illusion that deals 1d6 psychic damage per round.

7. \*\*Shadow Blade\*\* – Conjure a blade of shadow that deals 2d8 psychic damage.

8. \*\*Silence\*\* – Create a 20-foot-radius sphere of silence.

## Level 3 Spells – 8 Known

1. \*\*Major Image\*\* – Visual + auditory illusion (20 ft cube), includes motion.

2. \*\*Phantasmal Force\*\* – Target perceives dangerous illusion; 1d6 psychic/round.

3. \*\*Hypnotic Pattern\*\* – 30-ft cube: creatures become charmed/incapacitated (WIS save).

4. \*\*Cloak of Shades\*\* – Grants invisibility in dim light or darkness.

5. \*\*Fear\*\* – Creatures in 30-foot cone must make WIS save or become frightened.

6. \*\*Phantom Steed\*\* – Conjure a quasi-real steed.

7. \*\*Blink\*\* – Randomly phase between Material and Ethereal Planes.

8. \*\*Mislead\*\* – Become invisible while creating an illusory duplicate.

## Level 4 Spells – 8 Known

1. \*\*Greater Invisibility\*\* – Target stays invisible even while attacking.

2. \*\*Hallucinatory Terrain\*\* – Area appears as something else (up to 150 ft).

3. \*\*Mind Maze\*\* – Target loses 1 round in confusion unless WIS save passed.

4. \*\*Illusory Clone\*\* – Clone mimics caster's movements, swaps place once per round.

5. \*\*Phantasmal Killer\*\* – Target frightened and takes 4d10 psychic damage per round.

6. \*\*Confusion\*\* – Creatures in 10-foot radius behave randomly.

7. \*\*Greater Phantom Steed\*\* – Create a phantom steed with special abilities.

8. \*\*Shadow Step\*\* – Teleport between areas of darkness.

## Level 5 Spells – 8 Known

1. \*\*Mass Mirage\*\* – Up to 6 targets appear as others; includes voice and silhouette.

2. \*\*Veil of Terror\*\* – Enemy sees worst fear; WIS save or frightened + 4d6 psychic.

3. \*\*Echofield\*\* – Area repeats sounds randomly; stealth impossible, confuses enemies.

4. \*\*Phantom Swarm\*\* – Illusory insects deal 5d6 psychic, targets must move away.

5. \*\*Seeming\*\* – Change appearance of any number of creatures.

6. \*\*Creation\*\* – Create a nonliving object of vegetable matter.

7. \*\*Dream\*\* – Send a message to a sleeping target, or create a nightmare.

8. \*\*Mislead\*\* – Turn invisible and create illusory duplicate.

## Level 6 Spells – 8 Known

1. \*\*Greater Phantasmal Killer\*\* – Target takes 4d6 psychic/round, WIS save ends.

2. \*\*Spectral Army\*\* – Summon 5 ghostly soldiers: all fake, 6d6 AoE psychic when attacked.

3. \*\*Invisible Tide\*\* – Creatures in 30 ft must DEX save or be knocked prone (illusory wave).

4. \*\*Reality Fracture\*\* – Field of unreality; all creatures see different illusions.

5. \*\*Programmed Illusion\*\* – Create an illusion triggered by specific conditions.

6. \*\*Mass Suggestion\*\* – Suggest a course of action to up to 12 creatures.

7. \*\*True Seeing\*\* – See through darkness, illusions, and transmutations.

8. \*\*Mental Prison\*\* – Target trapped in illusory reality; 5d10 psychic when entering or leaving.

## Level 7 Spells – 8 Known

1. \*\*Mirage Legion\*\* – Creates 6 illusory duplicates that cast harmless spells.

2. \*\*Inescapable Labyrinth\*\* – Target sees ever-shifting terrain, WIS save or speed 0.

3. \*\*Perfect Veil\*\* – Caster and up to 3 allies become completely unnoticeable unless interacted with.

4. \*\*Mindtrap Echo\*\* – WIS save or target repeats last spell or action, confused.

5. \*\*Project Image\*\* – Create an illusory duplicate of yourself.

6. \*\*Simulacrum\*\* – Create a duplicate of a creature.

7. \*\*Mirage Arcane\*\* – Make terrain look, sound, smell, and feel like another type of terrain.

8. \*\*Etherealness\*\* – Enter the Ethereal Plane with up to 10 willing creatures.

## Level 8 Spells – 8 Known

1. \*\*Mass Hallucination\*\* – 30-ft radius: All enemies see entire battlefield differently.

2. \*\*Phantom Execution\*\* – Target believes they are dying; drops to 0 HP illusionarily.

3. \*\*Reality Rewrite\*\* – Convince one creature reality has changed; WIS save or stunned.

4. \*\*Illusory Wall of Doom\*\* – Huge wall appears to collapse: creatures take 8d6 psychic and fall prone.

5. \*\*Maze\*\* – Trap creature in extradimensional labyrinth.

6. \*\*Antipathy/Sympathy\*\* – Object or location attracts or repels certain creatures.

7. \*\*Glibness\*\* – You can't be detected as lying by any means.

8. \*\*Illusory Dragon\*\* – Create a dragon illusion that frightens creatures and deals psychic damage.

## Level 9 Spells – 16 Known

1. \*\*Supreme Illusion\*\* – Imitate any spell of 6th level or lower; must convince target.

2. \*\*Mass Phantom Killer\*\* – Up to 5 enemies take 6d6 psychic/round; WIS save ends.

3. \*\*Mind Collapse\*\* – Target stunned for 3 rounds, INT save ends early.

4. \*\*Astral Shell\*\* – Protective illusion that grants full resistance to damage types for 1 minute.

5. \*\*Mirrored World\*\* – Entire battlefield appears mirrored; enemies must roll twice to hit.

6. \*\*Ethereal Disjunction\*\* – Enemies partially phased, 50% chance to miss attacks and spells.

7. \*\*Unravel Identity\*\* – Target loses all class abilities for 1 round, believes they are someone else.

8. \*\*Phantom Cataclysm\*\* – Enemies believe world ends: 12d10 psychic, stunned 1 round.

9. \*\*Weird\*\* – Creatures in 30-foot radius trapped in nightmares; 4d10 psychic damage per round.

10. \*\*Shapechange\*\* – Transform into different creature each round.

11. \*\*Time Stop\*\* – Stop time for everyone but you for 1d4+1 rounds.

12. \*\*Prismatic Wall\*\* – Create wall with seven layers of different effects.

13. \*\*Psychic Scream\*\* – Up to 10 creatures take 14d6 psychic damage and heads might explode.

14. \*\*Reality Break\*\* – Target takes 10d12 force damage and must make WIS saves or suffer effects.

15. \*\*Astral Projection\*\* – Project you and companions into the Astral Plane.

16. \*\*Illusory Reality\*\* – Make an illusion partially real for 1 minute.

# Expanded Necromancy Spell List (Decennium Descent)

Theme: Death, decay, soul theft, undeath, fear, debilitation, life/mana drains, corpse manipulation.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Grave Spark\*\* – 1d6 necrotic damage.

2. \*\*Rotting Touch\*\* – 1 necrotic/round for 3 rounds.

3. \*\*Finger of the Dead\*\* – 1d4 necrotic, heal 1 HP.

4. \*\*Corpse Light\*\* – Corpse glows green; utility.

5. \*\*Chill of the Crypt\*\* – -1 damage to weapon attacks.

6. \*\*Whispers from Beyond\*\* – WIS save or Disadvantage next attack.

7. \*\*Spectral Claw\*\* – 1d6 slashing + 1 necrotic.

8. \*\*Gravewind Flicker\*\* – Push object or shut door.

9. \*\*Toll the Dead\*\* – 1d8 necrotic damage, 1d12 if target is injured.

10. \*\*Chill Touch\*\* – 1d8 necrotic damage, prevents healing.

11. \*\*Spare the Dying\*\* – Stabilize a dying creature.

12. \*\*Death Whisper\*\* – Speak with a corpse for 1 question.

13. \*\*Bone Shard\*\* – 1d6 piercing damage, ignores non-metal armor.

14. \*\*Wither Plant\*\* – Cause a non-magical plant to wither and die.

15. \*\*Sense Undead\*\* – Detect presence of undead within 30 feet.

16. \*\*Blood Trickle\*\* – Cause minor bleeding, 1 damage per round for 3 rounds.

## Level 1 Spells – 16 Known

1. \*\*Decay\*\* – 2d6 necrotic, then 1d6/round for 3 rounds.

2. \*\*Lifedraw\*\* – 3d6 necrotic; heal half.

3. \*\*Summon Lesser Skeleton\*\* – HP 10, AC 13, 1d6 melee.

4. \*\*Dread Whisper\*\* – WIS save or flee 1 round + 1d4 psychic.

5. \*\*Putrefy\*\* – Corpse unusable for divine magic.

6. \*\*Pact of Bone\*\* – +1 AC, +2 necrotic resist.

7. \*\*Soul Tap\*\* – Steal 1d6 HP/mana on hit.

8. \*\*Eyes of the Grave\*\* – Detect undead within 60 ft.

9. \*\*Ray of Sickness\*\* – 2d8 poison damage, target poisoned on failed CON save.

10. \*\*False Life\*\* – Gain 1d4+4 temporary hit points.

11. \*\*Inflict Wounds\*\* – 3d10 necrotic damage with touch attack.

12. \*\*Cause Fear\*\* – One creature becomes frightened (WIS save negates).

13. \*\*Bane\*\* – Up to three creatures take -1d4 on attack rolls and saving throws.

14. \*\*Corpse Puppet\*\* – Animate a small corpse to perform simple tasks.

15. \*\*Bone Armor\*\* – Create armor from bones, +2 AC for 1 hour.

16. \*\*Speak with Dead (Lesser)\*\* – Ask one question to a recently deceased corpse.

## Level 2 Spells – 8 Known

1. \*\*Summon Bone Archer\*\* – Undead archer (2d6 piercing, HP 20).

2. \*\*Ghoul Touch\*\* – 1d8 necrotic + target paralyzed on failed CON save.

3. \*\*Cursed Soulrot\*\* – 1d6 necrotic/round for 5 rounds.

4. \*\*Drain Vigor\*\* – Target suffers -2 STR and 2d6 necrotic.

5. \*\*Gentle Repose\*\* – Preserve a corpse from decay.

6. \*\*Ray of Enfeeblement\*\* – Target's Strength attacks deal half damage.

