

# Polychrome

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# Races



# Cro-Mag Adaptable Anthropoid

## Basic Attributes

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

**Proficiencies** You gain proficiency in one skill of your choice

## Abilities

**Feat** You gain one feat of your choice.

## Description

Cro-Mags have roughly the same cognitive abilities and variance as other humans, but have a slightly different physique, being broader and shorter, with a more pronounced brow.

## Rule: Variant Humans

*For the purposes of any mechanic that specifies Human, that mechanic also applies to Cro-Mags.*



# Durrha Boreal Behemoth

## Basic Attributes

**Ability Score Increase** CON +2, STR +1

**Age** Durrha age at roughly the same rate as humans, but they may hibernate for any length of time without aging.

**Size** Durrha are very large, starting at over 6 feet and sometimes reaching 8 feet. Your size is Medium.

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

**Languages** You can speak, read, and write Tradespeak and an Durrha dialect. All Durrha languages are mutually comprehensible.

## Abilities

**Bioluminescent** You may choose to light up your body, casting a diffuse colored light (your choice) similar in brightness and range to a torch.

**Font of Health** Gain 1 extra hit point per level.

**Gelatinous** Reduce damage from non-magic piercing, slashing and bludgeoning attacks by 2.

**Mithridization** You have advantage on saving throws against poisons.

# Description

## Hibernating Hulks

Durrha mature at the same rate as humans, but they have the ability to hibernate, indefinitely, without aging. Durrha stand between six and seven feet tall, and weigh in excess of 400 pounds. Durrha skin tones range from Amber to Purple, and have a slight translucent quality. Their bodies give off a faint bioluminescent glow.

Your size class is Medium.

## Polar Giants

The Durrha are large, blubbery humanoids, native to the arctic circle of Oda. The Durrha are broad and robust, and are the heaviest of the major races of Oda. Durrha skin is light in color, with undertones of red, yellow or blue. Large bone crests and knobs on their skull make their heads appear lumpy and grotesque to Oda's other races.

The Durrha worship those that came before them; their ancestors are their creators, those who gave them life. This emphasis has led the Durrha to develop the most thorough genealogical records on Oda. Most Durrha can recite their lineage back ten generations, and some trace their family's origin to the days before the Urdfall.

## Timeslumber

The Durrha have the ability to hibernate for nearly indefinite periods of time. Durrha may do this for any number of reasons, but the most notorious is the Timefeud. Because of the importance of family to the Durrha, a wrong against their kin is considered a wrong against that Durrha itself. Darker, kin of those who wronged a Durrha are considered just as culpable. A Durrha that is unable to avenge a wrong may sleep for years, awakening to wreak vengeance on the unprepared next generation of the "family" that wronged them.

## Durrha Urbanism

Durrha live in frozen palace-complexes carved in to the ice and rock of glacial valleys. They usually take the form Ice Halls. An Ice Hall has a large ornate ceremonial gate that opens into a very large colonnaded hall. Numerous chambers and tunnels are carved out extending from the hall. Ice Halls are often arrayed with skins and bones of their ancestors; marked with records of their deeds. Durrha homes are often akin to small tombs, within which they hibernate.



## **Gnallix** Alchemical Android

**Missing**



# Hmonqi Monkey Men

## Basic Attributes

**Ability Score Increase** DEX +2, CHA +1.

**Age** A hmonqi reaches adulthood at the age of 5 and generally lives into the middle of his or her twenties.

**Alignment** Most hmonqi are chaotic good. As a rule, they are good-hearted and kind, but mischievous and curious to a fault. They are difficult to govern, and hmonqi states and organizations tend to be small and short lived.

**Speed** 30' base walking speed

**Size** Hmonqi average about 2 feet tall and weigh about 20 pounds. Your size is Small.

**Languages** You can speak, read, and write Tradespeak and a regional Hmonqi variant of either Vosche or Cro-Mag language. They write very little, so they don't have a rich body of literature. Almost all hmonqi speak Tradespeak to converse with the people in whose lands they dwell or through which they are traveling.

## Abilities

**Climber** You can climb at move speed.

**Hmonqi Nimbleness** You can move through the space of any creature that is of a size larger than yours.

**Prehensile Tail** Your tail counts as an extra free hand.

# **Description**

## **the Purple Banana**

Hmonqi are “born” when a monkey eats a purple banana. The Purple Banana has psycchedelic effects that magically change monkeys, granting them greater intelligence and self-awareness. Hmonqi are physically indistinguishable from normal monkeys. The effects of the Banana are non-transmissible; a pregnant Hmonqi will birth a regular monkey.

## **the Banana Kingdoms**

The Hmonqi homeland is the Northern Jungle of the western Riftlands. Hmonqi often squat in the ruins of earlier, greater civilizations. Monkey Lords rise through the highly social, and often brutal world of Hmonqi politics. The Lords command, through their extensive loyalty networks, huge and diverse armies. The jungle fiefdoms of the Monkey Lords are collectively known as the Banana Kingdoms.

Things change quick in the Kingdoms, with new Monkey Lords rising on seemingly weekly basis. A Dominant Lord will declare himself Monkey King. Hmonqi will only recognize one king as legitimate, and declaring oneself king is often a prelude to regional war.

## **the Hmonqi Diaspora**

Many Hmonqi feel stifled under the traditional simian politics and culture of the Banana Kingdoms and choose to make their life among the other humanoid civilizations. Hmonqi minority communities exist in cities across Oda. Some rumor that a Eastern Monkey King is forming a new Hmonqi Kingdom hidden in the wildernesses of the Tradelands.

## **Hmonqi Style**

Like other monkeys, Hmonqi are small, agile and curious. Hmonqi rarely create their own cultural objects, but they do combine and “remix” the artifacts of other races. Hmonqi often adorn themselves extravagantly, preferring shiny, noisy or bright attire.

## **Hmonqi Urbanism**

Hmonqi, where they are dominant, most often live in the ruins of older, more prestigious civilizations. Hmonqi culture is essentially additive, so they never demolish, repair or maintain anything. They simply build another layer on top. Hmonqi cities are loud, garish and completely dysfunctional.



# **Human** The Measure of All Things

## **Basic Attributes**

**Ability Score Increase** Each of your ability scores is increased by 1.

## **Description**

Humans are a comparatively young, and the most numerous, race of intelligent humanoids on Oda.

## **Versatility & Diversity**

Humans are found in environment on Oda, from the frozen tundras of P'tlakeu to deserts of Xiyan. Humans are the most adaptable of Oda's intelligent humanoids, and because of that, they exhibit the greatest range of cultural diversity.



## **Human Subrace: Marian**

Marians are typically swarthy, with dark hair and features. They are generally slightly shorter and thinner than the average human. Marians have a preference for brightly colored clothing, in the most expensive fabrics they can afford.

### **Sons of the Sea**

Marians are masters of the seas. They dominate sailing, shipbuilding, and seaborne trade, across the Dead Gods' Sea, and can be found in nearly every port on Oda.

### **Second (and third, and fourth..) Sons**

Marian women have an unusual tendency toward birthing male children. More than 3 out of 4 live Marian births are to boys, and because of this, there is a pronounced surplus of male Marians. Perhaps due to their scarcity, women in Marian society are generally more highly valued, and Marian family and political life has taken a distinctly matriarchal form.



# Orxis Mongrel Men

## Basic Attributes

**Ability Score Increase** STR +2

**Age** Orxis mature incredibly fast, reaching adulthood around 5 years. They age noticeably faster and rarely live longer than 25 years.

**Speed** 30' base walking speed

**Size** An average Orxis is between five and six feet tall, and weighs less than 200 lbs

**Languages** You can speak Tradespeak and Orxis

## Abilities

**All Fours** You can add 10 to their movement if you move on all fours.

**Bite** You may do 1d4 piercing damage with an unarmed attack.

**Howl** The loud howls of an Orxis can relay simple messages up to a mile away.

**Keen hearing and Smell** You have advantage on Wisdom (Perception) checks that rely on hearing and smell.

## Animal Inheritance

Orxis can, and sometimes do, breed with animals of all types. Offspring of these unions exhibit traits characteristic of those animals.

