

Santryl

Campaign Setting and Player Options Sourcebook for 5e

by Alleycat Prints

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Part 1: Santryl

History of Santryl

Santryl's history started when the six ancient Gods agreed on a collective experiment. Together, they blew apart the planes of an empty world, and oversaw the resultant patches of life. Together with the Giants, their first creations, they tended the new planes.

Formation

One of the earliest continents to emerge after the planar separation, Santryl was the result of the Giants pulling together parts of the broken world and forging them into one landmass. From there they oversaw the gradual introduction of other races by the Gods, and supervised the development of the landscapes, ensuring good conditions for the new cultures to thrive. The Giants were proactive in these cultures for centuries, before leaving them to their own devices. They retreated to High Mount, and took residence deep in the caverns below. They remained available for counsel, and occasionally stirred to quell wars, but their interventions became fewer as the years went by.

Now they seldom leave their caverns, claiming their role as complete. They entrust the Dwarves with their locations, and whilst they don't encourage visitors, they will still willingly give advice to those that seek it.

The remaining races, most prominently the Dwarves, Elves, Humans, Rana, and various Goblinoids, settled into their respective cultures.

The Dwarves remained in High Mount, the mountains they claim to be the centre of the world. There they built citadels and towers, halls and towns, mines and excavations. They mostly keep to themselves, and have managed to maintain neutrality through the continent's various wars.

The Elves split in two; Some wanted to roam free the lands of Santryl, and became renowned wanderers, sharing stories and wisdom from across the continent. The others settled in the south west of Santryl, claiming lands for their own.

The Humans mostly stuck together, and together with the Halflings, built an industrious empire on the various metals in the north. What

metals they didn't have access to they traded from the Dwarves, all to further their crafts and inventions. In the last century they have managed to build ships capable of travelling the great seas, and have been sending expeditionary forces off to seek new riches.

The Rana found a natural wonder: hot springs in the east, that are looked after by a lone Giant. Keeping their existence a secret, the Rana tend to the alpine forest with great care and caution. They welcome those that are deemed capable of showing restraint and wisdom, and reject those that they suspect would lead to the destruction of the springs.

The Goblinoids, numerous in their variations, spread out across Santryl. Though diverse in their forms, they remain singular in their roles as menaces to whichever culture happens to reside nearby. The lowly Goblin sticks to their pack, looting and scavenging for anything they can get their hands on. The Rock Goblin, hidden in the mountains, disrupt excavation sites and gnaw on the gemstones that decorate Dwarven architecture. The Hobgoblin fights to lead their warband, warring mostly with other Hobgoblin bands for something they've since forgotten about. The Bugbear, wisest of all Goblinoids, makes themselves available for hire, as protection from threats on the road, such as other pesky Goblinoids.

Today's Nations

In the thousands of years since the formation of Santryl as a continent, various cultures have come and gone, each warring and replacing one another. The spread of each race has stayed mostly consistent, but as time progresses, the more secluded races like the Rana drift into rumour, and the Giants into myth and legend. Now there remains four main nations in Santryl: The Unvariant Empire, The Galls, High Mount, and the Croaking conclave.

Faith and Religion

After creating the world, the ancient gods took a largely hands-off role in the continued development of cultures, and although they continued overseeing aspects of life and death, they did not interact with mortals aside from a few miraculous interventions. They became known as the Natural Pantheon.

Below them are the Civil Pantheon, Gods that oversee the more civilised parts of life. Created alongside the developing cultures of the world, these Gods wield lesser power than their forefathers, but are much more familiar with the mortals, offering more occasional appearances and influence on the world.

Every now and then a creature with god-like power walks the world, and are occasionally elevated to a godhood of sorts. Named the Rogue Gods, they have no implicit domain, and are much more self-serving and present in the world's affairs.

The Natural Pantheon

Six Entities from far beyond, the Natural Pantheon created Santryl long ago.

God of Day – Crol'rim

Crol'rim is perhaps the most trusted of the Natural Gods, His domain that of the Day, where most denizens spend their waking hours. He rarely interacts with mortals, but has been known to monitor those that worship and preach for His cause, making sure any disbelievers are punished for their lack of piety.

God of Death – Ish'per

Next is Ish'Per, God of Death. Unlike Spri'eeek, Ish'per waits, watching, curiously stalking those It will soon claim, and will regularly check up upon those who have passed through to another plane. Though It holds no domain in the physical plane, It is believed to influence events and delay deaths It deems unjust.

God of Entropy – Tual'ven

All things come to a slow end, and Tual'ven is waiting there ready. Whilst Ish'per governs those whose physical form dies, Tual'ven watches for the moment that a concept, a memory, an ideal stops existing, the impetus removed from the world. It is said He collects these that fade away, but is loathe to share.

God of Life – Spri'eeek

Held in the highest regard by the denizens of Santryl, the God of Life Spri'eeek oversees the bloom of life across the world. They tend to each new life with the utmost care, but then let it fend for itself once born. Life, the giving of it, is Their responsibility, and anything after does not concern Them.

God of Night – Den'wyt

The God of Night, Den'wyt, is the most absent of Her Pantheon. The night comes with Her darkness, and She cares not to govern those that work beneath it, instead considering it a fitting challenge for mortals. Any who try, try on their own fortune, alone.

God of Planes – Zak'zar

Zak'zar is the most present of the Natural Gods, for Their power is required each time planar travel is achieved. They are revered by the Gnomes of Gnome Island, and those wise enough to ask Their blessing when travelling through. Zak'zar care not, really, who travels, unless they intend on travelling to Their palace, but those are few who know or try such a feat.

The Civil Pantheon

God of Bargains – Deel

With his name almost becoming synonymous with trades and deals, Deel watches over every bargain and agreement made between mortals. From gambling agreements to wedding vows, Deel ensures either side pays up or serves the consequences. For obvious reasons he can't actually attend every follow up, but he appears often enough to hold respect in the mortals' minds.