7. \*\*Blindness/Deafness\*\* – Blind or deafen a creature (CON save negates).

8. \*\*Wither\*\* – Target's limb becomes withered and weak.

## Level 3 Spells – 8 Known

1. \*\*Summon Dreadknight\*\* – HP 40, AC 16, 2d8 necrotic blade.

2. \*\*Black Rot\*\* – 3d6 necrotic, 2d6/round for 3 rounds.

3. \*\*Fearmonger's Cry\*\* – 15-ft cone, WIS save or flee.

4. \*\*Soul Mirror\*\* – Reflects single target spell; once only.

5. \*\*Animate Dead\*\* – Create undead servant from corpse.

6. \*\*Vampiric Touch\*\* – 3d6 necrotic damage, heal for half the damage dealt.

7. \*\*Bestow Curse\*\* – Target suffers a curse with various effects.

8. \*\*Speak with Dead\*\* – Corpse answers 5 questions.

## Level 4 Spells – 8 Known

1. \*\*Summon Corpse Golem\*\* – HP 60, 2d10 slam, slow aura.

2. \*\*Leeching Plague\*\* – 2d6/round for 4 rounds, heal caster for half.

3. \*\*Aura of Dread\*\* – Enemies in 10 ft take -1 to saves/attacks.

4. \*\*Soulburn Pact\*\* – Sacrifice 20 HP to gain 1 spell slot back (max level 3).

5. \*\*Blight\*\* – 8d8 necrotic damage, more against plants.

6. \*\*Death Ward\*\* – First time target would drop to 0 HP, they drop to 1 HP instead.

7. \*\*Shadow of Moil\*\* – Shroud yourself in shadows, gain resistance to damage.

8. \*\*Bone Cage\*\* – Create a cage of bones to trap a creature.

## Level 5 Spells – 8 Known

1. \*\*Summon Death Knight\*\* – HP 80, AC 18, 2d10 shadow greatsword.

2. \*\*Mass Decay\*\* – All enemies in 30 ft take 4d8 necrotic, then 2d6/round (3 rounds).

3. \*\*Terror Chain\*\* – One target feared for 3 rounds; jumps to next if failed.

4. \*\*Grave Gift\*\* – Transfer half HP to ally and restore them fully from dying.

5. \*\*Contagion\*\* – Infect target with disease with various effects.

6. \*\*Enervation\*\* – 4d8 necrotic damage per round, heal for half.

7. \*\*Negative Energy Flood\*\* – 5d12 necrotic damage, creates zombie if humanoid dies.

8. \*\*Danse Macabre\*\* – Animate up to five corpses as undead.

## Level 6 Spells – 8 Known

1. \*\*Summon Soul Wraith\*\* – HP 100, AC 18, incorporeal, 2d10 necrotic + lifetap.

2. \*\*Blood Fog\*\* – Heavily obscured area; enemies inside take 3d6 necrotic/round.

3. \*\*Command Undeath\*\* – Permanently bind up to 2 CR 2 undead to caster.

4. \*\*Soulfire Nova\*\* – Explodes for 6d6 necrotic and blinds undead.

5. \*\*Create Undead\*\* – Create ghouls, ghasts, wights, or mummies.

6. \*\*Circle of Death\*\* – 8d6 necrotic damage in 60-foot-radius sphere.

7. \*\*Eyebite\*\* – Target becomes asleep, panicked, or sickened.

8. \*\*Soul Cage\*\* – Trap the soul of a dying humanoid.

## Level 7 Spells – 8 Known

1. \*\*Summon Bone Colossus\*\* – HP 140, two slam attacks, cleave AoE.

2. \*\*Black Reaping\*\* – All enemies in cone take 6d8 necrotic, caster heals total.

3. \*\*Wail of the Damned\*\* – Targets in 30 ft WIS save or be stunned 1 round + 3d6 psychic.

4. \*\*Chain of the Grave\*\* – Target cannot teleport or move magically for 3 rounds.

5. \*\*Finger of Death\*\* – 7d8+30 necrotic damage, creates zombie if humanoid dies.

6. \*\*Resurrection\*\* – Return a dead creature to life.

7. \*\*Symbol of Death\*\* – Rune kills nearby creatures with 60 HP or fewer.

8. \*\*Plague Wind\*\* – 30-ft cone of disease, 8d6 necrotic + ongoing effects.

## Level 8 Spells – 8 Known

1. \*\*Summon Archlich Shade\*\* – HP 160, casts necrotic spells, drains enemies.

2. \*\*Mass Resurrection Denial\*\* – Prevents resurrection of all corpses in area.

3. \*\*Soul Pyre\*\* – Burn a corpse to explode for 8d6 fire + necrotic to all in 20 ft.

4. \*\*Flesh to Grave\*\* – Target with <100 HP must CON save or die and rise as undead.

5. \*\*Clone\*\* – Grow duplicate of a creature as insurance against death.

6. \*\*Abi-Dalzim's Horrid Wilting\*\* – 12d8 necrotic damage to creatures in 30-ft cube.

7. \*\*Antilife Shell\*\* – 10-ft barrier keeps living creatures at bay.

8. \*\*Gloom Bind\*\* – Target permanently bound to the Shadowfell unless freed.

## Level 9 Spells – 16 Known

1. \*\*Summon Avatar of Decay\*\* – HP 250, aura of rot, commands all undead.

2. \*\*Doom\*\* – Target suffers 10d6 necrotic over 5 rounds and cannot heal.

3. \*\*Soul Harvest\*\* – All enemies in 60 ft take 6d10, caster absorbs total as HP.

4. \*\*Unholy Ascendance\*\* – Become a demi-lich for 1 minute: resistance to all, flight, necrotic spells free.

5. \*\*Field of Endless Dead\*\* – Raise 8 skeletons or zombies under control permanently.

6. \*\*Final Word\*\* – Kill a creature with HP < 50. If they die, gain their soul as reusable spell slot.

7. \*\*Phantom Armageddon\*\* – 60 ft radius, 12d10 necrotic and fear to all enemies.

8. \*\*Eternal Pact\*\* – Upon death, rise once with 1 HP and full spell slots.

9. \*\*Power Word Kill\*\* – Instantly kill creature with 100 HP or less.

10. \*\*True Resurrection\*\* – Return a dead creature to life, even without remains.

11. \*\*Astral Projection\*\* – Project you and companions into the Astral Plane.

12. \*\*Imprisonment\*\* – Entomb creature in various ways.

13. \*\*Wail of the Banshee\*\* – Creatures within 30 feet that hear you may die.

14. \*\*Soul Bind\*\* – Trap a dying creature's soul, preventing resurrection.

15. \*\*Death Tide\*\* – Wave of necrotic energy deals 14d6 damage in 100-ft radius.

16. \*\*Plague of Undeath\*\* – Transform all corpses in 1-mile radius into undead under your control.

# Expanded Transmutation Spell List (Decennium Descent)

Theme: Shaping the world through magic. Altering form, enhancing abilities, manipulating matter, and modifying movement. Emphasis on physicality, elemental control, and battlefield flexibility.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Magehand\*\* – Move object up to 10 lb within 30 ft.

2. \*\*Shimmerstep\*\* – Move 5 ft without provoking opportunity attacks.

3. \*\*Stone Touch\*\* – Harden a small object or surface; +1 AC for 1 round if armor.

4. \*\*Mold Matter\*\* – Reshape dirt, wood, or stone (1 cubic foot).

5. \*\*Minor Enhancement\*\* – Add +1 to next STR or DEX check.

6. \*\*Fleeting Flight\*\* – Float 5 ft for 1 turn; avoid terrain penalties.

7. \*\*Snap Freeze\*\* – Chill a drink, preserve food, or freeze a 1-ft square.

8. \*\*Flicker Skin\*\* – AC +1 vs one attack; requires concentration.

9. \*\*Mending\*\* – Repair a single break or tear in an object.

10. \*\*Druidcraft\*\* – Create minor natural effects like blooming flowers.

11. \*\*Primal Savagery\*\* – Claws form on hands, dealing 1d10 acid damage.

12. \*\*Shape Water\*\* – Manipulate water in a 5-foot cube.

13. \*\*Mold Earth\*\* – Reshape earth in a 5-foot cube.

14. \*\*Control Flames\*\* – Manipulate fire in a 5-foot cube.

15. \*\*Gust\*\* – Create a small burst of wind.

16. \*\*Thaumaturgy\*\* – Create minor supernatural effects.

## Level 1 Spells – 16 Known

1. \*\*Featherstep\*\* – Negate fall damage; move across fragile surfaces.

2. \*\*Stoneflesh\*\* – +2 AC for 1 minute; movement halved.

3. \*\*Weaponbend\*\* – Target's weapon bends; disarmed on failed STR save.

4. \*\*Spider Climb\*\* – Walk on walls and ceilings.

5. \*\*Feral Might\*\* – Target gains +2 STR and +1 melee damage.

6. \*\*Steel Skin\*\* – Resistance to bludgeoning, piercing, slashing for 3 hits.

7. \*\*Magnetic Grip\*\* – Hold metallic object or creature in place (STR save to resist).

8. \*\*Unravel Threads\*\* – Destroy one non-magical rope, knot, or textile object.

9. \*\*Expeditious Retreat\*\* – Double your speed and take Dash as bonus action.

10. \*\*Jump\*\* – Triple jump distance for 1 minute.

11. \*\*Longstrider\*\* – Increase speed by 10 feet for 1 hour.

12. \*\*Absorb Elements\*\* – Gain resistance to triggering damage type, add damage to next attack.

13. \*\*Catapult\*\* – Hurl object weighing 1-5 pounds, dealing 3d8 bludgeoning damage.

14. \*\*Enlarge/Reduce\*\* – Target grows or shrinks by 50%.

15. \*\*Grease\*\* – Create slippery surface in 10-foot square.

16. \*\*Alter Fluid\*\* – Change liquid's properties (temperature, viscosity, color).

## Level 2 Spells – 8 Known

1. \*\*Transmute Weapon\*\* – Change a weapon's type and damage to a different physical form.

2. \*\*Swiftness\*\* – +10 movement, +1 AC, and immune to difficult terrain for 1 minute.

3. \*\*Stone Shape\*\* – Reshape 5 ft of stone into doors, bridges, or traps.

4. \*\*Disable Limb\*\* – Target's arm or leg seizes (DEX save or disadvantage on attacks or speed halved).