Choose one Dominant and one Recessive Trait

## Dominant Traits

1. **Two Heads** You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
2. **Hearty** +1 Constitution
3. **Leader of the Pack** +1 Charisma
4. **Additional Limbs** You have two additional limbs. If these limbs are arms, they count as free hands. If they are legs, each leg increases movement speed by 5.
5. **Quick** +1 Dexterity
6. **Blind Senses** You can't use blind sight while deafened and unable to smell.
7. **Nimble Escape** The Orxis can take the Disengage or Hide action as a bonus action on each of its turns.
8. **Chameleon** You have advantage on Dexterity (Stealth) checks made to hide.
9. **Brute** A melee weapon deals one extra die of damage when you use it.
10. **Pack Tactics** You have advantage on an attack roll against a target if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
11. **Toughness** Your hit point maximum increases by 1, and increases by 1 every time you gain a level.
12. **Spider Climb** You can climb difficult surfaces, including upside down on ceilings, without needing to make ability check.
13. **Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.
14. **Talons** Your retractable talons attack as a D4 Finesse slashing weapon.
15. **Venomous** On a successful unarmed attack, target must make a DC13 Con Save or take 2D4 damage.
16. **Strong Jaws** Bite attacks do D6 + STR. On a successful bite, you may make a grapple check as a bonus action.
17. **Glide** You may glide through the air, at your full move speed. You descend 5' every turn.
18. **Fetch** You can use your reaction to catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10.
19. **Mithridized** You are immune from poison damage and the poison condition.
20. **Egg Laying** Once per long rest, you may produce D4 servings of Egg. A serving of egg restores D4 HP.

## **Recessive Traits**

1. **Aggressive** As a bonus action, you can move up your walking speed towards an enemy that it can see.
2. **Ambusher** You have advantage on attack rolls against any creature you have surprised.
3. **Hold Breath** You can hold your breath for 30 minutes
4. **Burrow** You have a burrow speed of 10ft. You cannot dig through solid rock
5. **Goliath**: You a carrying capacity equal to that of a large animal.
6. **Sure-Footed**: You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.
7. **Menacing**: You gain proficiency in the Intimidation skill.
8. **Slippery**: You have advantage on ability checks and saving throws made to escape a grapple.
9. **Brave**: You have advantage on saving throws against being frightened.
10. **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.
11. **Running Leap**: Your long jump is up to 30 feet and its high jump is up to 15 feet when you have a running start.
12. **Play Dead** You may Feign Death, as per the spell. You may only do this once per short rest.
13. **Small**: Your size small and you are naturally stealthy. You can attempt to hide even when obscured only by a creature medium or larger.
14. **Charge**: If you move at least 10 feet straight toward a target and then hit it with a melee weapon attack on the same turn, the target takes an extra d8 damage.
15. **Mask of the Wild**: You can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
16. **Barbed Hide**: At the start of each of your turns, you deal d4 piercing damage to any creature you are grappled with.
17. **Prehensile Tail** You have one extra hand.
18. **Sprinter** Once per short rest you can double your movement rate for one turn.
19. **Thick Skinned** You have a natural Armor Class of 13.
20. **Noxious Spray** Each creature within a 15 foot cone must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. You may only do this once per short rest.

## **Description**

### **the Blood of the Rage God**

The Orxis claim that their species was born in the final days of the Gods' War. In his battle with Herule, Oraxis, God of Rage, was cut in twain above the Blood Peaks. His intestines fell on those great mountains, and was feasted upon by jackals. These jackals were filled with lust and fury, hunting and breeding until the only thing living on the spine of the world were their offspring: the Orxis.

## **Mongrel Men**

Orxis can breed with most species of animals. This makes the race highly adaptable across diverse environments. When invading a new land, Orxis will commonly breed with the species of that region to better adapt to the area.

After generations of this behavior, across many regions, the Orxis species carries the traits of many animals.

## **Orxis Urbanism**

Domesticated Orxis are known to adjust and conform to any environment they find themselves in. Feral Orxis, on the other hand, spurn the comforts of civilized life and live nomadically, conquering and exploiting weaker people. Feral Orxis never live in cities, as they become domesticated within a generation, but do sometimes conquer them for the purposes of exploiting their resources or labor. Domesticated Orxis are prized allies within the lands of other races, as they make loyal and fierce retainers.



# Tulgg Living Land

## Basic Attributes

**Ability Score Increase** WIS +2, +1 to an ability score of your choice

**Age** A Tulgg reaches adulthood around 30, and the oldest of them can live for 500 years.

**Size** Tulgg stand between six and seven feet tall and weigh between 150 and 250 pounds. Your size class is Medium.

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

**Languages** You can speak, read, and write Tradespeak and a Tulggan language. You can also communicate with plants and animals (see *Speech of Beast & Leaf*).

## Abilities

**Plantlers** Two wood and bone protrusions emerge from the crown of your head. You may do 1d6 Piercing damage on a successful unarmed attack.

**Rough Hide** When you aren't wearing armor, your AC is 12 + your DEX modifier. A shield's benefits apply as normal while you use your natural armor.

**Speech of Beast & Leaf** You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

**Tree Climber** You may climb trees at move speed.

**Tulggcraft** You may cast the Tulggcraft (Druidcraft) cantrip at will.

## **Fierce Sentinels**

Tulgg society focuses on the tribe and it's stewardship of the land. Tulgg tribes prefer remote forests, high mountain passes, and other areas remote enough to avoid the taint of city life. For many centuries, the Tulgg had lost homelands to the urban world's unending hunger for wood, iron, game.

In their role as guardians of the wild, Tulgg often tend towards the fanatic - giving themselves to causes greater than themselves. Frequently this devotion is to their stewardship, often to gods. In rare cases a Tulgg might even grant this bond to another person.

## **Food and Medicine**

Like humans, most Tulgg are omnivorous - although some observe dietary restrictions for religious or cultural reasons - despite the rumors, cannibalism, or the consumption of humanoids, is generally as taboo in Tulg society as it is in others.

Tulgg lore of medicinal & efficacious herbs & botanicals is unparalleled - they keep extensive seed library caches - adding to these libraries is a noble calling among the Tulgg.

## **Tulgg Urbanism**

Tulgg build minimal communal structures to provide safety and crucial support. Most productive and recreational activity happens outside of these structures, in the Tulggan hinterland. Tulggan hinterlands look like wilderness to outsiders, but actually represent generations of growing, pruning, shaping and transplanting to create a more predictable, defensible and productive environment for the Tulgg tribes.

Tulgg designs are often inspired by the nests, warrens, dams and hives of Oda's wildlife.



# Vosche Sleeping Seekers

## Basic Attributes

**Ability Score Increase** Your Charisma score increases by 2, Dexterity score by 1

**Age** Most Vosche mature around 15 and live about 150 years

**Alignment** Vosche are considered predictably unpredictable. They run the gamut of good to evil, chaotic to lawful. Most are ambivalent to the plights of other races.

**Size** Vosche show range of height similar to humans, but are generally thinner.

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

**Languages** You can speak, read, and write Tradespeak and a dialect of Vosche language. All Vosche dialects are mutually comprehensible. Vosche literature is considered vast and profound. It's elaborate prose and fables have been adopted and adapted for generations by other cultures.

## Abilities

**Acute** The world may be a dream, but you are keenly aware of the signals the Sleeping God gives in this life. You are proficient in Perception.

**Cantrip** You may choose a cantrip from the bard spell list.

**Vosche Weapon Training** You have proficiency with reach and thrown weapons

# **Description**

## **Vosche Society**

Structure and chaos. The Vosche have rigid cultural rules regarding a variety of political and social behavior. To an outsider, they may seem trivial or absurd, but that's because they are tailored to the needs of the Vosche and no one else. Regardless of where you stand in the Vosche hegemony, the ceremonies and rituals that have developed to maintain cultural identity and preserve the link to the Dream, are available to everyone willing. Almost everyone is compelled to go through these benchmarks of Vosche tribal indoctrination, even those who were raised outside of the sphere of Vosche influence. Orphans raised by other races reach adolescence and develop a powerful wanderlust to return to the Vosche territories, even if they know nothing about where they are.

## **Wild Vosche and City Vosche**

The people of dreams are wanderers. Compelled by an irresistible instinct to migrate, the Vosche who are called, travel en masse to a new location. The time frame for these migrations have never revealed a pattern to them, but it is very disruptive to progress and stability. Luckily, the Vosche have embraced this feature of their existence and adapted to be flexible to the calling. The sites they settle are unusual as they almost always are the locations of previously abandoned Vosche cities. While their cities grow quickly from there, there is an obsession with trying to discover the history and secrets of the previous inhabitants, who always seem to have known more than them.