God of Disaster – Ohn

Ohn oversees the prevention and allowance of natural disasters. Storms, eruptions, quakes, all must be given a chance to occur, and whilst Ohn does not hold malice for those afflicted, there may be a bias as to which are more deserving of the ensuing chaos.

God of Home – Chelt

No matter the size of the abode, if someone cares for it, Chelt makes it a home. Certain protections are afforded those in their homes, such as a minor defence against vampiric beings, and a quiet trust that the storms won't break through in the night.

God of Justice – Scayl

Where Deel ensures bargains are upheld, Scayl looks to make sure they are fair, or justified in being unfair. From reparations, to punishment, Scayl sees prisoner and warmonger alike.

God of Roads – Pave

Pave is the god of travel, roads, and in-betweens. Any passage is his domain, as are straits, fords, bridges, and tunnels. He makes sure no monsters lurk too near to the major routes, and aids those accosted upon them.

God of Seas – Bow'Tee

Upon the waves, sailors find little respite, as Bow'Tee cares more for the monsters than they do the more civilised creatures. Large beasts roam the oceans, feeding on those unfortunate enough to fall in. Luckily for sailors, Pave ensures that Bow'Tee does not go too far in sinking ships.

God of War – Agres

Since creatures have had thoughts of self, they have had thoughts of war. Agres watches over, regulates, and often incites violence between factions on Santryl.

The Rogue Gods

Mortals that attained god-like powers, or enacted forbidden rituals to attain godhood, the Rogue Gods each have their own agenda.

Kinnos, Machine Spirit

Manifested by fanatical belief in Gallia, Kinnos is the source of any and all autonomous mechanical marvels. From robotic underlings to vehicles of war, Kinnos is their. Despite claims from their followers, it is unclear if Kinnos supports the aggressive use of machines, their signs being mostly apathetic if asked.

The Platinum Lady

Progenitor of the Dragonborn, the Platinum Lady came from the cosmos, landing aeons ago in a comet. Now she wields power matching that of higher gods, she seeks mainly to maintain whatever order she finds upon her lands.

Rat Master Onchus

Born from the festering filth of Gallia's underground sewage systems, Onchus was a Rat King that ascended mortality after reaching a size too large to sustain. His favourite blessings include toxic deluges and hordes of vermin. His offspring, the Ratfolk, lay

in wait in the shadows, committing acts of violence and watching the blame get placed on the Goblins.

The Giants

Though not gods themselves, the giants were granted magic and power from their creators, that they could supervise the development of Santryl. Many giants have chosen to leave the living behind, but a few remain vigilant and watchful.

Olgrath

Hidden away in the hot springs known as Olgrath's Baths, Olgrath has a particular attachment to the natural state, and casts her influence to maintain the health of the various foliage in Santryl. Knowing that her life would be threatened if her location was common knowledge, she hides deep within the Croaking Conclave, and trusts them with tasks to help restore balance where it is needed.

Clerical Domains

Listed are example Gods to follow for each Clerical Domain.

Domain	God
Knowledge	Deel
Life	Spri'eeek,Chelt
Light	Crol'rim, Platinum Lady
Nature	Bow'Tee, Zak'zar
Tempest	Ohn
Trickery	Den'wyt, Onchus
War	Agres, Kinnos

The Unvariant Empire

Ruled by a council of ancient Elves, the Unvariant Empire is the largest nation in Santryl, and covers most of the southern and western coastlines. They maintain a powerful military, but have no desire to expand, instead looking to preserve their great empire and wealth forever.

The population of the Empire is mixed, mostly between Elves and Humans, but other species of Santryl are welcomed if they bring trade and money into the Empire.

The Unvariant Empire is ruled and governed by a parliament of ancient elves. However, their council room has remained empty for centuries, perhaps millennia, as prior meetings showed that the Empire has no interest in change, so any discussion about the matter would be moot.

Instead, small scale changes and day to day decisions are made by the House Premiers in the areas of the Empire that they govern.

The Elven Houses

The Empire is made up of seven houses of Elven lineage, each claiming to be the most valuable contributor to the stability of the Empire.

House Asceliv

House Asceliv is the eldest house, with its Premiere, Ilvir Asceliv having run the house for over four hundred years.

Their business and rule started as documenters and recorders of history and events. This practice soon found them as the official administration sector of the Unvariant Empire. They hold the knowledge of everything that has been witnessed across the centuries, and use that knowledge for their advantage.

Their centre of knowledge is Vreil, an ornate library embedded in the heart of the great tree Vrei, which spreads its roots acres around the library. From Vreil, House Asceliv conducts business and investigates any rumours that travel the winds.

House Firal

Led by Premiere Quinox Firal, House Firal tends the vast forests and woodlands that spread out across the Unvariant Empire. Being the only House of Wood Elf

culture, House Firal are used to being sidelined by the other Houses.

Their business is in mapping, hunting, and retrieval of valuable resources from areas outside of distinct national borders. As such they maintain a strong political connection to those outside of the Empire, which they use as bargaining power.

Their bases are sparse and spread out across the Empire, but the woodland town of Lounotch serves as their official headquarters. Located on the far east of the Empire's borders, it guards the passageway through the Shadeslate Mountains.

House Kiin

In charge of training the Empire's military, House Kiin takes its role extremely seriously, despite the Empire not having gone to war in three hundred years. Premiere Reive Kiin is regarded as a tactical genius, and championed as the reason for the long era of peace.

Holding most of the weaponry and artefacts from before the last war, House Kiin is not too keen to distribute more than the basic supplies to its soldiers, for fear of a coup, uprising, or covert war operations by other Houses.