5. \*\*Alter Self\*\* – Change appearance or gain adaptations like water breathing.

6. \*\*Darkvision\*\* – Grant ability to see in darkness.

7. \*\*Enhance Ability\*\* – Grant advantage on ability checks for one ability.

8. \*\*Levitate\*\* – Target floats up to 20 feet in the air.

## Level 3 Spells – 8 Known

1. \*\*Haste\*\* – Target gains +2 AC, extra action, and double movement; stunned 1 round when ends.

2. \*\*Slow\*\* – Up to 6 creatures: half speed, -2 AC, no reactions.

3. \*\*Formshift\*\* – Temporarily change target's race-like traits (darkvision, swim speed, etc.).

4. \*\*Shatter Earth\*\* – Create a fissure in 20-ft line; knock prone and 4d6 bludgeoning.

5. \*\*Elemental Weapon\*\* – Weapon deals extra 1d4 damage of chosen element.

6. \*\*Flame Arrows\*\* – 12 arrows deal extra 1d6 fire damage.

7. \*\*Gaseous Form\*\* – Transform into misty cloud.

8. \*\*Water Breathing\*\* – Up to 10 creatures can breathe underwater.

## Level 4 Spells – 8 Known

1. \*\*Greater Stoneflesh\*\* – +4 AC, resistance to non-magical damage, lasts 1 minute.

2. \*\*Crystalline Growth\*\* – Create hazardous crystal field: 3d6 piercing on entry or move.

3. \*\*Teleport Object\*\* – Move any non-living item up to 500 lb within 100 ft.

4. \*\*Formlock\*\* – Prevent creature from changing form or shape (WIS save negates).

5. \*\*Polymorph\*\* – Transform creature into new form.

6. \*\*Stone Shape\*\* – Reshape stone into any form.

7. \*\*Control Water\*\* – Raise, lower, or redirect water.

8. \*\*Fabricate\*\* – Transform raw materials into finished items.

## Level 5 Spells – 8 Known

1. \*\*Transmute Terrain\*\* – Change 60-ft radius: swamp to stone, sand to ice, etc.

2. \*\*Ironskin Legion\*\* – Up to 6 allies gain +2 AC and resistance to physical damage.

3. \*\*Petrify Limb\*\* – Target's limb turns to stone: weapon drops or movement halted.

4. \*\*Magnetize Field\*\* – All metal creatures/armor pulled to center point; STR save to resist.

5. \*\*Awaken\*\* – Beast or plant gains sentience and language.

6. \*\*Passwall\*\* – Create passage through wall.

7. \*\*Telekinesis\*\* – Move objects or creatures with your mind.

8. \*\*Transmute Rock\*\* – Transform rock to mud or vice versa.

## Level 6 Spells – 8 Known

1. \*\*Elemental Rebind\*\* – Target loses immunity/resistance to 1 element and takes 5d10 of that type.

2. \*\*Earthstep\*\* – Move through stone or earth as if it were air for 1 minute.

3. \*\*Metaburst\*\* – Choose STR, DEX, or CON; ally gains +4 and advantage on related checks/saves.

4. \*\*Displace Structure\*\* – Move or rotate a building or structure up to 30 ft.

5. \*\*Flesh to Stone\*\* – Turn creature to stone permanently.

6. \*\*Move Earth\*\* – Reshape terrain dramatically.

7. \*\*Disintegrate\*\* – 10d6+40 force damage, disintegrates if reduced to 0 HP.

8. \*\*Wind Walk\*\* – You and up to 10 creatures transform into gaseous form.

## Level 7 Spells – 8 Known

1. \*\*Metal to Glass\*\* – All metal objects in 20-ft become fragile glass (DEX save to avoid dropping).

2. \*\*Titanic Grip\*\* – Your size doubles, STR becomes 22 for duration; attacks deal +2d6.

3. \*\*Flash Freeze\*\* – Target encased in ice: 6d10 cold and restrained for 1 round.

4. \*\*Transmute Being\*\* – Change a willing target to elemental, beast, or ooze form with stat benefits for 1 min.

5. \*\*Etherealness\*\* – Enter the Ethereal Plane.

6. \*\*Reverse Gravity\*\* – Creatures and objects fall upward in 50-foot radius.

7. \*\*Regenerate\*\* – Target regrows limbs and heals 4d8+15 hit points.

8. \*\*Plane Shift\*\* – Transport up to 8 willing creatures to another plane.

## Level 8 Spells – 8 Known

1. \*\*Molecular Destabilization\*\* – Target takes 10d6 force as body partially dissolves.

2. \*\*Shifting Fortress\*\* – Conjure mobile stone building with siege weapons; lasts 5 rounds.

3. \*\*Deep Crust Spike\*\* – Erupting lava spike from below: 10d8 fire/piercing.

4. \*\*Perfect Form\*\* – Ally gains +4 to all physical stats and ignores exhaustion effects for 1 min.

5. \*\*Control Weather\*\* – Change weather conditions in 5-mile radius.

6. \*\*Demiplane\*\* – Create extradimensional room.

7. \*\*Earthquake\*\* – Create violent tremor that creates fissures, collapses structures.

8. \*\*Animal Shapes\*\* – Transform willing creatures into chosen beasts.

## Level 9 Spells – 16 Known

1. \*\*Transmute Flesh to Energy\*\* – Target explodes into raw power: 12d10 of chosen energy (no resistances apply).

2. \*\*Timeless Form\*\* – Become immune to aging, time stop, haste/slow for 1 minute.

3. \*\*Reverse Gravity Field\*\* – Everything in 60-ft radius floats 60 ft up; fall damage after.

4. \*\*Eternal Anvil\*\* – Summon massive war-forge hammer: 5d12 force, stuns for 1 round.

5. \*\*Matter Conversion\*\* – Turn any non-magical material into any other (e.g., stone to mithril).

6. \*\*Elemental Shell\*\* – Grants immunity to one element, reflects 50% damage back.

7. \*\*Body to Void\*\* – Target becomes untouchable field of energy: attacks miss automatically, lasts 3 rounds.

8. \*\*Reality Anchor\*\* – Nullifies all transmutation in 100-ft radius for 1 minute.

9. \*\*Shapechange\*\* – Transform into different creature each round.

10. \*\*True Polymorph\*\* – Permanently transform creature or object.

11. \*\*Time Stop\*\* – Stop time for everyone but you for 1d4+1 rounds.

12. \*\*Wish\*\* – The most powerful spell, reshape reality.

13. \*\*Meteor Swarm\*\* – Four exploding meteors each deal 20d6 fire and bludgeoning damage.

14. \*\*Gate\*\* – Create portal to another plane.

15. \*\*Mass Polymorph\*\* – Transform up to 10 creatures into new forms.

16. \*\*Prismatic Wall\*\* – Create wall with seven layers of devastating effects.

# Expanded Universal Spell List (Decennium Descent)

Theme: Raw magical manipulation, spell enhancement, teleportation, time distortion, and planar lawbreaking. Universal spells cross school boundaries and augment or reshape magic itself.

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## Cantrips (Level 0) – 16 Spells Known

1. \*\*Prestidigitation\*\* – Perform harmless magical tricks.

2. \*\*Mage Light\*\* – Create a floating orb of light for 1 hour.

3. \*\*Arcane Tether\*\* – Link to one object or ally; sense its location for 10 minutes.

4. \*\*Glyph Trace\*\* – Reveal or highlight magical runes and sigils.

5. \*\*Momentary Pause\*\* – You act first if a tie occurs in initiative.

6. \*\*Spectral Quill\*\* – Write or draw at range with perfect clarity.

7. \*\*Cantrip Echo\*\* – Repeat a cast cantrip as a bonus action.

8. \*\*Magical Ping\*\* – Detect all active magical effects in 10-ft burst.

9. \*\*Guidance\*\* – Target gains +1d4 on one ability check.

10. \*\*Light\*\* – Object sheds bright light in 20-foot radius.

11. \*\*Mage Hand\*\* – Spectral hand manipulates objects at range.

12. \*\*Message\*\* – Whisper to creature within 120 feet.

13. \*\*Resistance\*\* – Target gains +1d4 on one saving throw.

14. \*\*Spare the Dying\*\* – Stabilize a dying creature.

15. \*\*True Strike\*\* – Gain advantage on your next attack roll.

16. \*\*Arcane Mark\*\* – Inscribe your personal magical rune.

## Level 1 Spells – 16 Known

1. \*\*Spellshift\*\* – Change one spell's damage type to another (fire → cold, etc.).

2. \*\*Arcane Lock\*\* – Magically seal a door or object.

3. \*\*Ritual Anchor\*\* – Fix a ritual's location for use over long distances.

4. \*\*Mana Tether\*\* – Link two casters: one can channel spell through the other.

5. \*\*Delay Spell\*\* – Hold a spell up to 6 seconds before it activates.

6. \*\*Flare Sigil\*\* – Mark target to glow on next spell effect.

7. \*\*Magic Thread\*\* – Attach a minor magical effect to a touch or spoken word.

8. \*\*Quick Cast\*\* – Reduce casting time of a 1-action spell to bonus action (once).

9. \*\*Detect Magic\*\* – Sense magical auras within 30 feet.

10. \*\*Identify\*\* – Determine magical properties of objects.

11. \*\*Shield\*\* – +5 AC and immunity to Magic Missile until your next turn.

12. \*\*Comprehend Languages\*\* – Understand all languages.

13. \*\*Find Familiar\*\* – Summon a spirit companion.

14. \*\*Alarm\*\* – Set an alarm against intruders.

15. \*\*Unseen Servant\*\* – Create invisible force that performs simple tasks.

16. \*\*Feather Fall\*\* – Five falling creatures' descent slows to 60 feet per round.

## Level 2 Spells – 8 Known

1. \*\*Arcane Portal\*\* – Open a temporary door between two seen points.

2. \*\*Spell Mirror\*\* – First spell that targets you is redirected to original caster.

3. \*\*Thread Tap\*\* – Gain info on one ongoing spell: caster, power, intent.

4. \*\*Echo Cast\*\* – Cast the same spell again next round without using a slot (max 2nd level).

5. \*\*Locate Object\*\* – Sense direction to a familiar object.

6. \*\*Arcane Lock\*\* – Magically secure a door or container.

7. \*\*Continual Flame\*\* – Create permanent flame that requires no oxygen.

8. \*\*Magic Mouth\*\* – Object speaks a message when triggered.