## **Leaders of Visions**

There once was a time when the Vosche were masters of their dreams to such a degree they could carry wonderful knowledge back into the waking world. The lords of the Vosche would rule from their slumber, sleeping for long stretches and sharing their visions with the others in dreams. The waking world of the Vosche was busy with the fulfilment of these visions. Art, buildings, magic and progress. The limits were endless but as the horizon of possibilities stretched, so did caution. Oraksus punished the Vosche, destroying their greatest city. Their patron, Sihn, sacrificed himself to save what remained and entered an eternal slumber. The Vosche lost their visions when returning to the waking world. The Vision Lords were all dead or corrupted, their powerful gift turned them into monsters, their dreams infecting the Vosche with waking nightmares. An age of darkness descended and great evil was committed. Many moons passed without a single vision lord being born who was not of a stain heart. They moved from city to city only finding abandoned destruction from the previous residents. Some people stayed to resettle the ruined cities while others renounced their former dwellings to carve new beginnings. A few left to live in the wild, returning to the ancient teachings of dream walking in an attempt to reconnect with the Sleeping God.

The people who live in the wild territories have been somewhat successful in reintegration to their previous relationship with their dreams. A youth came back from a dream walk ceremony with strange powers and some of the abilities lost in the breaking. He claimed to have found where the Sleeping God lays and spoke with him. He pledged his soul to serve the will of Sihn in the waking world, in exchange, he would grant the youth with the power of dreaming. The youth became the first manifestation of what are now known as a Dream Knight. Soon after this encounter, others came to be touched by Sihn through their dreams. These wild Vosche took the news back to the cities and new orders of worship were founded. The god of the great dream had returned and repaired a thread of tapestry the Vosche once wove.

# classes



## Agent Lurks in Shadow

Agents represent those adventurers whose expertise was gained through extensive training and education, usually on behalf of a political, cultural or economic faction. On Oda there many factions secretly competing for money, power and influence. Kingdoms, fraternal lodges, commercial cartels and criminal syndicates all train agents with skills intended to further their purposes.

Occasionally, these agents go rogue and work according to their own will.

### Hit Dice

**Hit Die** D8 per Agent Level

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

**Hit Points at Higher Levels** D8 (or 5) + your Constitution modifier per barbarian level after 1st

### Proficiencies

**Saving Throws** Intelligence and Dexterity.

**Skills** Choose any 3.

**Armor** Light.

**Weapons** Simple, Smallsword, and Wheellock Pistol.

**Tools** Choose one from Disguise Kit and Thieves' Tools.

# Equipment

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

- Buff Coat
- Dagger
- Rapier or Wheellock Pistol
- Diplomat's Pack or Entertainer's Pack
- Thieves' Tools or Disguise Kit

## Agent Level Advancement Table

Level	Proficiency Bonus	Abilities
1	+2	Faction and Spellcasting
2	+2	Field Dressing and Jack of All Trades
3	+2	Faction Feature
4	+2	Ability Score Improvement
5	+3	
6	+3	Faction Feature
7	+3	
8	+3	Ability Score Improvement
9	+4	
10	+4	Magical Secrets
11	+4	
12	+4	Ability Score Improvement
13	+5	
14	+5	Faction Feature and Magical Secrets
15	+5	
16	+5	Ability Score Improvement
17	+6	
18	+6	Magical Secrets
19	+6	Ability Score Improvement
20	+6	Faction Feature

## Spellcasting

Agents are trained to untangle and reshape the fabric of reality through skills and discipline. Your Spells are part of your vast repertoire, magic that you can tune to different situations. Agents cast spells from the Bard spell list. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list.

## Spell Slots by Level

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	4	2	—	—	—	—	—	—	—	—
2nd	2	5	3	—	—	—	—	—	—	—	—
3rd	2	6	4	2	—	—	—	—	—	—	—
4th	3	7	4	3	—	—	—	—	—	—	—
5th	3	8	4	3	2	—	—	—	—	—	—
6th	3	9	4	3	3	—	—	—	—	—	—
7th	3	10	4	3	3	1	—	—	—	—	—
8th	3	11	4	3	3	2	—	—	—	—	—
9th	3	12	4	3	3	3	1	—	—	—	—
10th	4	14	4	3	3	3	2	—	—	—	—
11th	4	15	4	3	3	3	2	1	—	—	—
12th	4	15	4	3	3	3	2	1	—	—	—
13th	4	16	4	3	3	3	2	1	1	—	—
14th	4	18	4	3	3	3	2	1	1	—	—
15th	4	19	4	3	3	3	2	1	1	1	—
16th	4	19	4	3	3	3	2	1	1	1	—
17th	4	20	4	3	3	3	2	1	1	1	1
18th	4	22	4	3	3	3	3	1	1	1	1
19th	4	22	4	3	3	3	3	2	1	1	1
20th	4	22	4	3	3	3	3	2	2	1	1

## Spellcasting, continued

**Cantrips** You know two Cantrips of your choice from the bard spell list. You learn additional bard Cantrips of your choice at higher levels, learning a 3rd cantrip at 4th level and a 4th at 10th level.

**Spell Slots** The Agent table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest. For example, if you know the 1st-level spell Cure Wounds and have a 1st-level and a 2nd-level spell slot available, you can cast Cure Wounds using either slot.

<b>Spells Known of 1st Level and Higher</b>	You know four 1st-level Spells of your choice from the bard spell list. You learn an additional bard spell of your choice at each level except 12th, 16th, 19th, and 20th. Each of these Spells must be of a level for which you have Spell Slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the bard Spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have Spell Slots.
<b>Spellcasting Ability</b>	Intelligence is your spellcasting ability for your bard Spells. Your magic comes from the focused discipline and technical refinement of your training. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when Setting the saving throw DC for a bard spell you cast and when Making an Attack roll with one.
<b>Spell save DC</b>	$8 + \text{Proficiency bonus} + \text{Intelligence modifier}$
<b>Spell Attack modifier</b>	Proficiency bonus + Intelligence modifier
<b>Ritual Casting</b>	You can cast any bard spell you know as a ritual if that spell has the ritual tag.
<b>Spellcasting Focus</b>	You can use your membership emblem (see “Equipment”) as a spellcasting focus for your bard Spells.

# Abilities

- Faction** At level one, an agent joins a faction. You are awarded an emblem, signifying your membership to the organization, and your rank within it. This emblem is your spell casting focus.
- Field Dressing** Beginning at 2nd level, you can use your medical training to help revitalize your wounded allies during a Short Rest. If you or any friendly creatures within 30 feet regain hit points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.
- Jack of All Trades** Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.
- Magical Secrets** By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two Spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen Spells count as bard Spells for you and are included in the number in the Spells Known column of the Agent table. You learn two additional Spells from any class at 14th level and again at 18th 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.
- Faction Feature** You are promoted at 3rd level, grants you a new faction feature, and again at 6th and 14th level. At 20th level, you acquire the faction mastery feature.



## Faction: Hmonqi Paw Lodge

The Hmonqi Paw Lodges originated as secretive revolutionary cells in the Banana Kingdoms. The lodges of the Banana Kingdom are largely suppressed or co-opted now. Despite this, the Tradelands have many lodges, which act mostly as social clubs and economic support networks for the Hmonqi diaspora. However, some conspiratorial lodges still plot the overthrow of the One True Monkey Kings.

### Level Progression Table

Lvl	Abilities
3	Escape and Evasion Training
6	Intrusion Training
14	Surveillance Training
20	Hmonqi Lodge Master

### Abilities

- Escape and Evasion Training** You have undergone extensive training in climbing, running, swimming and jumping. You become proficient in the Athletics skill. You may use your Dexterity score modifier with your Athletics score instead of Strength.
- Intrusion Training** Gain proficiency with Stealth and Thieves Tools. If you are already proficient, you may double your proficiency.
- Surveillance Training** Gain proficiency with Perception and Investigation skills. If you are already proficient, you may double your proficiency.

**Hmonqi Lodge Master** You have become a master of the Hmonqi Paw Lodge. You gain several benefits:

- You and your party may stay in any Hmonqi Lodge safehouse, free of charge
- You may borrow up to 1,000 GP, at no interest for 1 month. You must pay 10% interest per month after that.
- You may take any non-magical weapons or equipment needed from a lodge armory.



## Faction: The Tide

The Tide is a secretive faction deeply embedded in the cultural and economic fabric of [Alamar](#). Established by the city's ruling matriarchs, The Tide's primary mission is to ensure the unity and dominance of Alamar over the Marian diaspora and uphold its secretive influence across various settlements.