Holding rule over the largest city in the Empire, Ilvmiot, Premiere Reive oversees any and all operations of safety and security. Unlike other Premiers, he still serves in the ranks of his soldiers and servants, considering it the only true way to maintain the respect he asks for.

House Mineia

The smallest of the Houses, Mineia is an elite group of Elves that consider themselves the best at what they do. Featuring scholars, warriors, poets, artists, wizards, priests, and other skilled individuals, they require unanimous agreement to allow new members to join.

Founder of the House, and current Premiere, Ghistan Triellen strives to be the best at anything and everything. In starting House Mineia, they hope to find a community of individuals that strives to bring out the talent and skill in each other.

Located in the woods on the north of the Empire, the Mineia Commune is not hidden, but rarely found by accident. Being close to the northern

border allows Mineia to hear news from Gallia and occasionally recruit a Gall into the House.

House Oberiell

Masters of the illusory arts, House Oberiell is a centre of magical study into changing how the world is observed. Premiere Fioren Laret is so skilled at illusion magic that most people are unsure what they actually look like, or if they are even a single person.

Whilst the practical use of illusions to the Empire is fiercely debated, House Oberiell also sponsors research in other magical schools, which satisfies the other Houses enough to keep their power and influence.

House Oberiell is focused on the south west coast of the Empire, in the city of Pairul. Pairul shines and gleams with the sheen of magic, with only rumours of its true appearance.

House Qiet

Masters of intrigue and covert operations, House Qiet is the dark sheep of the Elven Houses. Led by Premiere Snei Menar, they both provide valuable insight into the politics of other nations, and undermine other Houses with rumours and plots.

Originally founded with charismatic ideals of peace via discussion, the members of Qiet found they could achieve their goals more efficiently through deceit, deception, and the discovery of hidden truths.

With an official headquarters – as far as the other houses are concerned – in the city of Seoervil, Qiet also has a strong presence in civilian life, adjudicating courts and civil discourse.

House Veyair

Veyair are led by Premiere Greolv Siena, and focus on the well being of the natural world within the Empire.

With the only truly decentralised spread of House members, Veyair have small collections of druids, priests, and wardens of nature spread out wherever they feel they are needed. When the Empire needs to change the landscape, Veyair oversee the preservation of what they can, and help to minimise the impact of the developments.

Religious Groups

The Bright

Eschewing their former lives, members of The Bright claim to have been reborn as part of Crol'rim, the God of Day. They are permitted a presence in many Empire settlements, as despite their claims being unnerving, and their behaviour even more so, they perform actions that mostly benefit the communities around them.

From maintaining lanterns and torches, to guiding those lost in darkness to brighter places, The Bright have a dedication to making the most of each day, and making the day last as long as it can, believing that the day is not over til the last light is extinguished. In this sense, a Bright member believes it is almost impossible for the day to end, and that Crol'rim thus holds his full power continually.

Memorial Circle

The Memorial Circle dedicates their time and service to ensuring the deceased are remembered and cherished, or in the case of those more villainous in life, used as warnings.

With a priest in most churches, they maintain a presence across the Empire. Their main temple is located in the centre of Last Thoughts Lake, covering the entrance to its catacombs in order to keep its peace. Due to the lake's inaccessible nature, the nearby town of Eastern Flowers is used for sermons, ceremonies, and other outreach activities.

The Memorial Circle holds Ish'Per in high regard, using his visage as an idol for prayer. Ish'Per so far has failed to correct their actions, which they take as blessings to continue. Those that practice the divine arts for the Circle claim to feel Ish'Per's power in their magic, strengthening further their conviction.

Saorkoth's Chosen

A recently developed sect that believe in Saorkoth, a mythical dragon that lurks in the depths of the Fire Spire. Despite no evidence of the dragon's existence – besides the group's collective claims of seeing him in visions – the religion has started to attract members to form small camps around the base of Fire Spire.

Geography

Eastern Flowers // Last Thoughts Lake

On the east of the Empire lies Last Thoughts Lake, a memorial to those that have fallen. Inside is a deep catacombs of the dead, placed in sacred remembrance. Next the lake is Eastern Flowers, a town dedicated to honouring the fallen. It is surrounded

Fire Spire

Named after the smokey plume rising from its summit, the Fire Spire has been quiet for centuries, with the last major eruption predating the Empire's formation. It does slowly spew magma out of its sides, preventing any major developments or villages on its base. The Empire does maintain a minor watch post and village, but it runs on the bare essentials.

Minei Forest

A small forest in the centre of the western half of Santryl, the Minei Forest houses the Mineia Commune of the Unvariant Empire. Split by the Gallian border, the Mineia are careful to tread the border line routinely to prevent any claims by Gallia of more land for their nation.

Shadeslate Moutains

South of the High Mount range are the Shadeslate Mountains. Casting their dark shadow north across the valley that divides the ranges, the Shadleslate mountains house no civilisations other than various Goblin tribes.

Gallia

Named by their peers for their bravery and daring attitude for trying new things, the Galls love to make and create new inventions. They also love to have their own take and style on tools and possessions, and will endeavour to have a Gall made item over those of other cultures.

Gallia is governed by a chain of guilds, each holding expertise over their area of craftwork. The five richest guilds convene in regular summits, and control most of the flow of wealth across the nation.

Contained within Gallia's borders is the Ironfoot Protectorate. Whilst the Ironfoot are keen weapon smiths, they are still Halflings, and averse to fighting beyond tests of strength or courage. They

exchange much of their wealth for protection by Gallia, and enjoy a relatively quiet lifestyle. Their enclave, Stumble, lies in the north, bounded by hills and marking a major resting point for travellers.

Gallian Guilds

Excaver

In charge of extraction of minerals and materials, the Excaver maintain strong ties with the Dwarves of High Mount, as their mining projects often cross paths.

