

Athenyia's World Guide Book

By Caden Armour

Welcome to Athenyia's World, My name is Caden, the homebrew dm for the world of Athenyia. This is my small guidebook giving a rundown of the homebrew mechanics and the classes I have done as one offs. This world is all about being either extremely weak and dying, or being crazy strong. So let's get right into it.

New Mechanics: The first of the new mechanics I introduced is made specifically to make the characters feel more human and to make the game a little more difficult. This being that every npc, every pc, every enemy has at least 1 fear. These fears can be a huge problem for your team if they run into something they fear. Fears come in 3 stages, slight fears: being a fear that makes you uncomfortable, a -3 to rolls involving said fear. Next is a genuine fear: these would be the fears you will use normally, giving your character disadvantage against the thing they fear. Lastly we have deathly fear: this is something you gain only from almost dying while already being afraid of something, this gives you a -6 to all rolls as long as the fear is active, and disadvantage as well. These make your characters have to think and work around fears, which can make combats just a tad bit more interesting.

Next I changed how blessings and curses work, making them something to earn, or something you earned by defying a god, this makes your players think about maybe doing things they wouldn't normally do so they could gain a blessing. Now both of these don't come without restrictions so please make sure to have them keep that in mind.