## Level 3 Spells – 8 Known

1. \*\*Blink Step\*\* – Teleport up to 60 ft as a reaction.

2. \*\*Unravel Spell\*\* – Dispel any spell effect up to 4th level.

3. \*\*Spatial Fold\*\* – Collapse space to allow instant travel within 100 ft.

4. \*\*Mana Shield\*\* – Convert spell slots into temporary HP: 5 per slot level.

5. \*\*Counterspell\*\* – Interrupt a creature casting a spell.

6. \*\*Dispel Magic\*\* – End magical effects.

7. \*\*Glyph of Warding\*\* – Inscribe a glyph that triggers a magical effect.

8. \*\*Magic Circle\*\* – Create 10-foot-radius circle that affects creatures of chosen type.

## Level 4 Spells – 8 Known

1. \*\*Spell Theft\*\* – Steal a spell effect from a creature (e.g. Fly, Haste).

2. \*\*Time Skip\*\* – Skip next round; reappear with surprise bonus action.

3. \*\*Arcane Reversal\*\* – Reverse ongoing magical effect; e.g., Heal to Harm.

4. \*\*Mystic Gate\*\* – Summon a two-way portal for 1 minute between two points.

5. \*\*Dimension Door\*\* – Teleport up to 500 feet.

6. \*\*Arcane Eye\*\* – Create invisible eye that moves and sees for you.

7. \*\*Fabricate\*\* – Transform raw materials into finished items.

8. \*\*Leomund's Secret Chest\*\* – Hide chest in Ethereal Plane.

## Level 5 Spells – 8 Known

1. \*\*Planar Gate\*\* – Create a portal to another plane for 1 minute.

2. \*\*Quicken Cast\*\* – Cast two spells of level 3 or lower in one turn.

3. \*\*Spell Seal\*\* – Lock a magical effect in place; it cannot be dispelled.

4. \*\*Dimensional Shift\*\* – Swap positions with any target within 100 ft.

5. \*\*Teleportation Circle\*\* – Create permanent teleportation circle.

6. \*\*Rary's Telepathic Bond\*\* – Link minds of willing creatures.

7. \*\*Legend Lore\*\* – Gain information about legendary person, place, or thing.

8. \*\*Planar Binding\*\* – Bind extraplanar creature to service.

## Level 6 Spells – 8 Known

1. \*\*Chrono Lock\*\* – Lock time for a target; they take no actions or damage for 1 round.

2. \*\*Rift Spiral\*\* – Area effect that distorts space: 6d6 force + slow or knock prone.

3. \*\*Arcane Clone\*\* – Create 1 illusionary copy of caster for 3 rounds.

4. \*\*Spell Sculptor\*\* – Reshape AoE spells to exclude allies.

5. \*\*Contingency\*\* – Set trigger for another spell to activate automatically.

6. \*\*Create Homunculus\*\* – Create a servant to carry out your commands.

7. \*\*Guards and Wards\*\* – Fill area with multiple defensive spells.

8. \*\*Instant Summons\*\* – Prepare object to be summoned to your hand.

## Level 7 Spells – 8 Known

1. \*\*Chain Gate\*\* – Summon 3 linked portals in rapid sequence.

2. \*\*Cast Echo\*\* – Repeat any spell cast within the last 3 rounds.

3. \*\*Erase from Reality\*\* – Target is untargetable for 1 round; memory fades temporarily.

4. \*\*Meta Surge\*\* – For 1 minute, all metamagic effects cost no extra resources.

5. \*\*Teleport\*\* – Transport creatures to distant location.

6. \*\*Sequester\*\* – Target becomes invisible and enters suspended animation.

7. \*\*Simulacrum\*\* – Create duplicate of a creature.

8. \*\*Symbol\*\* – Create harmful magical glyph.

## Level 8 Spells – 8 Known

1. \*\*Dimensional Break\*\* – Tear open unstable gate: 8d10 force + banish 1 enemy.

2. \*\*Reality Patch\*\* – Stabilize an unstable zone, spell, or planar rift.

3. \*\*Time Echo\*\* – You and 1 ally repeat full last round of actions.

4. \*\*Leyline Flow\*\* – Choose 3 spellcasters: restore 1 spell slot (up to level 5).

5. \*\*Antimagic Field\*\* – 10-foot-radius sphere suppresses magic.

6. \*\*Maze\*\* – Trap creature in extradimensional labyrinth.

7. \*\*Mind Blank\*\* – Target immune to psychic damage and mind reading.

8. \*\*Telepathy\*\* – Communicate telepathically with any creature.

## Level 9 Spells – 16 Known

1. \*\*Absolute Gate\*\* – Permanent portal to any known plane or place.

2. \*\*Time Stop\*\* – Take 3 turns uninterrupted.

3. \*\*World Rewrite\*\* – Recast any 1 spell you've ever known; counts as 9th level.

4. \*\*Planar Collapse\*\* – Area ripped between dimensions: 12d6 force, prone, banished.

5. \*\*Perfect Spell\*\* – Cast any spell ignoring components, costs, and casting time.

6. \*\*Ritual Mastery\*\* – Complete any ritual instantly.

7. \*\*Unmake Spell\*\* – Erase a spell from enemy memory; they can no longer cast it.

8. \*\*Collapse Timeline\*\* – Force entire battlefield into alternate future: GM determines outcome.

9. \*\*Wish\*\* – The most powerful spell, reshape reality.

10. \*\*Gate\*\* – Create portal to another plane.

11. \*\*Astral Projection\*\* – Project you and companions into the Astral Plane.

12. \*\*Imprisonment\*\* – Entomb creature in various ways.

13. \*\*Meteor Swarm\*\* – Four exploding meteors each deal 20d6 fire and bludgeoning damage.

14. \*\*Power Word Kill\*\* – Instantly kill creature with 100 HP or less.

15. \*\*Prismatic Wall\*\* – Create wall with seven layers of different effects.

16. \*\*True Polymorph\*\* – Permanently transform creature or object.

Appendices

# Appendix A: Conditions

The following conditions can affect characters and creatures in Decennium Descent. Each condition has specific rules that override general game rules.

## Blinded

- You can't see and automatically fail any ability check that requires sight.

- Attack rolls against you have advantage, and your attack rolls have disadvantage.

## Charmed

- You can't attack the charmer or target them with harmful abilities or magical effects.

- The charmer has advantage on any ability check to interact socially with you.

## Corrupted

- Your alignment shifts one step toward evil at the end of each long rest unless you succeed on a DC 15 Wisdom saving throw.

- You have disadvantage on saving throws against spells and abilities from evil creatures.

- Healing effects only restore half the normal amount of hit points to you.

- You emit a faint aura detectable by spells that reveal evil.

## Deafened

- You can't hear and automatically fail any ability check that requires hearing.

## Exhaustion

Exhaustion is measured in six levels. Effects are cumulative.

1. Disadvantage on ability checks

2. Speed halved

3. Disadvantage on attack rolls and saving throws

4. Hit point maximum halved

5. Speed reduced to 0

6. Death

## Frightened

- You have disadvantage on ability checks and attack rolls while the source of your fear is within line of sight.

- You can't willingly move closer to the source of your fear.

## Grappled

- Your speed becomes 0, and you can't benefit from any bonus to your speed.

- The condition ends if the grappler is incapacitated.

- The condition also ends if an effect removes you from the reach of the grappler.

## Incapacitated

- You can't take actions or reactions.

## Invisible

- You are impossible to see without special senses or magic.

- You are heavily obscured for hiding.

- Your location can be detected by noises or tracks.

- Attack rolls against you have disadvantage.

- Your attack rolls have advantage.

## Paralyzed

- You are incapacitated and can't move or speak.

- You automatically fail Strength and Dexterity saving throws.

- Attack rolls against you have advantage.

- Any attack that hits you from within 5 feet is a critical hit.

## Petrified

- You are transformed into an inanimate substance (usually stone).

- Your weight increases tenfold, and you cease aging.

- You are incapacitated, can't move or speak, and are unaware of surroundings.

- Attack rolls against you have advantage.

- You automatically fail Strength and Dexterity saving throws.

- You have resistance to all damage.

- You are immune to poison and disease, though existing poisons and diseases are suspended, not neutralized.

## Poisoned

- You have disadvantage on attack rolls and ability checks.

## Prone

- Your only movement option is to crawl, unless you stand up.

- You have disadvantage on attack rolls.

- Attack rolls against you have advantage if the attacker is within 5 feet; otherwise, they have disadvantage.

## Restrained

- Your speed becomes 0, and you can't benefit from bonuses to speed.

- Attack rolls against you have advantage.

- Your attack rolls have disadvantage.

- You have disadvantage on Dexterity saving throws.

## Stunned

- You are incapacitated, can't move, and can speak only falteringly.

- You automatically fail Strength and Dexterity saving throws.

- Attack rolls against you have advantage.

## Unconscious

- You are incapacitated, can't move or speak, and are unaware of surroundings.

- You drop whatever you're holding and fall prone.

- You automatically fail Strength and Dexterity saving throws.

- Attack rolls against you have advantage.

- Any attack that hits you from within 5 feet is a critical hit.

## Wounded

- You can't regain hit points except through magical healing or completing a long rest.

- You have disadvantage on Constitution saving throws.

- If you take damage while at 0 hit points, you suffer one death saving throw failure.

- This condition ends after receiving magical healing or completing a long rest.

# Appendix B: The Lore of Aethel

## The Creation Myth: The Weaving of Existence

### The Primordial Void

In the beginning, there was only the Void, a vast, formless expanse of potential. Within this nothingness dwelled two primordial forces: Lumina, the Radiant Consciousness, and Umbra, the Abyssal Depth. Neither light nor dark, neither good nor evil, these twin aspects of creation existed in perfect balance, their energies intertwined yet distinct.

For eons beyond counting, Lumina and Umbra drifted through the Void, unaware of their own existence. Then, in a moment that transcends time itself, they became conscious. Lumina's first thought was of wonder; Umbra's was of curiosity. As their awareness grew, so did their desire to understand the nature of their being.

Lumina reached out with tendrils of radiant energy, and Umbra responded with currents of abyssal depth. Where these forces met, they created the first threads of reality, shimmering strands of possibility that began to weave together into patterns of increasing complexity.