Shoak Tarion leads Excaver, driven by her desire to find the rare artefacts and metals hidden beneath the mountains.

Positioned on the east of Gallia, against the base of High Mount, their base of operations lies in the mining town of Conorvyn. From there they monitor what treasures are recovered from ancient cultures, and make sure that anything truly valuable stays under their administration.

MOOLE

The Management, Operations, Organisation, and Logistics Experts are a union of the workers that oversee the transport of goods across Gallia. Created as an insurance against what they perceived as a threat to the freedom of movement of goods and innovation, as the other Guilds started to form the Gallian government.

Whilst no one member of MOOLE has much authority over each other, they do nominate speakers for the guild for each summit. In the interest of neutrality, these are usually a different representative each time.

Since they are a decentralised Guild, they have no true headquarters, with a representative building in important towns and a few members present in most trade caravans.

Shipwraught

Historically one of the least influential Guilds, the Shipwraught has gained more power in the last fifty years as their overseas expeditions have finally started to pay off, yielding treasures and exotic goods from other continents.

Led by Admiral Drear, the Guild has

successfully transformed the coastlines of Gallia into a secure trading network.

Within the coastal city of Fairsea the Shipwraught train their workers and manage business. Being publicly focused on ship building, they have a lack of presence anywhere too far from bodies of water. However, they have begun to work in more covert operations since their foray overseas, and now have a few members laying low across Santryl.

Thaumia

Specialists in magical enchantments, Thaumia supplies the final adornments to Gallian crafts, such as imbuing weaponry and armour with magic, or ensuring new transport innovations are maintained without fault. Due to this, they have a large part in supervising the security of the borders via their Thaum Academy, which uses its students as ad hoc guards, investigators, and scribes.

In charge of Thaum Academy, and with it Thaumia, Skimt Magi is one of the most knowledgeable mortals in Santryl. From the Academy they continue to further their learning by managing expeditions to locations both in and out of Gallia.

Thaum Academy is its own settlement, located just outside of Lorden. They share government for petty matters, but the Academy resolves any internal issues with its own hierarchy.

Wracket

The Wracket Guild is made up of blacksmiths and metallurgists, who use the materials sourced elsewhere in Gallia to make both mundane armour and weaponry, and more niche projects such as tracks for the in-development train line.

Wracket is currently represented by Speck Loupe, a wizened old man, with years of wisdom and craftsmanship behind him. His short temper for foolery means those in Wracket maintain perpetually serious demeanours whenever he's around.

The main Wracket workshop is near the southern border of Gallia, built on top of an old ruin from a culture long forgotten. Likely an outpost destroyed in war, Borevyiet is home to an immense forge powered by magic that is barely understood by those using it.

Religious Groups

Domachin

Domachin is the product of a rejected Guild, that sought domain over construct, machine, and autonomous developments. Though officially discontinued, the disgruntled members still gather and plot their revenge, all in the name of their revered Kinnos, the god that powers their machines.

With plots heavily focused towards gathering gears, the Domachin are centred in the docks of Solemn Shore, giving them access to the overseas imports, as well as the heavy intra-Gallia trade.

Petalan Prophets

There are those in Gallia with an excessive empathy for those in need. Wreathed in petalled, blossoming ivy scarfs, the Petalan Prophets are individuals that travel across the nation, seeking out the needy. Most Prophets are of limited skill, simple wanderers with nothing to prove. Others have joined the movement to repent for previous wrongdoings, or as a humbling experience. In each case, they seek the blessing of Chelt, asking that each of their temporary abodes be home, not just for them, but to anyone else in needs.

Thaumic Tithe

The Thaumic Tithe is a movement of magic users that believe with each spell cast, there is a cost to pay unto the gods. With no deity held in chief regard, they consider each in the pantheons to take a portion of magical power from their activities.

Though they have scholars that seek to explore the boundaries of magical use, most in the Thaumic Tithe do not fully push their magical capabilities, believing that to use all their power for themselves would be to deny it from the gods – blasphemy.

The Thaumic Tithe has a majority of its following located in Thaum Academy, or high up in Thaumia's administration.

Geography

Iron Cape

The only northern port, Iron cape is fully reinforced with iron structures. A collaborative effort from Shipwraught and Wracket, the town watches over the seas for any invaders from afar. Whether from

intimidation or luck, the only visitors so far have been friendly traders.

Ruinwatch Lake

Oddly still, this lake reflects the ruins of a decrepit stronghold. The owner of the ruins, since passed, has faded into legend, the only common tale telling of his slow descent into a tainted madness before throwing himself into the lake.

Tower Marsh

An old wizard's tower, long discarded when a dispute with an adversary wizard resulted in the land becoming unstable marshland. Although, there's regular rumours of a new occupant in the tower, though who – or what – they are is never agreed upon.

Croaking Conclave

The Croaking Conclave is an area high in the eastern mountain regions of Santryl, and is inhabited by Rana. They have a respect for nature above themselves, and strive to maintain harmony and peace in the Conclave.

Because the grounds they live on are sacred, the Conclave try not to advertise their location, although they welcome friendly strangers and hope to impart on them any wisdom they think would be helpful.

Within the Conclave are Olgrath's Baths, which they protect with great reverence. They use the hot springs in festivals and ceremony, but do not exploit them for value for outsiders.

The Croaking Conclave are one of the few still-practicing religious cultures, having not given up hope on the Gods. Perhaps this is why the Conclave always seems to see good fortune and a very low amount of illnesses amongst their populace.

Geography

Olgrath's Baths

Sacred hot springs guarded and looked after by the Croaking Conclave, Olgrath's Baths are named after Olgrath, the Giant that created them. Legend has that Olgrath still lives within the sanctuary around the Baths, but seldom do outsiders get any confirmation of the claim.