### Level Progression Table

Level	Abilities
3	Covert Communication
6	Economic Sabotage
14	Deep Cover Operations
20	Master of Tides

### Abilities

**Covert Communication** At 3rd level, agents are trained in a sophisticated system of secret signs and encrypted messages. You gain proficiency in the Deception and Persuasion skills. If you are already proficient, you may double your proficiency.

**Economic Sabotage** By 6th level, agents are skilled in the art of economic disruption. Once per long rest, you can choose to disrupt a business or trade operation within a city. This action can cause a target enterprise to lose significant revenue, leading to a temporary shutdown or loss of influence in the local market. The effect lasts for 1d4 days, during which time the enterprise's operations are halved in efficiency.

**Deep Cover Operations** At 14th level, your ability to infiltrate and blend into enemy organizations reaches its peak. You gain proficiency with the Disguise Kit if you do not already have it, and may double your proficiency when using it. Furthermore, you have access to the faction's network of false documents, safehouses, and forged credentials, giving you a seamless cover identity for any mission.

**Master of Tides** Reaching 20th level signifies your mastery over the clandestine arts and your pivotal role within The Tide. You can command significant resources and personnel of The Tide for major operations. Additionally, once per month, you can call upon The Tide to perform one major act of espionage, sabotage, or economic manipulation that can significantly alter the course of political or economic events in a region.

## Faction Features

**Tide's Whisper** Members of The Tide carry a special emblem, known as the Tide's Whisper, which serves as a spellcasting focus for their operations. This emblem also grants them safe passage and anonymous access to hidden safehouses and caches maintained by the faction across various ports and cities.

With these refined abilities and structures, The Tide remains one of the most elusive and powerful factions within Alamar, playing a crucial role in maintaining Alamar's supremacy and the strategic balance of power throughout the Marian archipelago.



# Cleric Those who pray

## Hit Points

**Hit Dice** 1d8 per cleric level

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

**Hit Points at Higher Levels** 1d8 (or 5) + your Constitution modifier per cleric level after 1st Levels

## Proficiencies

**Saving Throws** Wisdom, Charisma

**Skills** Choose two from History, Insight, Medicine, Persuasion, and Religion

**Armor** Light armor, medium armor, shields

**Weapons** Simple weapons

**Tools** None

## Equipment

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

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

# Cleric Level Advancement

## Level Proficiency Bonus Features

1st	+2	Spellcasting, Divine Domain
2nd	+2	Channel Divinity (1/rest), Divine Domain feature
3rd	+2	-
4th	+2	Ability Score Improvement
5th	+3	Destroy Undead (CR 1/2)
6th	+3	Channel Divinity (2/rest), Divine Domain feature
7th	+3	-
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature
9th	+4	-
10th	+4	Divine Intervention
11th	+4	Destroy Undead (CR 2)
12th	+4	Ability Score Improvement
13th	+5	-
14th	+5	Destroy Undead (CR 3)
15th	+5	-
16th	+5	Ability Score Improvement
17th	+6	Destroy Undead (CR 4), Divine Domain feature
18th	+6	Channel Divinity (3/rest)
19th	+6	Ability Score Improvement
20th	+6	Divine Intervention improvement

## Spell Slots per Level

Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3	2	-	-	-	-	-	-	-	-
3	3	-	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-	-
4	4	3	2	-	-	-	-	-	-
4	4	3	3	-	-	-	-	-	-
4	4	3	3	1	-	-	-	-	-
4	4	3	3	2	-	-	-	-	-
4	4	3	3	3	1	-	-	-	-
5	4	3	3	3	2	-	-	-	-
5	4	3	3	3	2	1	-	-	-
5	4	3	3	3	2	1	1	-	-
5	4	3	3	3	2	1	1	-	-
5	4	3	3	3	2	1	1	1	-
5	4	3	3	3	2	1	1	1	1
5	4	3	3	3	3	1	1	1	1
5	4	3	3	3	3	2	1	1	1
5	4	3	3	3	3	2	2	1	1

## Spellcasting

As a conduit for divine power, you can cast cleric spells.

**Cantrips** At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

<b>Preparing and Casting Spells</b>	The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.  For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.
<b>Spellcasting Ability</b>	Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric 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
<b>Ritual Casting</b>	You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.
<b>Spellcasting Focus</b>	You can use a holy symbol (see Equipment) as a spellcasting focus for your cleric spells.
<b>Divine Domain</b>	Choose one domain related to your deity. Your chosen domain grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.\
<b>Domain Spells</b>	Each domain has a list of spells-its domain spells- that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.  If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

<b>Channel Divinity</b>	At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.  When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.  Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.  Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.
<b>Ability Score Improvement</b>	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.
<b>Divine Intervention</b>	Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.  Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.  If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.  At 20th level, your call for intervention succeeds automatically, no roll required.

# Cleric Spells

## Cantrips (0 Level)

- Guidance
- Light
- Mending
- Resistance
- Sacred Flame
- Thaumaturgy

## 1st Level

- Bane
- Bless
- Command
- Create or Destroy Water
- Cure Wounds
- Detect Evil and Good
- Detect Magic
- Detect Poison and Disease
- Guiding Bolt
- Healing Word
- Inflict Wounds
- Protection from Evil and Good
- Purify Food and Drink
- Sanctuary
- Shield of Faith

## 2nd Level

- Aid
- Augury
- Blindness/Deafness
- Calm Emotions
- Continual Flame
- Enhance Ability
- Find Traps
- Gentle Repose
- Hold Person
- Lesser Restoration
- Locate Object
- Prayer of Healing
- Protection from Poison
- Silence
- Spiritual Weapon
- Warding Bond
- Zone of Truth

## 3rd Level

- Animate Dead
- Beacon of Hope
- Bestow Curse
- Clairvoyance
- Create Food and Water
- Daylight
- Dispel Magic
- Glyph of Warding
- Magic Circle
- Mass Healing Word
- Meld into Stone
- Protection from Energy
- Remove Curse
- Revivify
- Sending
- Speak with Dead
- Spirit Guardians
- Tongues
- Water Walk

#### **4th Level**

- Banishment
- Control Water
- Death Ward
- Divination
- Freedom of Movement
- Locate Creature
- Stone Shape

#### **5th Level**

- Commune Contagion
- Dispel Evil and Good
- Flame Strike
- Geas
- Greater Restoration
- Hallow
- Insect Plague
- Legend Lore
- Mass Cure Wounds
- Planar Binding
- Raise Dead
- Scrying

#### **6th Level**

- Blade Barrier
- Create Undead
- Find the Path
- Forbiddance
- Harm
- Heal
- Heroes' Feast
- Planar Ally
- True Seeing
- Word of Recall

#### **7th Level**

- Conjure Celestial
- Divine Word
- Ethereallness
- Fire Storm
- Plane Shift
- Regenerate
- Resurrection Symbol

#### **8th Level**

- Antimagic Field
- Control Weather
- Earthquake
- Holy Aura
- 9th Level
- Astral Projection
- Gate
- Mass Heal
- True Resurrection

## **Abilities**

**Turn Undead** Replace This



# Courtsword Strike Without Thought

A Courtsword is a kind of warrior common throughout Oda, but closely associated with northern Tradelands. The Courtsword trains himself to fight without any conscious thought or effort. They fight purely on their well-honed instincts. The monastic quality of their training produces excellent warriors and instills the values of loyalty, bravery and obedience. Because of these traits, Courtswords are valued as bodyguards to many powerful and influential figures.

## Hit Dice

**Hit Die** D12 per Courtsword Level

**Hit Points at 1st Level** 12 + your Constitution modifier

**Hit Points at Higher Levels** D12 (or 7) + your Constitution modifier per barbarian level after 1st

## Proficiencies

**Saving Throws** Strength and Constitution

**Skills** Choose any 2

**Armor** Light, Medium, and Shield

**Weapons** Simple and Martial

**Tools** None

# Equipment

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

- any Martial Weapon
- 2 Daggers or any Simple Weapon
- Wheel-lock Pistol or Shortbow
- Explorer's Pack

## Courtsword Level Advancement Table

Level	Proficiency Bonus	Abilities	No Mind Uses	No Mind Damage
1	+2	No Mind and Unarmored Defense	2	+2
2	+2	Danger Sense and Instinctual Attack	2	+2
3	+2	Sword School	3	+2
4	+2	Ability Score Improvement	3	+2
5	+3	Extra Attack and Fast Movement	3	+2
6	+3		4	+2
7	+3	Pure Instinct	4	+2
8	+3	Ability Score Improvement	4	+2
9	+4	Effortless Power	4	+3
10	+4		4	+3
11	+4	Insensate	4	+3
12	+4	Ability Score Improvement	5	+3
13	+5	Effortless Power	5	+3
14	+5		5	+3
15	+5	Persistent No Mind	5	+3
16	+5	Ability Score Improvement	5	+4
17	+6	Effortless Power	6	+4
18	+6	Subconscious Power	6	+4
19	+6	Ability Score Improvement	6	+4
20	+6	Combat Enlightenment	$\infty$	+4

# Abilities

**No Mind** In battle, you fight on pure instinct and can react without effort. On your turn, you can enter No Mind as a bonus action.