### The First Weaving

As Lumina and Umbra continued their dance of creation, their intertwined energies formed the Weave, the fundamental tapestry of existence from which all reality would eventually emerge. The Weave contained eight distinct threads, each representing a fundamental aspect of creation:

1. \*\*The Golden Thread\*\* (Order) - Spun from Lumina's desire for harmony

2. \*\*The Obsidian Thread\*\* (Chaos) - Drawn from Umbra's yearning for freedom

3. \*\*The Silver Thread\*\* (Time) - Born where Lumina's patience met Umbra's urgency

4. \*\*The Copper Thread\*\* (Space) - Created as Lumina and Umbra first separated

5. \*\*The Crystal Thread\*\* (Energy) - Sparked by the friction between the primordials

6. \*\*The Iron Thread\*\* (Matter) - Forged from the cooling of primordial energies

7. \*\*The Emerald Thread\*\* (Life) - Blossomed where Lumina's nurturing met Umbra's adaptability

8. \*\*The Amethyst Thread\*\* (Consciousness) - Awakened as the Weave became aware of itself

For countless ages, these threads intertwined and separated, creating patterns of increasing complexity. The Weave grew, expanded, and evolved, developing its own consciousness distinct from its creators. This sentient Weave became known as Aethel, the World Soul, from which the world would eventually take its name.

### The Sundering

As Aethel's consciousness developed, it began to dream. These dreams took form within the Weave, creating the first realms of existence, proto-planes that would eventually become the foundation of the multiverse. Lumina and Umbra watched with pride as their creation flourished, but their fundamental natures began to pull them in different directions.

Lumina envisioned a cosmos of perfect order and harmony, where all things existed in their proper place according to divine plan. Umbra desired a universe of boundless potential and constant change, where nothing was predetermined and all possibilities could be explored.

Their disagreement grew, not from malice but from love, each believed their vision would create the most beautiful and meaningful existence. As their discord intensified, a catastrophic event occurred that would forever change the nature of reality: The Sundering.

In a moment of cosmic significance, Lumina and Umbra separated completely, their unified consciousness splitting into distinct entities. The force of their separation tore through the Weave, creating the first true division in reality, the separation of the Material Plane from the other planes of existence.

Lumina ascended to become the embodiment of the Upper Planes, realms of light, order, and benevolence. Umbra descended to become the essence of the Lower Planes, domains of shadow, chaos, and transformation. Between them stretched the Material Plane, where the influence of both primordials would be felt in equal measure.

### The Birth of the Gods

As the planes stabilized following the Sundering, fragments of Lumina and Umbra's consciousness crystallized into the first gods. These divine beings embodied specific aspects of their primordial parents, each representing a particular facet of existence.

From Lumina came:

- \*\*Solarius\*\* - God of light, truth, and justice

- \*\*Caelestra\*\* - Goddess of sky, inspiration, and hope

- \*\*Terralith\*\* - God of earth, stability, and protection

- \*\*Aquaria\*\* - Goddess of water, healing, and purification

- \*\*Vitalis\*\* - God of life, growth, and fertility

From Umbra emerged:

- \*\*Nocturn\*\* - God of darkness, secrets, and mystery

- \*\*Tempestia\*\* - Goddess of storms, passion, and change

- \*\*Infernus\*\* - God of fire, transformation, and rebirth

- \*\*Mortalis\*\* - Goddess of death, endings, and transitions

- \*\*Voidus\*\* - God of emptiness, entropy, and the unknown

Between these two pantheons arose the Neutral Gods, born from the balanced threads of the Weave itself:

- \*\*Chronos\*\* - God of time, fate, and history

- \*\*Spatia\*\* - Goddess of space, distance, and boundaries

- \*\*Arcanus\*\* - God of magic, knowledge, and discovery

- \*\*Naturae\*\* - Goddess of nature, balance, and cycles

- \*\*Animus\*\* - God of souls, consciousness, and identity

These fifteen Greater Gods, known collectively as the Primeval Pantheon, would shape the fundamental nature of the cosmos. Later, as mortal civilizations arose, Lesser Gods would emerge from the beliefs and needs of these cultures, creating a complex divine hierarchy.

### The Forging of the Material World

With the planes established and the gods awakened, attention turned to the Material Plane, the central realm where the influences of all other planes would converge. The gods, working together despite their differences, began to shape this world according to their various visions.

Terralith raised the mountains and carved the valleys. Aquaria filled the oceans and traced the rivers across the land. Infernus kindled the fires at the world's core, while Caelestra spread the sky above. Vitalis and Naturae collaborated to bring forth plants and animals, filling the world with countless forms of life.

As they worked, the gods discovered that the Material Plane had its own will, the consciousness of Aethel influenced how their creations took form. Mountains rose where they were not planned; rivers changed course unexpectedly; creatures evolved in surprising ways. The world was not merely a canvas for divine artistry but a collaborator in its own creation.

This realization led to the Divine Compact, an agreement among the gods to respect the autonomy of the Material Plane and to limit direct divine intervention. They would guide and influence rather than control, allowing Aethel and its inhabitants to develop according to their own nature.

### The First Mortals

As the world of Aethel took shape, the gods debated the creation of intelligent, self-aware beings who could appreciate the beauty of the cosmos and serve as stewards of the material realm. Each god had their own vision of what these creatures should be like, leading to a diverse array of mortal races.

The first mortals were the Ancients, powerful beings with lifespans measured in millennia and innate connections to the fundamental forces of creation. These included:

- \*\*The Draconic Ancients\*\* - Created by Infernus and Terralith, embodying power and majesty

- \*\*The Fey Ancients\*\* - Born from Vitalis and Naturae, connected to the wild energies of nature

- \*\*The Celestial Ancients\*\* - Shaped by Solarius and Caelestra, radiant with divine light

- \*\*The Abyssal Ancients\*\* - Formed by Nocturn and Voidus, harbingers of shadow and mystery

- \*\*The Elemental Ancients\*\* - Crafted by all the gods together, embodying the primal elements

These Ancients were few in number but mighty in power. They established the first civilizations and began to explore the secrets of the Weave, developing the earliest forms of magic and technology.

Later came the Elder Races, longer-lived than modern mortals but less powerful than the Ancients:

- \*\*Elves\*\* - Descendants of the Fey Ancients, attuned to magic and nature

- \*\*Dwarves\*\* - Children of the Elemental Ancients of Earth, master craftsmen

- \*\*Giants\*\* - Offspring of the Draconic Ancients, tremendous in size and strength

- \*\*Merfolk\*\* - Born from the Elemental Ancients of Water, rulers of the seas

- \*\*Genasi\*\* - Heirs of the various Elemental Ancients, embodying their primal elements

Finally came the Younger Races, more numerous and adaptable but shorter-lived:

- \*\*Humans\*\* - Created by the collective will of the Neutral Gods, versatile and ambitious

- \*\*Halflings\*\* - Shaped by Vitalis and Chronos, resilient and community-minded

- \*\*Gnomes\*\* - Crafted by Arcanus and Animus, curious and inventive

- \*\*Orcs\*\* - Forged by Tempestia and Mortalis, strong and passionate

- \*\*Goblins\*\* - Born from Voidus and Spatia, resourceful and tenacious

Each race reflected the values and visions of their divine creators, but all were granted free will, the ability to choose their own paths and shape their own destinies.

### The Age of Wonders

With the world formed and populated, Aethel entered its first great era: the Age of Wonders. During this time, the Ancients walked freely among the younger races, teaching them the secrets of civilization, magic, and technology. The barriers between planes were thin, allowing beings from across the cosmos to visit the Material Plane with relative ease.

Great cities rose that defied the conventional laws of nature, floating metropolises, underwater kingdoms, settlements carved into the sides of mountains or hidden within ancient trees. Magic was commonplace, used for everything from the mundane tasks of daily life to the grandest works of art and architecture.

The Ancients established the first magical academies, where gifted mortals could learn to harness the power of the Weave. They created artifacts of tremendous power, many of which still exist today as objects of legend. They communed directly with the gods, serving as intermediaries between the divine and mortal realms.

For thousands of years, Aethel flourished under this enlightened guidance. But as the younger races grew in power and knowledge, tensions began to emerge. Some mortals resented the Ancients' authority and coveted their power. Others sought to push the boundaries of magical knowledge in ways the Ancients deemed dangerous.

### The Cataclysm

The end of the Age of Wonders came suddenly and catastrophically. Historical accounts differ on the exact cause, but most scholars agree that it involved an attempt by mortal mages to access power beyond their understanding, perhaps trying to tap directly into the Weave itself or to ascend to godhood through forbidden rituals.

Whatever the specific trigger, the result was the Cataclysm, a magical disaster of unprecedented scale that tore through the fabric of reality. Planar boundaries were breached, allowing chaotic energies to pour into the Material Plane. Entire civilizations vanished in an instant. The geography of Aethel was permanently altered as mountains crumbled, seas boiled, and forests turned to ash.

The Ancients, recognizing the existential threat to all creation, made a terrible sacrifice. They combined their powers to contain the worst effects of the Cataclysm, using their own life forces to mend the damaged Weave. Most perished in the process, their essences becoming one with the world they sought to save.

In the aftermath, the surviving gods reinforced the boundaries between planes, making cross-planar travel more difficult to prevent such a disaster from recurring. They also established the Divine Pact, a formal agreement limiting direct divine intervention in mortal affairs to prevent the accumulation of too much power in mortal hands.

The world entered a dark age as survivors struggled to rebuild amid the ruins of former glory. Much knowledge was lost, and magic, once commonplace, became rarer and more feared. The Age of Wonders was over, replaced by an Age of Survival.

## The Planes of Existence

### The Planar Cosmology

The cosmos of Aethel consists of multiple interconnected planes of existence, each with its own physical and magical laws. These planes are not separate universes but different facets of a single multiverse, all connected through the Weave.

The planar structure resembles a great wheel, with the Material Plane at its center and other planes arranged around it in concentric rings. Some planes overlap with the Material Plane in places, creating regions where their influence is stronger and their denizens might cross over more easily.

### The Material Plane

At the center of the cosmology lies the Material Plane, the world of Aethel itself. This is the primary realm of mortal existence, where the influences of all other planes converge in balance. The Material Plane is the most physically "real" of all planes, with consistent natural laws and the clearest separation between past, present, and future.