High Mount

High Mount is a nation of Dwarves that live in High Mount, the mountainous region in the centre of Santryl. Often rumoured to be an ancient citadel of the gods themselves, it is home to great palaces hewn from stone, and plenty of feasting dwarves.

They tend to keep to themselves most of the time, maintaining a solid neutrality with the other nations of Santryl. Despite this, the occasional exploratory Dwarf will make their way down into the wider continent, and remind others of their existence.

High Mount itself consists of many stony towns on peaks and plateaus through the mountains, each one providing vantage across the land. Beneath some are also tunnels down to hidden homes of Giants, that only a few dwarves are allowed to visit.

Due to their proximity to the Giants of legend, the Dwarves of High Mount maintain a level of respect for the Gods, but do not base much of their culture around their worship. As such, any priests or worshippers do so within their own means and time.

Geography

High Mount

The main mountain range dividing Santryl in two, High Mount is home to the High Mount Dwarves, and claimed to be the centre of the world.

Beneath High Mount lies several chambers of Dwarven city, and below them: the home of Giants – at least those who remain.

Notable Goblinoid Factions

Amongst the numerous Goblinoids there rises a few noteworthy factions. Some are those with the intelligence to realise they could achieve more together with other cultures, and others are just particularly cunning.

Roaming the eastern Santryl outskirts are the Hobgoblins. Many different tribes and orders cause havoc with raids and wars between both themselves and the more major cultures. Whilst none of them have yet to cross the central mountains and challenge The Unvariant Empire, they draw increasingly closer to their borders, and regularly disrupt trade routes headed for the UE.

Also scattered about are Goblins, lurking

mostly in cave systems and forests. Rarely do they venture far from their warrens, but the occasional brave – or stupid – Goblin has been known to try make it big in the wider world.

The Hobgoblin Warrens

Grashnuk Warren

Claimed by its inhabitants to be the greatest of the warrens, the Grashnuk control the pillaged plains around them. Contested only by the Nukgrash, a much weaker and ineffectual neighbouring warren, the Grashnuk strive to claim ever more land

Nukgrash Warren

Claimed by its inhabitants to be the greatest of the warrens, the Nukgrash desolate the plains around them. Contested only by the Grashnuk, a much weaker and ineffectual neighbouring warren, the Nukgrash hold dominion and fear over all nearby.

Part 2: Rule Differences

Listed here are differences from the SRD on certain aspects of gameplay, as well as additional rules and options for players and NPCs to use.

Combat Actions

All characters may take the following Combat Actions. Unless specified, each Combat Action is taken as an Action.

Embolden

You reassure your allies. Choose up to three creatures that can hear you within 60ft. Those creatures gain 1 level of Resolve until the end of their next turn.

Feint

You pretend to attack from a certain angle, confusing the enemy at the cost of damage. Feint is a Special Attack Action that replaces one Melee Attack. When you Feint, make a Sleight of Hand (Dexterity) check with Advantage, with the DC of the check equal to the target's AC.

If you succeed, choose a weapon you hold with the Light property. You count as having hit the target with an attack with that weapon, but instead of rolling damage, you deal 1 damage.

If you have any additional damage effects (such as *Divine Smite* or *Sneak Attack*), roll their damage as normal.

Tackle

You charge head first at an enemy in an attempt to knock them down. Choose target creature within 5ft. You make an Athletics check contested by that creature's Athletics or Acrobatics check (target chooses). If you started your turn in a different location, you gain +1 to your Athletics check for each 5ft moved. If the target is larger than you, it gains Advantage on its check. If the target is smaller than you, you gain Advantage on your check.

On a success, you and the target are knocked Prone, your speed becomes 0 until your next turn, and the target takes Bludgeoning damage equal to the difference in the contested skill checks, to a maximum of your Athletics Modifier.

Taunt

You shout a taunt at an enemy creature within 30ft that can hear you. That creature must make a Charisma Saving Throw. The DC is equal to your Passive Intimidation ($10 + \text{Intimidation Modifier}$).

On a failure, on that creature's next turn, if that creature makes any attacks or uses any harmful magical effects, it must target or endeavour to affect you if possible.

Combat Skill Checks

A creature may be able to use their skills to help in combat. As an action, they can attempt to use any skill that will affect a creature, positively or negatively.

Alternatively, as a Bonus Action, they can attempt to use any skill in order to gain information.

- *Example:* An Action is required for an attempt to intimidate an enemy into being frightened, or to traverse difficult obstacles (*not Difficult Terrain*) using Acrobatics.
- *Example:* A Bonus Action is required for an attempt to use history knowledge, or perception, to tell what kind of creature and/or weaknesses they are fighting.

Constitution

Do not add your Constitution Modifier to your Hit Points Total. Instead, all characters gain the maximum amount of Hit Points at each level.

You may use your Constitution Modifier in place of your Dexterity Modifier when determining your Base Armour Class.

Constitution now also interacts with Exhaustion (see below).

Critical Hits

When you score a critical hit, you roll twice as many damage dice as normal.

Currency

In Santryl, currency is more standardised across the continent. Mundane equipment and tools rarely sell above 75g, and magic items generally sit in the 300-500g range for low-medium power items. As such, treasure gained is likely to be lower in coinage than in

other areas.

This will also increase the relative value of gemstones for spell components (*notably Revivify*), and increase the importance of good currency management. This also allows for the earlier purchasing of non-magical items such as Platemail.

A good value of reward for finishing tasks, missions, and quests is around 10 x Combined Player Level for the whole party.

Exhaustion and Resolve

When a creature suffers Exhaustion, it subtracts 1 from any d20 roll made per level of Exhaustion. One level of exhaustion is removed on a Long Rest.

When a creature gains Resolve, it adds 1 to any d20 roll made per level of Resolve. All levels of Resolve are lost after any rest.