**While in No Mind, you gain the following benefits if you aren't wearing heavy armor:**

- You have advantage on Strength checks and Strength saving throws.
  - When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a Courtsword, as shown in the No Mind Damage column of the Courtsword table.
  - You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while in No Mind.

Your state of No Mind lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your No Mind on your turn as a bonus action.

Once you have entered No Mind the number of times shown for your Courtsword level in the No Mind column of the level advancement table, you must finish a long rest before you can enter No Mind again.

**Unarmored Defense** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

**Danger Sense** At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

**Instinctual Attack** Starting at 2nd level, when you make your first attack on your turn, you can decide to attack without conscious effort. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Sword School** At 3rd level, you choose a Sword School that shapes the nature of your No Mind. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

<b>Ability Score Improvement</b>	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. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.
<b>Extra Attack</b>	Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.
<b>Fast Movement</b>	Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.
<b>Pure Instinct</b>	By 7th level, your instincts are so honed that you have advantage on initiative rolls.  Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your No-Mind before doing anything else on that turn.
<b>Effortless Power</b>	Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.
<b>Insensate</b>	Starting at 11th level, your No Mind can keep you fighting despite grievous wounds. If you drop to 0 hit points while in No Mind and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.  Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.
<b>Persistent No Mind</b>	Beginning at 15th level, your No-Mind is so complete that it ends early only if you fall unconscious or if you choose to end it.
<b>Subconscious Power</b>	Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.
<b>Combat Enlightenment</b>	At 20th level, you embody the power of the subconscious. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.



## Sword School: Cobra School

The Cobra School practices a form of No Mind that focuses on repeating hypnotic mantras intended to obliterate self-doubt and concern for physical safety.

### Level Progression Table

Level	Abilities
3	Serpent Mantra
6	Fearless Mantra
10	Fear Mantra
14	Revenge Mantra

### Abilities

**Serpent Mantra** Starting when you choose this path at 3rd level, you can repeat a mantra that temporarily reduces feelings of fatigue. If you do so, for the duration of your No Mind you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your No Mind ends, you suffer one level of exhaustion.

**Fearless Mantra** Beginning at 6th level, you can't be charmed or frightened while in No Mind. If you are charmed or frightened when you enter No Mind, the effect is suspended for the duration.

**Fear Mantra** Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to  $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

**Revenge Mantra** Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.



# Fighter Those who fight

## Hit Dice

**Hit Dice** 1d10 per fighter level

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

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

## Proficiencies

**Saving Throws** Strength, Constitution

**Skills** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

**Armor** All armor, shields

**Weapons** Simple weapons, martial weapons

**Tools** None

## Equipment

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

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

## Level Advancement Table

Level	Proficiency	Bonus Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

# Abilities

- Fighting Style** You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.
- Archery**  
You gain a +2 bonus to attack rolls you make with ranged weapons.
- Defense**  
While you are wearing armor, you gain a +1 bonus to AC.
- Dueling**  
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- Great Weapon Fighting**  
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- Protection**  
When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- Two-Weapon Fighting**  
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to  $1d10 + \text{your fighter level}$ . Once you use this feature, you must finish a short or long rest before you can use it again.
- Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.
- Martial Archetype** At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.
- Ability Score Improvement** When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.



## Martial Archetype: Condottiero

The Condottiero is a fighter subclass that excels in inspiring their allies, as well as using their fearsome reputation and presence to intimidate their enemies. They are known for their skill in military strategy and their ability to command forces in battle. Many condottieri are also skilled diplomats, and they are often used as intermediaries in negotiations between rival factions or states.

### Condottiero Level Progression Table

Level	Abilities
3	Inspiration
7	Legionary Discipline
10	Fearsome Reputation
15	Inspiring Speech
18	Fearsome Presence

### Abilities

- Inspiration** At 3rd level, the Condottiero can use their charisma to inspire their teammates, giving them an Inspiration die (a d6) to use during an encounter. The number of Inspiration Dice the Condottiero can give out is equal to their Charisma modifier. This ability can be used as an action and is regained after a short rest.
- Legionary Discipline** At 7th level, the Condottiero's discipline extends to their allies, granting them advantage on saving throws against fear effects and charms as long as they can see or hear the Condottiero.
- Fearsome Reputation** At 10th level, the Condottiero can use their intimidating presence to frighten a creature within 30 feet as an action. The creature must make a Wisdom saving throw against the Condottiero's Passive Intimidation score ( $10 + \text{Intimidation} + \text{Charisma modifier}$ ) or become frightened.
- Inspiring Speech** At 15th level, the Condottiero's inspiring speech allows their allies to regain twice as many hit points during a short rest.

**Fearsome Presence** At 18th level, the Condottiero's fearsome presence becomes even more potent, causing any creature that wishes to attack them to first make a Wisdom saving throw against the Condottiero's Passive Intimidation score or become frightened. Creatures that pass this check are free to attack the Condottiero for the rest of the encounter.



# Philosopher the Power of Pontification

The Philosopher is a class that is skilled in the art of contemplation and introspection, using their wisdom and understanding to navigate the complexities of the world and gain insight into the nature of reality. They are often found in libraries, universities, and other centers of learning, seeking to understand the world through logic and reason.

## Hit Dice

**Hit Die** D6 per Class Name Level

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

**Hit Points at Higher Levels** D6 (or 4) + your Constitution modifier per ClassName level after 1st Levels

## Proficiencies

**Saving Throws** Intelligence and Wisdom

**Skills** Insight, Perception, and any two of the following: Arcana, History, Nature, or Religion

**Armor** Light

**Weapons** Simple

**Tools** None

# Equipment

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

- A set of traveler's clothes
- a small library of philosophical
- a component pouch
- a dagger
- a Traveler's Pack

## Level Advancement Table

Level	Proficiency Bonus	Abilities
1	+2	Contemplation
2	+2	Persuasive Argument
3	+2	Schools of Thought
4	+2	Ability Score Improvement
5	+3	Rational Mind
6	+3	School of Thought Feature
7	+3	
8	+3	Ability Score Improvement
9	+4	Enlightened Mind
10	+4	Analytical Mind
11	+4	Mystic Insight
12	+4	Ability Score Improvement
13	+5	Perceive Illusions
14	+5	School of Thought Feature
15	+5	Overwhelming Debate
16	+5	Ability Score Improvement
17	+6	Pierce Illusions
18	+6	
19	+6	Absolute Truth
20	+6	Transcendence

## Abilities

**Contemplation** You are skilled in the art of contemplation and introspection, able to ponder complex ideas and gain insight into the nature of reality. As an action, you can enter a state of contemplation, gaining advantage on Wisdom checks for a number of minutes equal to your Philosopher level. This ability can be used a number of times equal to your Wisdom modifier (minimum of 1) and is regained after a long rest.