The world of Aethel consists of three major continents and numerous island chains spread across vast oceans:

- \*\*Thalassia\*\* - The largest continent, home to the most diverse range of cultures and environments

- \*\*Nordheim\*\* - A northern continent of harsh mountains, dense forests, and frozen tundra

- \*\*Zephyria\*\* - A southern landmass of rolling plains, ancient deserts, and tropical jungles

The Material Plane is unique in that it contains echoes of all other planes within it, mountains that touch the Elemental Plane of Earth, forests that blend into the Feywild, deep caverns that connect to the Shadowfell, and so on. These "thin places" allow for limited interaction between planes even when direct planar travel is difficult.

### The Transitive Planes

Surrounding the Material Plane are the Transitive Planes, realms that serve as connections or boundaries between other planes:

#### The Ethereal Plane

The Ethereal Plane overlaps with the Material Plane completely but exists in a different phase of reality. From the Ethereal, the Material world appears ghostly and insubstantial, while solid objects on the Material Plane cannot normally interact with ethereal entities.

The Ethereal serves as a buffer between the Material Plane and the Inner Planes, filled with swirling mists and strange currents of semi-solid ectoplasm. Time and distance work differently here, making it possible to cover great distances quickly if one knows the proper techniques.

Inhabitants include:

- \*\*Ghosts\*\* - Spirits of the dead who cannot or will not pass on

- \*\*Phase Spiders\*\* - Predatory creatures that shift between the Ethereal and Material

- \*\*Ether Elementals\*\* - Beings composed of pure ethereal substance

- \*\*Lost Travelers\*\* - Mortals who became trapped while traversing the plane

#### The Astral Plane

The Astral Plane is a realm of thought and dream, a silver void where distance and time have little meaning. It serves as the medium through which souls travel after death and the pathway between the Material Plane and the Outer Planes.

In the Astral, thought becomes reality, a trained mind can shape the substance of the plane itself. Memories and ideas can take physical form, and ancient thoughts might persist for eons as solid objects or even sentient entities.

Inhabitants include:

- \*\*Astral Projectors\*\* - Mortals visiting through magical means

- \*\*Thought Elementals\*\* - Beings born from concentrated ideas

- \*\*Dream Weavers\*\* - Entities that craft and manipulate dreams

- \*\*Githyanki\*\* - A martial race that established fortresses in the Astral

#### The Shadowfell

The Shadowfell is a darkened reflection of the Material Plane, where light, emotion, and life itself are muted. It overlaps with the Material Plane in places where death, despair, or darkness hold sway, graveyards, battlefields, abandoned ruins, and places of great tragedy.

The geography of the Shadowfell roughly mirrors that of the Material Plane, but distorted and decayed. A thriving city in the Material world might appear as a crumbling ruin in the Shadowfell, while a humble village might be replaced by an imposing fortress of dark stone.

Inhabitants include:

- \*\*Shades\*\* - Mortals transformed by prolonged exposure to shadow energy

- \*\*Nightwalkers\*\* - Powerful undead entities born from the plane itself

- \*\*Shadow Dragons\*\* - Dragons corrupted by shadow energy

- \*\*Shadar-kai\*\* - A race of humanoids native to the plane

#### The Feywild

The Feywild is a vibrant, amplified reflection of the Material Plane, where nature, emotion, and magic are intensified to supernatural levels. It overlaps with the Material Plane in places of natural beauty and power, ancient forests, pristine lakes, majestic mountains, and stone circles.

Like the Shadowfell, the Feywild's geography mirrors the Material Plane but in exaggerated form. A small grove might appear as a vast forest; a modest hill as a soaring mountain. Colors are more vivid, sounds more melodious, and sensations more intense.

Inhabitants include:

- \*\*Fey\*\* - A diverse category including pixies, sprites, and dryads

- \*\*Eladrin\*\* - Elf-like beings with strong emotional connections

- \*\*Archfey\*\* - Powerful fey lords and ladies who rule over territories

- \*\*Wild Beasts\*\* - Animals enhanced by fey magic

### The Inner Planes

Beyond the Transitive Planes lie the Inner Planes, realms embodying the fundamental elements and energies of creation:

#### The Elemental Planes

The four primary Elemental Planes represent the basic building blocks of physical reality:

- \*\*The Plane of Earth\*\* - An endless expanse of soil, stone, crystal, and metal

- \*\*The Plane of Water\*\* - A boundless ocean with no surface or bottom

- \*\*The Plane of Air\*\* - An infinite sky of clouds, winds, and floating islands

- \*\*The Plane of Fire\*\* - A realm of eternal flame, ash, smoke, and molten material

Where these planes meet, they form the Para-Elemental Planes:

- \*\*The Plane of Ice\*\* (Water + Air)

- \*\*The Plane of Magma\*\* (Earth + Fire)

- \*\*The Plane of Ooze\*\* (Earth + Water)

- \*\*The Plane of Smoke\*\* (Fire + Air)

Each Elemental Plane is ruled by powerful Elemental Lords who command vast armies of elemental beings. These lords maintain an uneasy balance of power, occasionally warring with each other but more often focusing on expanding their influence in the Material Plane.

#### The Energy Planes

Complementing the Elemental Planes are the Energy Planes, which embody the fundamental forces that animate and transform matter:

- \*\*The Plane of Positive Energy\*\* - Source of life, growth, and creation

- \*\*The Plane of Negative Energy\*\* - Source of entropy, decay, and uncreation

- \*\*The Plane of Arcane Energy\*\* - Pure magical force, raw and unformed

- \*\*The Plane of Psionic Energy\*\* - The power of mind and thought made manifest

These planes are less stable and more dangerous than the Elemental Planes, with few permanent inhabitants. Visitors must take special precautions or risk being overwhelmed by the raw energy.

### The Outer Planes

The outermost ring of the cosmology consists of the Outer Planes, realms shaped primarily by belief, philosophy, and moral alignment. These planes are the homes of gods, demons, angels, and other powerful extraplanar beings.

#### The Upper Planes

The Upper Planes embody ideals of goodness, order, and benevolence:

- \*\*Elysium\*\* - Realm of pure goodness and natural harmony

- \*\*Celestia\*\* - Seven-layered mountain of perfect lawful goodness

- \*\*Arborea\*\* - Wild forests and passionate emotions of chaotic goodness

- \*\*Arcadia\*\* - Ordered realm of justice and honorable warfare

- \*\*Bytopia\*\* - Twin planes of community and industrious goodness

These planes are home to celestial beings such as angels, archons, and guardinals, as well as the gods aligned with good principles. The landscapes are beautiful and inspiring, though each plane expresses this beauty according to its particular ethos.

#### The Lower Planes

The Lower Planes embody concepts of evil, corruption, and destruction:

- \*\*The Nine Hells\*\* - Strictly ordered layers of lawful evil tyranny

- \*\*The Abyss\*\* - Infinite chaotic evil layers of madness and destruction

- \*\*Carceri\*\* - Prison plane of betrayal and eternal punishment

- \*\*Hades\*\* - Gray wasteland of pure evil and spiritual corruption

- \*\*Gehenna\*\* - Volcanic slopes of selfish evil and cruel indifference

These planes are home to fiends such as demons, devils, and yugoloths, as well as evil-aligned gods. The environments are hostile and dangerous, designed to torment and corrupt mortal souls.

#### The Neutral Planes

Between the Upper and Lower Planes lie the Neutral Planes, embodying balance and philosophical complexity:

- \*\*Mechanus\*\* - Realm of perfect order and clockwork precision

- \*\*Limbo\*\* - Swirling chaos of all elements in constant flux

- \*\*The Outlands\*\* - Central plane of true neutrality

- \*\*Ysgard\*\* - Heroic battlefields of honorable combat

- \*\*Acheron\*\* - Floating cubes of eternal warfare

These planes are home to modrons, slaadi, and other beings of extreme law or chaos, as well as gods who embody neutrality or balance between cosmic forces.

### Planar Connections and Travel

The planes are not entirely separate but connected through various means:

#### Natural Portals

Throughout the cosmos, natural portals occasionally form between planes. These may be:

- \*\*Permanent\*\* - Always open and in the same location

- \*\*Periodic\*\* - Opening and closing according to regular cycles

- \*\*Conditional\*\* - Appearing only when specific conditions are met

- \*\*Random\*\* - Forming unpredictably and lasting for varying durations

Many of these portals are known and monitored by planar authorities, but others remain secret or newly formed, providing opportunities for unexpected crossings.

#### Planar Touchpoints

Certain locations in the Material Plane have strong connections to other planes, creating areas where the barriers are naturally thin:

- \*\*Ley Line Intersections\*\* - Where magical energy flows converge

- \*\*Ancient Sacred Sites\*\* - Places of long-standing worship or ritual

- \*\*Elemental Manifestations\*\* - Volcanoes (Fire), ocean depths (Water), etc.

- \*\*Emotional Resonance Sites\*\* - Locations of extreme joy, sorrow, or other emotions

At these touchpoints, planar travel is easier, and influences from the connected plane may bleed through even without a formal portal.

#### Magical Travel

Spellcasters with sufficient knowledge and power can create temporary passages between planes through various means:

- \*\*Planar Gate Spells\*\* - Creating direct doorways between planes

- \*\*Astral Projection\*\* - Sending one's consciousness through the Astral Plane

- \*\*Ethereal Shift\*\* - Moving into the Ethereal to access connected planes

- \*\*Ritual Circles\*\* - Complex magical workings requiring multiple participants

Since the Cataclysm, such magical travel has become more difficult and dangerous, requiring greater skill and more precise calculations to avoid mishaps.

## Planar Politics and Cosmic Conflicts

### The Divine Hierarchy

The gods of Aethel are arranged in a complex hierarchy based on power, domain, and origin:

#### The Primeval Pantheon

At the top of the divine order stand the fifteen Greater Gods of the Primeval Pantheon, direct descendants of Lumina and Umbra. These deities embody fundamental cosmic principles and wield power on a scale beyond mortal comprehension.

The Primeval Pantheon rarely acts in concert, divided as they are by philosophical differences. However, they maintain the Divine Pact, their agreement to limit direct intervention in mortal affairs to prevent another Cataclysm.

#### The Cultural Pantheons

Below the Primeval Pantheon are numerous Cultural Pantheons, gods who arose later, often from the beliefs and needs of specific mortal civilizations. These Lesser Gods are still immensely powerful but more focused in their domains and more directly involved with their worshippers.