The maximum amount of Exhaustion a creature can have is equal to 5 + 5 times its Constitution Modifier. Should it have suffer more Exhaustion, it immediately drops to 0 Hit Points. Creatures that would make Death Saving Throws as a result of this do so at disadvantage.

It is possible to suffer maximum Exhaustion whilst having levels of Resolve. They may mitigate each other, but do not cancel out.

Flanking

If a creature is within 5ft of an enemy creature, and has a friendly creature also within 5ft of the enemy creature, if they are not within 5ft of each other, they get +2 to Melee Attacks and Contested Ability Checks against the enemy creature.

Healing Potions

Healing Potions may be used as an Action for their full healing. Additionally, as a Bonus Action, a creature may use the potion on themselves. When used this way, only heal for the amount rolled, without any other listed bonuses.

Spell Scroll Casting

Any creature may attempt to cast any spell from a scroll. To do this, they must make an Arcana check, the DC of which is 10 + Spell Level.

- If the creature has any Spell Slots, they have advantage on this check.
- If the creature knows this Spell, they add their Proficiency Bonus. (*even if already proficient in Arcana*)
- If the creature has this Spell prepared, and it is of 3rd level or lower, they automatically pass the check.

When casting a spell this way, the creature uses their Intelligence as their Spellcasting Ability.

If the result of the Arcana check is 10 higher than the DC, the scroll is preserved. Otherwise, the scroll is consumed upon use.

Scrolls are consumed on a failed attempt, as the magic escapes its binding.

Part 3: Background and Race

Backgrounds

Definitive Pasts

In Santryl, Backgrounds provide a way to differentiate a character right from the start. Each Background grants two skill proficiencies, and a Feat. If the DM allows, a character may replace the background feat with any feat listed in the **Background Feats** section of the **Feats** section.

Acolyte

You studied as part of religious order, and gained knowledge thereof.

Skill Proficiencies: Insight, Religion.

Feat: Cantrip Initiate

Charlatan

You traveled from place to place, never with the same name, never with the same skills.

Skill Proficiencies: Deception, Sleight of Hand.

Feat: Liar

Criminal

You led a life of crime, and have narrowly escaped justice one too many times.

Skill Proficiencies: Deception, Stealth.

Feat: Scrounger

Entertainer

You gained employ by making others cheerful.

Skill Proficiencies: Acrobatics, Performance.

Feat: Cantrip Initiate

Folk Hero

You accomplished a great deed for the townsfolk where you come from.

Skill Proficiencies: Animal Handling, Survival.

Feat: Hero

Guild Artisan

You worked as a skilled artisan in a guild or workshop.

Skill Proficiencies: Insight, Persuasion.

Feat: Skilful

Hermit

You seldom left your home before you departed.

Skill Proficiencies: Medicine, Religion.

Feat: Cautious

Noble

You come from a rich background, with nothing to want for.

Skill Proficiencies: History, Persuasion.

Feat: Wealthy

Outlander

You traveled a lot, never unwelcome, but not quite welcome either.

Skill Proficiencies: Athletics, Survival.

Feat: Weathered

Sage

You studied in depth as a scholar.

Skill Proficiencies: Arcana, History.

Feat: Scroll Enthusiast

Sailor

You sailed the seas and endured harsh travel.

Skill Proficiencies: Athletics, Perception.

Feat: Weathered

Soldier

You were in the ranks of a noble's army, or town's guard.

Skill Proficiencies: Athletics, Intimidation.

Feat: Weapon Specialist

Urchin

You were poor, and had to scrounge for survival.

Skill Proficiencies: Sleight of Hand, Stealth.

Feat: Scrounger

Race

When playing in Santryl, each character receives +2 to a single Ability Score, and +1 to another. In the below descriptions will be thematic suggestions for each races, but they are not required. Additionally, races feature other bonuses, distinguishing characters from one another.

Languages: All races know *Common*.

Speed: All races have a speed of 30ft unless otherwise stated.

Size: All races are Medium unless otherwise stated.

Darkvision: All races have Darkvision (30ft) unless otherwise stated.

Dwarf

Hardy folk that keep to the mountaintops, they seldom travel down as a culture, although merchants and explorers will venture forth in order to maintain a presence in the world.

Speed: Your speed is 25ft.

Languages: You know *Dwarven* and *Giant*.

Hardy Folk: Your maximum hit points are increased by 2 each level.

Suggested Ability Bonus: +2 Constitution, +1 Strength

Subculture: Choose a Subculture from **Hall** and **Mine**.

Hall

Hall dwarves sit in palaces hewn from stone, and cities of riches. Seldom leaving, and staunchly resolute, Hall dwarves hoard riches all to themselves.

Immovable: You can choose not to be moved by hostile effects that would otherwise move you.

Rich: You have advantage on skill checks related to wealth.

Mine

Mine dwarves love to explore. Digging deep into the mountains, they seek out adventure and glory in the depths of the unknown.

Darkvision: You have Darkvision (60ft).

Deep Dweller: When underground, you have blindsight (15ft).

Elf

The Elves of Santryl mostly live in the Unvariant Empire, in Santryl. However, several travel, and end up all over the world. They all share a long life, ageless appearance, and love of art.

Suggested Ability Bonus: +2 Dexterity, +1 Intelligence

Languages: You know *Elvish*.

Trance: You only need to sleep for 4 hours to gain the same benefits a human would from 8 hours of sleep.

High Elf

The ruling class of the Unvariant Empire are trained from birth to recognise how others would react, in order to not bother them.

Trained Insight: You gain proficiency in Insight.

Magic Training: You know one cantrip from the Wizard spell list. Intelligence is your spellcasting ability for this spell.

Quick Assessment: When you are hit by an attack, you can use your reaction to add your Intelligence Modifier to your AC, possibly causing the attack to miss instead. You may use this feature a number of times equal to your Proficiency bonus, recovering any spent uses on a short rest.