<b>Persuasive Argument</b>	You are skilled at presenting logical arguments and persuading others to your point of view. Starting at 2nd level, when you make a Persuasion check, you can add twice your Philosopher level to the result.
<b>Schools of Thought</b>	At 3rd level, you choose a specialization that reflects your philosophical interests and abilities. Choose a School of Thought.
<b>Ability Score Improvement</b>	At 4th, 8th, 12th and 16th level you may improve an ability score by 1.
<b>Rational Mind</b>	Your have honed the ability to analyze and understand complex ideas and concepts. Starting at 5th level, when you make an Intelligence (Investigation) check, you can add your Philosopher level to the result.
<b>Enlightened Mind</b>	You have achieved a state of enlightenment. Starting at 9th level, you gain immunity to the blinded and deafened conditions.
<b>Analytical Mind</b>	Your ability to analyze and understand complex ideas and concepts has become even more powerful. Starting at 10th level, when you make an Intelligence (Investigation) check, you can add twice your Philosopher level to the result.
<b>Mystic Insight</b>	At 11th level, you may choose one of the following spells to cast at will: Identify, Detect Thoughts, Comprehend Languages, or Detect Magic.
<b>Perceive Illusions</b>	Your ability to gain insight into the thoughts and motivations of others becomes almost absolute, allowing you to see through any illusion. Starting at 13th level, any roll made to discern an illusion and any saving throw provoked by an illusion spell is made at advantage.
<b>Overwhelming Debate</b>	You are nearly impossible to defeat in debates and arguments. Starting at 15th level, when you make a Persuasion check, your target rolls at disadvantage.
<b>Pierce Illusions</b>	Your ability to gain insight into the thoughts and motivations of others becomes almost absolute, allowing you to see through any deception or illusion. Starting at 17th level, you can discern any illusion automatically and without a check.
<b>Absolute Truth</b>	You have reached a level of understanding that allows you to see the world in a different way. At 19th level, you gain truesight, with a range of 60 feet.
<b>Transcendence</b>	You have reached a state of enlightenment and understanding that allows you to transcend the physical world. A 20th level, you gain the ability to use the etherealness spell at will and are immune to all physical damage.



## School of Thought: Empiricist

You are trained in the philosophy of empiricism, which holds that knowledge comes from sensory experience.

### Empiricist Level Progression Table

Level	Abilities
3	Basic Education
6	Catalogue of Weakness
14	the Way of the World

### Abilities

**Basic Education** You gain proficiency in the Survival skill and can use it to gather and analyze data from the natural world.

**Catalogue of Weakness** By 6th level you have developed the ability to quickly discern the strengths and weaknesses of creatures, allowing you to advise your allies more effectively. As an action, you may grant advantage to an ally's next attack roll. This ability cannot be used again until that ally has used their advantage.

**the Way of the World** Upon reaching 14th level, you may cast Divination at will.



## School of Thought: Idealist

You are trained in the philosophy of idealism, which holds that reality is fundamentally mental or spiritual in nature.

### Idealist Level Progression Table

Level	Abilities
3	Basic Education
6	Deep Nature
14	Psychonaut

### Abilities

- Basic Education** You gain proficiency in the Arcana skill and can use it to detect uncover the hidden natures of the universe.
- Deep Nature** You have begun to understand unseen elements of reality. Starting at 6th level, you may cast Detect Magic once per long rest.
- Psychonaut** Once achieving 14th level, you may cast the spell Astral Projection once per long rest.



## School of Thought: Skeptic

You are trained in the philosophy of skepticism, which holds that knowledge is uncertain and that it is important to question assumptions and beliefs.

### Skeptic Level Progression Table

Level	Abilities
3	Basic Education
6	Inquiry
14	Accurate Predictions

### Abilities

**Basic Education** You gain proficiency in the Investigation skill and can use it to challenge and question the assumptions of others.

**Inquiry** Upon 6th level, you may use your Insight (Wisdom) skill to determine not only when someone is deceiving you, but when they are deceiving themselves. If someone is telling an untruth, whether they believe it or not, a DC 12 Insight check will uncover it.

**Accurate Predictions** Beginning at 14th level, your understanding of the physical world and the weaknesses of humanoid cognition has granted you uncanny powers of prediction. Add your philosopher level to your initiative rolls.



## School of Thought: Stoic

You are trained in the philosophy of Stoicism, which holds that virtue and wisdom are the highest goals and that emotions should be controlled and mastered.

### Stoic Level Progression Table

Level	Abilities
3	Basic Education
6	Memento Mori
14	Iron Will

### Abilities

**Basic Education** You gain proficiency in the Athletics skill and can use it to withstand physical and mental challenges.

**Memento Mori** You have mastered your emotions and accepted your mortality. Starting at 6th level, you gain immunity to the charmed and frightened conditions.

**Iron Will** Starting at level 14, you have mastered your body and learned pain is an illusion. Once per short rest you may gain a number of temporary hit points equal to twice your philosopher level.



# Priest Repent & Repeat

## Hit Dice

**Hit Die** D8 per Class Name Level

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

**Hit Points at Higher Levels** D8 (or 5) + your Constitution modifier per ClassName level after 1st Levels

## Proficiencies

**Saving Throws** Wisdom, Charisma

**Skills** Choose two from History, Insight, Medicine, Persuasion, and Religion

**Armor** Light

**Weapons** Simple

**Tools** None

## Equipment

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

- (a) a mace or (b) a simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A holy symbol

## Level Advancement Table

Level	Proficiency Bonus	Abilities
1	+2	Spellcasting, Ritual Casting, Cult Practice
2	+2	Spiritual Guidance
3	+2	Cult Feature
4	+2	Ability Score Improvement
5	+3	Divine Protection
6	+3	Cult Feature
7	+3	Rite Mastery
8	+3	Ability Score Improvement
9	+4	Divine Insight
10	+4	Cult Feature
11	+4	Greater Rite Mastery
12	+4	Ability Score Improvement
13	+5	Sacred Preservation
14	+5	Cult Feature
15	+5	Divine Eminence
16	+5	Ability Score Improvement
17	+6	Cult Feature
18	+6	Cult Mastery
19	+6	Ability Score Improvement
20	+6	Divine Apotheosis

# Spellcasting

From 1st level, your connection to the divine allows you to channel and cast spells.

**Spell Slots and Spells Known** The Priest's spellcasting table matches that of the [Cleric](#).

**Ritual Casting** Starting at 1st level, you can cast any priest ritual spell from their book of rites without having it prepared.

## Spell Slots per Level

Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3	2	-	-	-	-	-	-	-	-
3	3	-	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-	-
4	4	3	2	-	-	-	-	-	-
4	4	3	3	-	-	-	-	-	-
4	4	3	3	1	-	-	-	-	-
4	4	3	3	2	-	-	-	-	-
4	4	3	3	3	1	-	-	-	-
5	4	3	3	3	2	-	-	-	-
5	4	3	3	3	2	1	-	-	-
5	4	3	3	3	2	1	-	-	-
5	4	3	3	3	2	1	1	-	-
5	4	3	3	3	2	1	1	1	-
5	4	3	3	3	2	1	1	1	1
5	4	3	3	3	3	1	1	1	1
5	4	3	3	3	3	2	1	1	1
5	4	3	3	3	3	2	2	1	1

# Abilities

- Cult Practice** At 1st level, you choose a Cult Practice that you adhere to. Your choice grants you features at 1st and then again at 3rd, 6th, 10th, 14th, and 17th levels.
- Spiritual Guidance** Starting at 2nd level, once per long rest, you can grant an ally advantage on a single skill check or saving throw.
- 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 usual, you can't increase an ability score above 20 using this feature.
- Divine Protection** At 5th level, once per long rest, you can add your Priest level to another player's saving throw.
- Rite Mastery** At 7th level, you can cast one ritual spell as a standard action once per long rest.
- Divine Insight** Starting at 9th level, you can use your Spiritual Guidance twice per long rest.
- Greater Rite Mastery** From 11th level, you can cast any ritual spell as a standard action.
- Sacred Preservation** At 13th level, once per long rest, you can protect a creature from death, stabilizing them if they fall to 0 hit points.
- Divine Eminence** At 15th level, you can cast a spell without expending a spell slot once per long rest.
- Cult Mastery** By 18th level, you've achieved such a mastery over your Cult Practice that you always have advantage on Religion skill checks.
- Divine Apotheosis** At 20th level, your connection to your deity or philosophy reaches its pinnacle, granting a permanent boon or transformation based on your Cult Practice.



## Cult Practice: The Cult of Boemon's Soil

Priests of Boemon's Cult are expected to maintain and protect places of natural growth, especially those of the Golden Sequoia. They conduct rituals during the planting and harvest seasons, and they mediate disputes, maintaining the order as Boemon desires. Reading from the "Alchemy of Soil" is a daily duty, and many take pilgrimages to the Iron Dome, the head temple, to gain deeper insights into their god's will.