Major Cultural Pantheons include:

- \*\*The Thalassian Pantheon\*\* - Gods of the largest continent's diverse cultures

- \*\*The Nordheim Pantheon\*\* - Deities of the northern warrior societies

- \*\*The Zephyrian Pantheon\*\* - Gods of the southern desert and jungle civilizations

- \*\*The Oceanic Pantheon\*\* - Deities of island nations and seafaring peoples

#### Ascended Beings

The lowest tier of divinity belongs to Ascended Beings, mortals who achieved godhood through heroism, magical power, or mass worship. These Demigods are limited in power and scope but often maintain the closest connections to the mortal world.

Famous Ascended Beings include:

- \*\*Herolux the Brave\*\* - A human champion who ascended after sacrificing himself to save a city

- \*\*Mystara the Archmage\*\* - A wizard who discovered the secrets of divine ascension

- \*\*Thorm Ironheart\*\* - A dwarven king deified by his people after death

- \*\*The Green Mother\*\* - A druid who merged with the spirit of a sacred forest

### The Blood War

The most ancient and devastating conflict in the cosmos is the Blood War, an eternal struggle between the demons of the Abyss and the devils of the Nine Hells. This war has raged since shortly after the Sundering, when the first fiends emerged from the darkest aspects of Umbra's essence.

The conflict stems from fundamental philosophical differences:

- \*\*Devils\*\* believe in strict hierarchy, contracts, and the corruption of souls through temptation

- \*\*Demons\*\* embody destruction, madness, and the annihilation of all order

Both sides seek to expand their influence across the planes, with the Material Plane often serving as a proxy battlefield. Mortals may be recruited, tricked, or coerced into serving one side or the other, usually to their eventual regret.

The Blood War serves an inadvertent cosmic purpose, by keeping the fiendish forces occupied with fighting each other, it prevents them from uniting to threaten the rest of the multiverse. Many gods tacitly support its continuation for this reason, though none would admit to such a pragmatic stance publicly.

### The Elemental Courts

The Elemental Planes are ruled by powerful Elemental Lords who maintain elaborate courts and command vast armies of elemental beings. The politics of these courts are as complex and treacherous as any mortal royal intrigue, with shifting alliances, betrayals, and power struggles.

Major Elemental Courts include:

- \*\*The Earthen Conclave\*\* - Ruled by the Great Mountain King

- \*\*The Abyssal Tides\*\* - Dominated by the Maelstrom Queen

- \*\*The Tempest Dominion\*\* - Controlled by the Hurricane Prince

- \*\*The Eternal Flame\*\* - Governed by the Phoenix Emperor

These courts occasionally form temporary alliances to address threats to the elemental balance, but more often they compete for influence and resources. Their conflicts sometimes spill over into the Material Plane, manifesting as natural disasters or elemental incursions.

### The Fey Courts

The Feywild is divided into territories ruled by powerful Archfey, beings of immense magical power and capricious nature. Unlike the rigid hierarchies of the Elemental Courts, Fey politics revolve around complex webs of favors, debts, and personal relationships.

The major Fey Courts are:

- \*\*The Summer Court\*\* - Ruled by the radiant Summer Queen

- \*\*The Winter Court\*\* - Dominated by the frost-crowned Winter King

- \*\*The Twilight Court\*\* - Governed by the enigmatic Dusk Lord

- \*\*The Dawn Court\*\* - Led by the luminous Morning Lady

These courts are in constant flux, with territories expanding and contracting based on the changing seasons, the waxing and waning of emotions, and the outcomes of elaborate games and contests. Mortals who become entangled in Fey politics often find themselves bound by rules they don't understand and agreements they don't remember making.

### The Shadow Conclave

The Shadowfell is dominated by the Shadow Conclave, a loose alliance of powerful entities who have claimed dominion over different aspects of shadow, death, and darkness. Unlike the Fey Courts or Elemental Courts, the Shadow Conclave operates more like a council of equals, each member respecting the others' territories while pursuing their own agendas.

Key members include:

- \*\*The Raven Queen\*\* - Mistress of death and fate

- \*\*The Nightlord\*\* - Master of darkness and fear

- \*\*The Grief Sovereign\*\* - Ruler of sorrow and loss

- \*\*The Forgotten King\*\* - Keeper of abandoned memories

The Shadow Conclave rarely acts in unison, but when faced with threats to the Shadowfell itself, they can combine their considerable powers to devastating effect. Their agents often work in the Material Plane, collecting souls, spreading darkness, or maintaining the balance between life and death.

### The Astral Dominions

The vast expanse of the Astral Plane is home to numerous dominions, pocket realms created and maintained by powerful entities. These dominions vary greatly in size and nature, from small islands of stability to vast empires spanning what would be thousands of miles in material terms.

Notable Astral Dominions include:

- \*\*The Silver Citadel\*\* - Fortress of the Githyanki, raiders of the Astral

- \*\*The Dream Bazaar\*\* - Marketplace where memories and ideas are bought and sold

- \*\*The Thought Forge\*\* - Where pure concepts are crafted into semi-real objects

- \*\*The Void Archives\*\* - Repository of knowledge from across the multiverse

Control of these dominions is constantly contested, with powerful psions, astral entities, and even gods vying for territory. The fluid nature of the Astral Plane means that dominions can expand, contract, merge, or disappear based on the mental strength of their rulers.

### The Planar Factions

Beyond the major courts and councils, numerous factions operate across multiple planes, pursuing various agendas:

#### The Sigil Compact

Based in the legendary city of Sigil (rumored to be at the center of the multiverse), the Sigil Compact is a coalition of planar travelers, merchants, and diplomats who seek to maintain open communication and trade between planes. They operate planar embassies, negotiate treaties, and mediate disputes between extraplanar entities.

#### The Order of the Gatekeepers

This ancient organization monitors planar boundaries and portals, working to prevent unauthorized crossings and incursions. They are particularly vigilant against aberrations and entities from the Far Realm, a space beyond the normal multiverse that threatens the sanity of reality itself.

#### The Planar Cartographers' Guild

These intrepid explorers map the ever-changing landscapes of the planes, documenting new regions and tracking shifts in planar boundaries. Their maps are highly prized by travelers, scholars, and military strategists alike.

#### The Illuminated Path

A secretive group seeking to uncover the true nature of the multiverse and the origins of Lumina and Umbra. They collect ancient artifacts, study primordial magic, and attempt to reconstruct the events of creation through archaeological and mystical research.

### Current Planar Tensions

Several major conflicts and tensions currently threaten the stability of the planar cosmos:

#### The Elemental Convergence

A rare astronomical event is approaching where the four Elemental Planes will temporarily align with the Material Plane, weakening the boundaries between them. Elemental Lords are positioning their forces to take advantage of this convergence, potentially triggering catastrophic elemental incursions into the mortal world.

#### The Shadow Ascendancy

Something is stirring in the deepest regions of the Shadowfell, an ancient entity known only as the Void Sovereign is awakening after eons of dormancy. Its influence is spreading through the plane, corrupting even powerful shadow beings and threatening to extend into the Material Plane through shadow touchpoints.

#### The Fey Schism

A bitter dispute has erupted between the Summer and Winter Courts over a territory known as the Twilight Grove, a region of the Feywild that serves as a crucial nexus of magical energy. This conflict has disrupted the natural cycle of seasons in parts of the Material Plane, causing agricultural chaos and magical anomalies.

#### The Infernal Conspiracy

Agents of the Nine Hells have infiltrated multiple Material Plane governments, subtly influencing policy and sowing discord. Their ultimate goal appears to be the establishment of legal frameworks that technically permit diabolical intervention without violating the Divine Pact, potentially opening the door to large-scale infernal influence.

## The History of Aethel

### The Dawn Era (Pre-History - 10,000 BE)

The Dawn Era encompasses the earliest period of Aethel's history, from the formation of the Material Plane through the rise of the first mortal civilizations. Much of this era is known only through myth, legend, and fragmentary archaeological evidence.

Key events include:

- \*\*The Shaping of the World\*\* - The gods molding the physical features of Aethel

- \*\*The Birth of the Ancients\*\* - The creation of the first sentient beings

- \*\*The Elemental Wars\*\* - Conflicts between primordial elemental forces

- \*\*The Fey Emergence\*\* - The first connections between the Material Plane and the Feywild

- \*\*The Draconic Ascendancy\*\* - The rise of dragons as the dominant power

During this era, magic was raw and untamed, flowing freely through the world. The boundaries between planes were fluid, allowing beings to cross between realms with relative ease. The Ancients established the first settlements and began to explore the fundamental principles of reality.

### The Age of Wonders (10,000 BE - 5,000 BE)

The Age of Wonders represents the height of magical civilization in Aethel's history. During this period, the Ancients guided the development of the Elder Races and later the Younger Races, teaching them the secrets of magic, technology, and planar travel.

Major developments included:

- \*\*The Founding of Arcanum\*\* - The first and greatest city of magic

- \*\*The Celestial Observatories\*\* - Massive structures for studying the stars and planes

- \*\*The Ley Line Network\*\* - A system for channeling and distributing magical energy

- \*\*The Grand Libraries\*\* - Repositories of all known knowledge

- \*\*The Planar Gateways\*\* - Permanent portals to other planes of existence

Society during this era was highly magical, with enchanted items used for even mundane tasks. Lifespans were extended through magical means, disease was virtually unknown, and physical needs were easily met through conjuration and transmutation.

The Age of Wonders ended with the Cataclysm, a magical disaster that destroyed much of civilization and permanently altered the nature of magic in Aethel.

### The Age of Darkness (5,000 BE - 3,000 BE)

Following the Cataclysm, Aethel entered a prolonged dark age. The survivors of the disaster were scattered and traumatized, forced to rebuild society from the ruins of former glory. Magic became rare and feared, associated with the destruction that had nearly ended the world.

This period was characterized by:

- \*\*The Planar Seal\*\* - The strengthening of boundaries between planes

- \*\*The Divine Withdrawal\*\* - Gods becoming less directly involved in mortal affairs

- \*\*The Knowledge Loss\*\* - The disappearance of advanced magical and technological knowledge

- \*\*The Tribal Resurgence\*\* - The breakdown of large civilizations into smaller communities

- \*\*The Monstrous Migrations\*\* - Dangerous creatures filling the power vacuum left by civilization

During this time, most people lived in small, isolated communities, struggling to survive in a world filled with dangers both magical and mundane. Those who still practiced magic did so in secret, often persecuted by fearful populations who blamed arcane arts for the Cataclysm.