Wood Elf

The elves that wander across Santryl on their own have adapted to the life in the wilderness.

Keen Senses: You gain proficiency in the Perception and Survival skills.

Soft Step: Your movement speed increases to 35ft.

Ambush: When attacking whilst Hidden, instead of rolling damage, use the maximum possible value. This does not affect spells of 1st Level or Higher.

Goblinoids

Goblin folk live all across the lands of Santryl, and come in many different forms. They all share a common love of treasure, but have differing attitudes on how to get it.

Language: You know Goblin.

Keen Eye for Treasure: You have advantage on skill checks when looking for treasure. Additionally, any treasure you find always has 1d4 extra gold pieces with it.

Subculture: Choose a Subculture from **Goblin**, **Rock Goblin**, **Hobgoblin**, and **Bugbear**.

Goblin

Goblins live in gangs, scrounging the grounds around them for discarded treasure, and occasionally stumbling upon a vein of valuable metals, or some other commodity, when they do, they capitalise on the opportunity and become shrewd traders.

Size: Your size is Small.

Shrewd: You gain proficiency in Deception and

Persuasion.

Scrounger: You are not slowed by difficult terrain.

Suggested Ability Bonuses: +2 Dexterity, +1 Intelligence.

Rock Goblin

Rock Goblins live in the mountains, and rarely venture outside. Most could easily be mistaken for piles of rocks when standing still, and their appetite for gemstones often unnerves others.

Size: Your size is Small.

Consume Gemstone: You can eat gemstones. When you do, you may cast a spell based on the below table. The type of gemstone determines the spell list that you can choose to cast from, and the value of the gemstone determines the maximum level of spell you can cast. This spell level is equal to the gemstone value divided by 100, rounding down. Each spell can only be cast at its normal level. Constitution is your Spellcasting Ability for this spell.

Gemstone	Class
Amethyst	Cleric
Emerald	Druid
Diamond	Shaman
Topaz	Sorcerer
Sapphire	Wizard
Ruby	Warlock

Suggested Ability Bonuses: +2 Constitution, +1 Strength.

Hobgoblin

Militaristic warriors, Hobgoblins are proud and respectable, and will not go to war without good reason. Sadly for those with treasure, Hobgoblins consider "wanting your treasure" a good reason to go to war. **Militaristic Culture:** You gain proficiency in Athletics and Acrobatics.

Strategic Formation: When within 5ft of a friendly creature, you score critical hits on attack rolls of 19 or 20.

Suggested Ability Bonuses: +2 Strength, +1 Wisdom.

Bugbear

Big, furry creatures, Bugbears are surprisingly sneaky, and will easily find a weak point in their foe.

Preferring to operate alone or in small groups, many Bugbear offer protection to travelers, usually from other Bugbears.

Sneaky: You gain proficiency in Stealth.

Exploit Weakness: When you make an attack with Advantage, you may add 1d6 to your damage roll.

Suggested Ability Bonus: +2 Strength, +1 Dexterity.

Half-Elf

Unsurprisingly, Humans and Elves run into each other often. The result is a population of Half-Elves, all across the world. They inherit the physical advantages of their Elf heritage, and tend to associate into Human cultures, being closer in longevity.

Languages: You know *Elvish*.

Trance: You only need to sleep for 4 hours to gain the same benefits a human would from 8 hours of sleep.

Adaptable: You are proficient in a skill of your choice.

Subculture: Choose a Human subculture.

Halfling

Halflings are similar in proportions to Humans, albeit with large feet and hands for their size. Barely surpassing 4 feet, they find it easy to hide in places that others don't think to look, such as behind other people.

Size: You are Small.

Suggested Ability Bonus: +2 Dexterity, +1 Charisma

Speed: Your speed is 25ft.

Sneaky: You can move through the space of, or attempt to hide behind, creatures at least one size larger than you.

Subculture: Choose a subculture from **Clayfoot** and **Ironfoot**.

Clayfoot

Clayfoot live in small settlements, embracing tradition and not traveling too far from home. They have a talent for craft, and a keen eye for secret doors, storing much of their wares in hidden basements.

Traditions: You have proficiency in the History Skill.

Eye for the Hidden: You have advantage on Perception Checks to detect hidden doors, traps, or treasure.

Ironfoot

The Ironfoot live in Santryl, alongside the Galls. They share a love of metallurgy and work on some of the best metalworks in the continent. Their familiarity with armour craft allows them to make the most of the defence it provides.

Metallic Shielding: When wearing armour made from metal, your AC is increased by 1.

Forge Prowess: When making a melee attack with weapon made from metal, you may re-roll one damage die. If you do, you must take the new result.

Human

Humans are commonplace in Santryl. Depending on where they hail, they carry different strengths. All humans, however share a determination to see things through.

Day Dwellers: Humans do not have Darkvision.

Stubborn: As a bonus action, you can regain 1d8 + your Constitution Modifier Hit Points. Once you use this feature, you cannot use it again until you finish a long rest.

Subculture: Choose a Subculture from **Gallia**, **Lost Land Wanderer**, or **Unvariant Empire**.

Gallia

The Humans from Gallia have a culture focused on development, discovery, and learning.

Suggested Ability Bonus: +2 Intelligence, +1 Wisdom

Culture of Learning: You gain proficiency in History and Investigation.

Fearless: You have advantage on saving throws against being Frightened.

Lost Land Wanderer

The Humans from the Lost Lands fight each day to survive amidst the Hobgoblin wars.

Suggested Ability Bonus: +2 Intelligence, +1 Wisdom

Culture of Struggle: You gain proficiency in Survival.

Language: You know *Goblin*.

War Torn: You are proficient with a Martial Weapon of your choice.

Unvariant Empire

The Humans from the Unvariant Empire enjoy a comfortable, if low opportunity, lifestyle.