### Level Progression Table

Level	Abilities
1	Boemon's Call, Boemic Spade
3	Father's Protection
6	Blessing of the Golden Sequoia
10	Radiant Aid of the Holy Knight
14	Strength of the Earth's Core
17	Boemon's Avatar
20	Apotheosis: Earth's Ultimate Guardian

### Abilities

**Boemon's Call** At 1st level, Priests who select this Cult Practice can feel the heartbeat of the land. As an action, they can touch the ground to gain tremorsense within a 30-foot radius for 1 minute, allowing them to detect and pinpoint the origin of vibrations within this range, effectively "seeing" without relying on sight. Once used, this ability can't be invoked again until after a short or long rest.

**Boemic Spade** Upon selecting this Cult Practice at 1st level, the Priest receives proficiency with the Boemic Spade. This holy tool can be used both as a focus for their spells and a martial weapon with the same statistics as a spear. When wielding the Boemic Spade, it grants advantage on Religion checks related to earth, soil, or the god Boemon.

<b>Father's Protection</b>	At 3rd level, as a reaction, the Priest can invoke the protective spirit of Boemon to grant themselves or an ally within 10 feet resistance to damage from the next attack that hits them. Once used, this ability can't be used again until after a short or long rest.
<b>Blessing of the Golden Sequoia</b>	Starting at 6th level, once per long rest, the Priest can invoke the power of the Golden Sequoia to heal. By touching a creature, they can restore hit points equal to their Priest level x 5.
<b>Radiant Aid of the Holy Knight</b>	At 10th level, the Priest can bless a martial weapon with the radiant power of Boemon, adding an extra 1d8 radiant damage to its attacks. This blessing lasts for 1 minute. Once used, this ability can't be invoked again until after a long rest.
<b>Strength of the Earth's Core</b>	Starting at 14th level, the Priest, channeling Boemon's strength, gains the ability to cause minor tremors in the earth. As an action, they can make the ground shake in a 20-foot radius, causing enemies to make a Dexterity saving throw or be knocked prone. This power can be used once per long rest.
<b>Boemon's Avatar</b>	At 17th level, once per long rest, the Priest can invoke Boemon's essence, transforming into a powerful earthly avatar. In this form, they gain resistance to all damage, their strength score increases by +4, and they can command the earth to rise or fall up to 10 feet within a 30-foot radius. This transformation lasts for 1 minute.
<b>Apotheosis: Earth's Ultimate Guardian</b>	At 20th level, the Priest embodies the very essence of Boemon. Once per long rest, they can summon a coal black stag with iron antlers to serve as a mount for 1 hour. While riding the stag, they are immune to damage from non-magical sources, can move through solid earth and rock as if it were air, and their Boemic Spade attacks deal an additional 2d8 radiant damage.

# Backgrounds



## Sons of the Sea Severed Tentacles

In the matriarchal society of the Marians, younger sons are cast upon the vast, unforgiving waters to carve their destiny from the ebb and flow of the ocean tides. These sons, carrying the title 'Sons of the Sea', are expected to navigate their fate amidst pirates, mercurial storms, and distant shores veiled in mystery. Their lineage serves as both a curse and a boon - a name honored yet severed from the maternal hearth, a wanderer by decree with a heart tethered to the veiled matriarchal courts of their homeland.

As a Son of the Sea, you bear the salt-streaked mark of a mariner, trader, or mercenary. Your family expects you to cast your own fortune beyond the Marian shores, to extend the unseen arms of their influence, and relay tales of distant realms back to your homeland. In the world beyond, you may find your brothers of the sea, fellow castaways from the Marian lineage, as comrades or competition, united by blood, yet often set at odds by the ceaseless quest for renown and wealth.

### Equipment

- A set of traveler's clothes
- a signet of your Marian lineage
- a map of important maritime routes
- a trinket from your homeland
- a belt pouch containing 10 gp

### Feature: Oceanborn Network

Your birthright as a Marian has enmeshed you in a clandestine maritime network, a loose alliance of merchants, mercenaries, and mariners all bound by Marian blood. Within any coastal or riverfront settlement, you can find shelter, fresh supplies, or potential job opportunities through this network. The nature of these relations can be competitive or collaborative, but a shared lineage often ensures a minimum of hospitality among the Sons of the Seas.

## **Suggested Characteristics**

Sons of the Seas often bear a melancholy longing for the familial warmth they were severed from, tempered with a rugged, restless spirit forged in the furnace of the open seas. Their personalities are as varied as the waters they traverse; some are boisterous and flamboyant, eager to carve their names under the sun, while others are contemplative, finding solace in the eternal rhythm of tides and stars. Their hearts echo with the thrum of adventure, a longing to prove their worth to the faceless matriarchs whose favor they were born without, and to etch their tales upon the endless canvas of the sea and sky.

# Feats



# Expert Handgunner ...DRAW!

**Prerequisite** Proficiency with handguns

You are skilled in the use of handguns, allowing you to quickly draw and fire additional weapons.

You gain the following benefits when using handguns:

- You may draw up to two handguns as a reaction.
- You may fire a handgun as a bonus action.
- You may reload a handgun as a bonus action.

# Equipment



说

# Weapons

Name	Prof.	Damage	Cost	Weight	Range	Properties
<b>Arming Sword</b>	M	1d8S	15 gp	3	-	
<b>Blunderbus</b>	M	1d12P	100 gp	18	30/120	ammunition, heavy, loading, two-handed
<b>Composite Bow</b>	M	1d6P	25 gp	2	80/320	ammunition, two-handed
<b>Dagger</b>	S	1d4P	2 gp	1	20/60	finesse, light, thrown
<b>Flail</b>	M	1d6B	10 gp	6	-	
<b>Greatclub</b>	S	1d8B	2 sp	10	-	two-handed
<b>Halberd</b>	M	1d10S	20 gp	6	-	heavy, reach, two-handed
<b>Handgonne</b>	M	1d8P	25 gp	5	80/320	ammunition, loading
<b>Hatchet</b>	S	1d6S	5 gp	2	20/60	light, thrown
<b>Horseman's Axe</b>	M	1d8 / 1d10S	10 gp	4	-	versatile
<b>Horseman's Pick</b>	M	1d8P	5 gp	2	-	
<b>Javelin</b>	S	1d6P	5 sp	2	30/120	thrown
<b>Lance</b>	M	1d12P	10 gp	6	-	reach, special
<b>Light Hammer</b>	S	1d4B	2 gp	2	20/60	light, thrown
<b>Long Axe</b>	M	1d12S	30 gp	7	-	heavy, two-handed
<b>Longbow</b>	M	1d8P	50 gp	2	150/600	ammunition, heavy, two-handed
<b>Longsword</b>	M	1d10S	15 gp	4	-	two-handed
<b>Mace</b>	S	1d6B	5 gp	4	-	
<b>Maul</b>	M	1d8B	10 gp	2	-	heavy, two-handed
<b>Musket</b>	M	1d10P	75 gp	13	100/400	ammunition, heavy, loading, two-handed
<b>Net</b>	M	-	1 gp	3	-	special, thrown
<b>Pike</b>	M	1d10P	5 gp	18	-	heavy, reach, two-handed
<b>Polaxe</b>	M	1d10B	15 gp	4	-	reach, two-handed
<b>Quarterstaff</b>	S	1d6 / 1d8B	5 gp	4	-	versatile
<b>Rapier</b>	M	1d8P	25 gp	2	-	finesse
<b>Saber</b>	M	1d6S	25 gp	3	-	finesse, light
<b>Sickle</b>	M	1d4S	1 gp	2	-	light

Name	Prof.	Damage	Cost	Weight	Range	Properties
<b>Smallsword</b>	M	1d6S	25 gp	3	-	finesse, light
<b>Spear</b>	S	1d6 / 1d8P	1 gp	3	20/60	thrown, versatile
<b>Spontoon</b>	M	1d6 / 1d8P	15 gp	4	20/60	thrown, versatile
<b>Truncheon</b>	S	1d4B	1 sp	2	-	light
<b>Warhammer</b>	M	1d8 / 1d10B	15 gp	4	-	versatile
<b>Whip</b>	M	1d4S	2 gp	5	-	finesse, reach
<b>Zweihander</b>	M	2d6S	50 gp	6	-	heavy, two-handed

## Magic Weapons

Name	Proficiency	Damage	Cost	Weight	Range	Rarity	Properties
Talas' Starlance	S	1d8P	-	3	30/60	legendary	thrown, versatile

## Talas' Starlance

- **Proficiency:** simple
- **Damage:** 1d8 piercing
- **Cost:** -
- **Weight:** 3
- **Range:** 30/60
- **Rarity:** legendary
- **Properties:** thrown, versatile

Crafted from the otherworldly Urdstone, this spear once graced the hands of an Avatar of Talas during the Godswar. Legends speak of its incredible power, thrown across the vast Rift to vanquish one of Oraxis' formidable warlords. It shimmers with a unique, celestial radiance, and the spearhead seems to contain a living pulse of radioactive energy. Requires attunement.