### The Age of Renewal (3,000 BE - 1,000 BE)

Gradually, civilization began to recover from the Cataclysm. New kingdoms and city-states emerged, developing their own cultures, religions, and approaches to magic. This era saw the rise of the Cultural Pantheons as mortals sought divine guidance tailored to their specific needs and values.

Key developments included:

- \*\*The Founding of New Kingdoms\*\* - Thalassia, Nordheim, and Zephyria establishing their first major states

- \*\*The Magical Renaissance\*\* - The cautious return of arcane study under strict regulation

- \*\*The Trade Routes\*\* - The establishment of networks connecting distant regions

- \*\*The Cultural Diversification\*\* - The development of distinct ethnic and national identities

- \*\*The First Councils\*\* - Organizations formed to govern the use of magic

During this period, attitudes toward magic slowly shifted from fear to cautious acceptance, though under much stricter control than in the Age of Wonders. Magical academies were established with rigorous ethical standards, and practitioners were required to register with local authorities.

### The Imperial Era (1,000 BE - 500 AE)

As civilizations continued to develop, larger political entities began to form. The Imperial Era was dominated by the rise and fall of great empires that sought to unite large territories under central rule. This period saw significant advances in non-magical technology, architecture, and governance.

Major empires included:

- \*\*The Thalassian Hegemony\*\* - A maritime empire controlling coastal regions and trade routes

- \*\*The Nordheim Confederacy\*\* - An alliance of northern warrior kingdoms

- \*\*The Zephyrian Dynasty\*\* - A succession of god-kings ruling the southern deserts

- \*\*The Arcane Directorate\*\* - A magocracy controlling the central plains

This era was marked by frequent conflicts between these powers, as well as internal struggles for succession and resources. Magic became increasingly integrated into military and political systems, though still more regulated than in the Age of Wonders.

### The Modern Era (500 AE - Present)

The current period of Aethel's history is characterized by rapid change, technological innovation, and increasing planar interaction. The fall of the great empires has led to a more fragmented political landscape, with numerous smaller nations competing for influence and resources.

Recent developments include:

- \*\*The Planar Resurgence\*\* - Weakening of the barriers between planes

- \*\*The Technological Revolution\*\* - Advances in non-magical science and engineering

- \*\*The Magical Integration\*\* - The blending of arcane and technological approaches

- \*\*The Faction Proliferation\*\* - The rise of non-governmental organizations with significant power

- \*\*The Prophetic Stirrings\*\* - Increasing omens and prophecies of cosmic significance

The Modern Era is a time of opportunity and danger. Old restrictions on magic are being questioned, new discoveries are changing understanding of the cosmos, and ancient threats are reemerging after centuries of dormancy. It is in this context that adventurers find themselves navigating a world of complex political, magical, and planar forces.

## The Current State of Aethel

### Major Regions and Nations

#### Thalassia

The largest continent is home to a diverse array of nations and city-states:

\*\*The Federated Realms of Alyndra\*\*

- A loose confederation of formerly independent kingdoms

- Known for diplomatic skill and cultural achievements

- Capital: Highcrown, City of Spires

\*\*The Merchant Principalities\*\*

- A collection of city-states ruled by wealthy trade families

- Dominated by commerce and naval power

- Major city: Port Lumina, the Golden Harbor

\*\*The Arcane Republic of Theurgia\*\*

- A nation governed by elected magical practitioners

- Center of magical research and education

- Capital: Arcanopolis, City of a Thousand Towers

\*\*The Verdant Domains\*\*

- Territories protected by powerful druidic circles

- Minimal conventional government, guided by nature spirits

- Heart: The Great Grove, a massive forest with trees tall as mountains

#### Nordheim

The northern continent features harsh environments and hardy peoples:

\*\*The Frost Throne Kingdoms\*\*

- Warrior culture ruled by hereditary jarls

- Famous for berserkers and runic magic

- Capital: Hrothgar's Hold, the Unconquered City

\*\*The Dwarven Mountain Holds\*\*

- Network of underground cities connected by tunnels

- Masters of metallurgy and elemental binding

- Greatest hold: Khazad-Dûr, the Endless Forge

\*\*The Boreal Confederation\*\*

- Alliance of human, elf, and halfling communities

- Adapted to life in the northern forests

- Main settlement: Winterhaven, where fires never die

#### Zephyria

The southern lands are dominated by ancient civilizations and mystical traditions:

\*\*The Eternal Caliphate\*\*

- Desert empire ruled by a divine bloodline

- Masters of sun magic and water control

- Capital: Al-Qadim, the Jewel of the Sands

\*\*The Jungle Theocracy\*\*

- Nation ruled by priest-kings claiming divine descent

- Practitioners of blood magic and sacrifice

- Sacred center: Xibalba, City of Stepped Pyramids

\*\*The Nomadic Confederacy\*\*

- Alliance of traditionally nomadic peoples

- Experts in beast mastery and weather prediction

- No fixed capital; governed from the Wandering Pavilions

### Current Conflicts and Tensions

#### The Succession Crisis

The elderly Grand Prince of the Merchant Principalities has died without a clear heir, triggering a complex succession dispute involving five rival claimants. This political instability threatens trade routes throughout Thalassia and has drawn in foreign powers seeking to influence the outcome.

#### The Planar Incursions

Across Aethel, reports of extraplanar creatures appearing have increased dramatically in recent years. Fey manifest in forests, elementals emerge from natural features, and shadows sometimes come alive with sinister purpose. These incursions suggest the planar boundaries are weakening for unknown reasons.

#### The Mage Rebellion

In the Arcane Republic, a faction of radical mages known as the Unbound have rejected traditional restrictions on magical research. Their experiments with forbidden magic have caused several disasters, leading to a crackdown by authorities and driving the movement underground where it has become more extreme.

#### The Prophesied Return

Multiple religious traditions have independently predicted the imminent return of an ancient power, variously interpreted as a savior, destroyer, or transformer. Cults have formed around different interpretations of these prophecies, some benign and others dangerous in their fanaticism.

### Power Groups and Factions

#### The Arcane Concord

A transnational organization of mages dedicated to regulating magical practice and preventing another Cataclysm. They maintain academies in major cities, license practitioners, and intervene when dangerous magical threats emerge.

#### The Planar Wardens

An elite order of warriors and spellcasters who monitor planar boundaries and deal with extraplanar threats. They operate semi-independently from national governments, with authority granted by ancient treaties.

#### The Merchant League

A powerful trade organization that controls much of the commerce between nations. Their influence extends into politics, with many officials secretly on their payroll. They generally oppose conflicts that disrupt trade but may profit from supplying all sides.

#### The Circle of the Ancient Way

A druidic organization dedicated to preserving the natural world and ancient traditions. They maintain sacred sites throughout Aethel and work to counter the environmental damage caused by expanding civilization.

#### The Veiled Court

A secretive network of spies, assassins, and information brokers that operates across national boundaries. Their true goals are unknown, but they appear to be working toward some long-term agenda involving planar politics.

### Magic in Modern Aethel

Magic in the current era is more regulated and systematized than in the Age of Wonders but more prevalent and accepted than during the Age of Darkness. Different cultures have developed their own magical traditions:

#### Academic Magic

Practiced in universities and formal institutions, this approach treats magic as a science to be studied methodically. Practitioners use precise formulas, extensive theory, and careful documentation. Most common in urban Thalassian societies.

#### Devotional Magic

Drawing power through faith and divine connection, this tradition is practiced by clerics, paladins, and other religious spellcasters. The specific manifestations vary based on the deity or philosophy served. Found throughout Aethel but especially strong in Zephyria.

#### Natural Magic

Connecting to the inherent magic of the natural world, this approach is favored by druids, rangers, and rural communities. It emphasizes harmony with natural cycles and often incorporates plant and animal components. Most common in the Verdant Domains and rural areas.

#### Runic Magic

Using ancient symbols to capture and channel magical energy, this tradition is prevalent in Nordheim. Practitioners inscribe runes on objects, people, or places to create lasting magical effects. Particularly associated with dwarven and northern human cultures.

#### Blood Magic

Utilizing the power inherent in life essence, this controversial tradition is officially banned in most nations but practiced secretly or in regions with different ethical standards. Most commonly found in parts of Zephyria and among certain underground cults.

### Technology and Daily Life

The technological level of Aethel varies by region but generally resembles a blend of late medieval to early renaissance periods, enhanced by magical innovations:

#### Urban Centers

Major cities feature:

- Magical lighting in public spaces and wealthy homes

- Enchanted water systems providing clean water and waste disposal

- Arcane communication networks for official business

- Magical transportation for the wealthy (flying carriages, teleportation circles)

- Magical heating and cooling in significant buildings

#### Rural Areas

Countryside communities typically have:

- Limited access to magic, usually through traveling spellcasters

- Traditional technologies enhanced by minor enchantments

- Local hedge wizards or druids providing magical services

- Seasonal festivals incorporating ritual magic for good harvests

- Protective wards against monsters and natural disasters

#### Military Technology

Armed forces utilize:

- Enchanted weapons and armor for elite units

- Magical communication for command structures

- Siege engines enhanced with elemental energies

- Scrying for reconnaissance and intelligence gathering

- Battlefield healers using divine or natural magic

#### Transportation

People and goods move via:

- Conventional animal-drawn vehicles for most travel

- Enchanted vessels for wealthy travelers and important cargo

- Teleportation circles connecting major cities (restricted access)

- Airships utilizing elemental binding (rare and expensive)

- Seafaring vessels enhanced with weather control magic

## Conclusion: The Tapestry Continues

The world of Aethel stands at a crossroads. The barriers between planes are thinning, ancient powers stir from long slumber, and mortal civilizations face challenges that echo the catastrophes of the past. Yet there is also hope, new discoveries, alliances, and heroes emerging to shape the future.

The Weave that binds all reality continues to evolve, its patterns growing ever more complex as countless individual stories intertwine. From the humblest village to the grandest celestial court, from the depths of the Nine Hells to the heights of Celestia, the great tapestry of existence unfolds according to no single plan but through the collective actions of all beings.

In this vast cosmic drama, adventurers play a unique role. Neither bound by the limitations of ordinary mortals nor constrained by the cosmic rules that govern gods and primordials, they move between worlds and influence events far beyond their apparent station. Through their choices, whether heroic or villainous, selfless or self-serving, they add their own threads to the Weave, forever changing the pattern of reality.

The story of Aethel is still being written, and its next chapters await those brave or foolish enough to seize the pen of destiny.