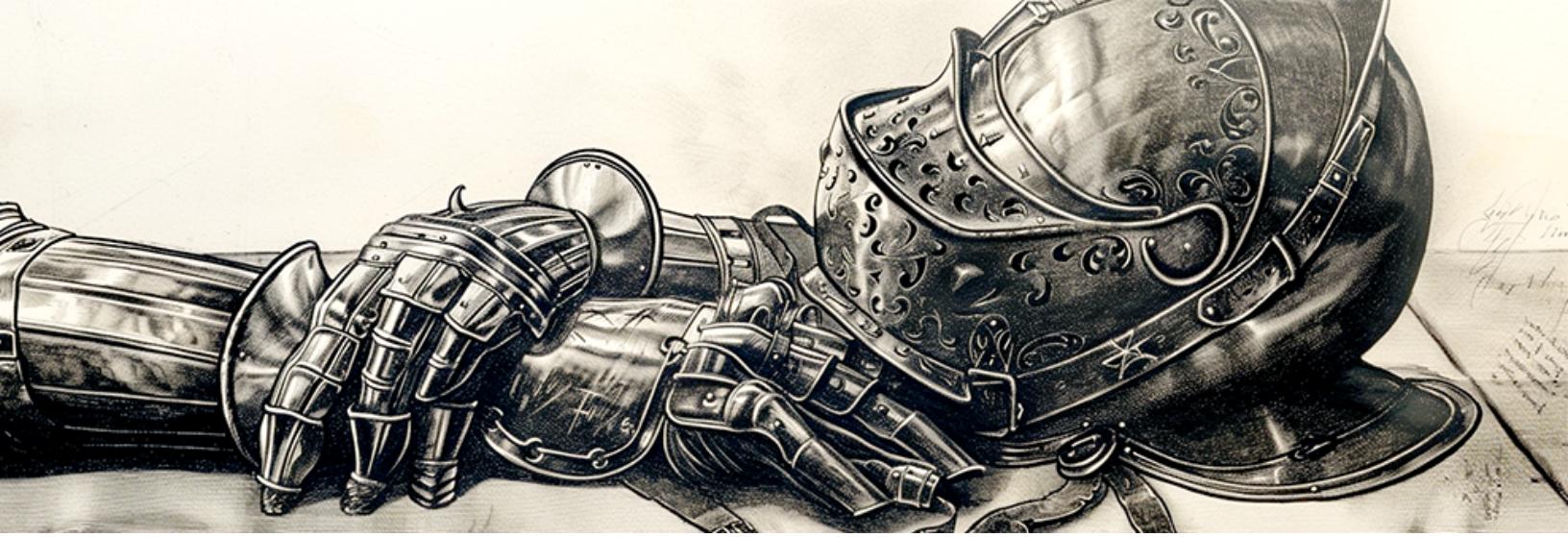
## Abilities

**Foretold Throw:** Before releasing a ranged attack with Talas' Starlance, the wielder can tap into the future for a fleeting moment. As a bonus action, after announcing the use of this feature but before making the attack roll, roll a d20. If the result would miss the intended target, the spear isn't thrown, however, an action is still consumed.

**Riftspan Throw:** Once per long rest, the wielder can launch the spear with supernatural might. It becomes a ranged weapon attack with a range of 120 feet. If it connects, it inflicts an extra 6d10 radiant damage and forces the recipient to make a DC 20 Constitution saving throw or be stunned for 1 round. Magically, the spear returns to the wielder's grip after the throw.

**Urdstone Radiance:** Talas' Starlance is always enveloped in a mesmerizing glow, illuminating a 40-foot radius with bright light and casting dim light for another 40 feet.

**Legacy of the Godswar:** The wielder can pronounce the spear's command word to gain advantage on Charisma (Intimidation) checks against Orxis for 1 minute. This power is rejuvenated after a long rest.



# Armor

Name	Proficiency	AC	DEX Bonus?	Stealth Disadvantage	Cost	Weight
Buckler	shield	+1	-	-	15 gp	3
Buff Coat	light	11	✓	-	10 gp	10
Cuirass	medium	14	✓ (+2 Max)	-	400 gp	20
Field Plate	heavy	18	x	disadvantage	1500 gp	65
Gambeson	light	11	✓	Disadvantage	5 gp	8
Jack of Plate	medium	13	✓ (+2 Max)	-	50 gp	20
Munitions Armor	heavy	16	x	disadvantage	75 gp	55
Shield	shield	+2	-	-	30 gp	6

## Magic armor

Name	Proficiency	AC	DEX Bonus?	Stealth Disadvantage	Cost	Weight
Armor of Kas Tona	heavy	18	x	disadvantage	-	1



# Items

Name	Item Type	Cost	Weight	Rarity	Properties
<a href="#">Insomniac Serum</a>	Poison	40 gp	1	uncommon	
<a href="#">Phuel</a>	Adventuring Gear	40 gp	1	uncommon	
<a href="#">Rings of Harmonious Bond</a>	Adventuring Gear	250 gp	0.1	uncommon	

## Insomniac Serum

- AC
- Dex Bonus
- Stealth
- Proficiency:
- Cost: 40 gp
- Weight: 1

When a target ingests Insomniac Serum, they will be unable to get a good night's rest.

Even though they are able to regain hit points, spell slots, and other features restored by rest, they will still gain one level of exhaustion each day. A successful medicine check will reveal a slight purple hue in the target's eyes, indicating that they have been poisoned.

## Phuel

- Phueling the Phuture one Phortrex at a time
- AC
  - Dex Bonus
  - Stealth
  - Proficiency:
  - Cost: 40 gp
  - Weight: 1

Phuel is a transparent and odorless liquid, serving as the primary fuel for Phortrexes and other Gnallix inventions. When Phuel comes in contact with air, it spontaneously combusts, generating a flame that's entirely invisible to the naked eye. Despite lacking any illumination, the flame still gives off scorching heat and can ignite flammable materials.

Due to its combustibility, extreme caution must be taken when handling Phuel. Once exposed to air, the resulting flame is invisible, yet exceedingly hot and capable of causing significant damage to anything that crosses its path.

A small amount of Phuel contained in a vial can cover an area of 5 feet square and burn for approximately one minute before dissipating harmlessly.

Any creature who enters or begins their turn in the affected area of Phuel must make a Dexterity saving throw (DC 15) to avoid taking 2d6 fire damage. A successful save results in half damage.

Despite the fiery effects of Phuel, creatures who observe its use rarely perceive the nature of the invisible flames or the danger it poses. Perceiving a Phuel fire requires a Perception check (DC 15, Gnallix roll at Advantage).

## Rings of Harmonious Bond

- AC
- Dex Bonus
- Stealth
- Proficiency:
- Cost: 250 gp
- Weight: 0.1

These delicate rings are crafted from intertwining bands of silver and gold, symbolizing unity and balance. When worn, they seem to pulse with a gentle, warm light.

### Magic Bond

The Rings of Harmonious Bond come in pairs and require attunement by two individuals who must willingly accept each other as partners. The attunement process involves a ritual marriage conducted by a priest or cleric capable of performing magical rituals. Once attuned, the rings create a powerful empathetic link between the wearers.

### Charm of Friendship

While both wearers are wearing the rings and are within 60 feet of each other, they are under the effect of the Friends spell, but without its usual ending condition that makes the creature hostile afterward. This effect creates a strong bond of trust and friendship, allowing the wearers to communicate and cooperate with remarkable harmony.

### Bond Limitations

The charm effect is constant and does not require concentration, but it only affects the two individuals attuned to the rings. If one of the rings is removed or one of the wearers dies, the charm effect ends immediately for the other wearer.

### Ritual Significance

The marriage ritual that binds the wearers to the rings is sacred and significant. If the ritual is ever desecrated, or the bond is betrayed by either party (as determined by the DM), the rings lose their magic until a proper atonement is made.

These rings foster unity and understanding, making them invaluable to those who wish to deepen their bonds and work seamlessly together.

So mote it be, under the watchful eyes of the gods, within the heartbeat of the earth, and the boundless expanse of the sky. Let the harmony of this union be sealed with the kiss of the dawn and the embrace of the dusk.