Suggested Ability Bonus: +2 Intelligence, +1 Dexterity

Culture of Antiquity: You gain proficiency in History.

Language: You know *Elvish*.

Elven Medicines: The Elven healing arts bolster your already resilient fortitude. You have Advantage on Saving Throws against poison and disease.

In addition, you may use an action to restore 1d4 + your Intelligence Modifier Hit Points to a creature you touch. Once you use this feature, you cannot use it again until you finish a long rest.

Rana

Frog people native to Santryl, Rana are large, rotund, and perpetually smiling. They have a strong affinity for the natural world, and take pride in caring for it.

Swimmers: You have a swim speed of 30ft, and can hold your breathe for twice as long as normal.

Guardians of Nature: You gain proficiency in Nature. Additionally, you gain advantage on Persuasion checks when talking to plants and plant-based lifeforms.

Suggested Ability Bonuses: +2 Wisdom, +1 Constitution.

Subculture: **Croaking Conclave**

Croaking Conclave

Those that reside in the Croaking Conclave in Santryl are quiet, reserved, and wise. They dedicate their lives to maintaining natural peace in the forest they reside in, although a few venture out to care and tend for other places.

Faithful Guardians: You know one cantrip from the *Druid* spell list. Constitution is your Spellcasting Ability for this cantrip.

Healthy Body: You always heal for the maximum possible amount when affected by healing spells and potions, or when taking rests.

Uncommon Races

These Races are very sparse in their presence in Santryl, either coming from other continents, or merely low in population.

Dragonborn

The Dragonborn came on boats long ago, according to legend. Most of them carried on their journey, but a few stayed behind. Legend has them as direct descendents of the god-like being called The Platinum Lady, who they revere as both creator and all-mother.

- Languages:** You know *Draconic*.
- Draconic Legends:** You have advantage on Persuasion checks when asking about cultural history or seeking refuge.
- Suggested Ability Bonus:** +2 Charisma, +1 Constitution.
- Subculture:** Choose a Subculture from **Metallic**, **Kobold**, and **Gem**.

Metallic

Tall, shiny, and strong, Metallic Dragonborn are imposing foes, no matter how they fight their battles. Each has a gift of The Platinum Lady's great breath, the element of which is determined by their alignment.

Metallic Alignment: Choose a metal from which you are made. You gain resistance to the listed damage type.

Metal	Resistance Gained
Brass	Fire
Bronze	Lightning
Copper	Acid
Mercury	Poison
Silver	Cold
Steel	Cold
Gold	Fire

Breath Weapon: When you take the Attack action on your turn, you can replace one of the attacks with an exhalation of destructive magical energy in a 15 ft. cone. Every creature in that area must make a Dexterity saving throw, the DC equal to 8 + your proficiency bonus + your Con modifier. On a failed

save a creature takes 1d10 damage of the type associated with your Metallic Alignment or half as much damage on successful save. The damage increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level. You can use this ability a number of times equal to your proficiency bonus per long rest.

Kobold

Weaker forms of the Dragonborn, Kobolds possess many other feature that make them great social creatures.

Metallic Alignment: Choose a metal from which you are made. You gain resistance to the listed damage type.

Metal	Resistance Gained
Brass	Fire
Bronze	Lightning
Copper	Acid
Mercury	Poison
Silver	Cold
Steel	Cold
Gold	Fire

Pack Creatures: You can take the Help action as a Bonus Action.

Gnome

Gnomes reside almost solely on Gnome Island, which floats across the skies. Driven by a curiosity to learn about the world below, and cursed to forget where they came from, those that descend quickly find themselves adapting to survive.

- Size:** Your size is Small.
- Speed:** Your speed is 25ft.
- Language:** You know an additional language of your choice.
- Tinker:** You gain proficiency in Arcana and a Tool of your choice.
- Adaptive:** You may use your Intelligence Modifier for any Deception, Intimidation, Medicine, Persuasion, and Survival checks.
- Suggested Ability Bonuses:** +2 Intelligence, +1 Wisdom.

Tiefling

Mortals with the blood of Fiends, most Tieflings exhibit fiendish elements in their physique, the luckier ones merely having slightly reddish skins. Since many cultures frown on fiends and demonic entities, Tieflings tend to hide their heritage as long as possible.

Language: You know Infernal.

Infernal Ancestry: You have resistance to Fire damage.

Dark Blood: As a bonus action, you may call upon your parent's infernal powers that run dormant in you. Whenever you use this ability choose one benefit:

- Your Darkvision range increases to 120ft for eight hours.
- You can read writing in any language, excluding encoded texts, for one hour.
- You may cast *Misty Step* for free.

Once you use this ability, you may not use it again until after you take a long rest.

Dark Denizens

Not all species in Santryl are good, even in their own eyes. The following species lurk in dark places, often looking for reasons and opportunities to cause harm. It is not recommended to play these species without working with the DM to understand why your character might have joined the adventuring party.

Ratfolk

Half rat, half something else, the Ratfolk scutter in sewers and cave systems, most of their thoughts consumed by a desire to take, and take, and take. Filled with greed, these creatures carry and spread diseases, leaving plagues in their wake. Led by their god, Onchus, they plot and scheme to take over villages and towns, and add them to the swarm.

Size: Your size is Small.

Language: You know Deep Speech.

Toxic: You are resistant to Poison damage, and immune to disease. Additionally, whenever you make an unarmed attack, you deal additional Poison damage equal to your Constitution Modifier.

Suggested Ability Bonuses: +2 Constitution, +1 Dexterity.

Sea Elf

Their name belying their true nature, Sea Elves are strange fish-like people from the dark depths of the oceans. Seldom seen by those not sailing the seas, Sea Elves hunt any ship naive enough to venture into their waters, luring them to their demise with a twisted yet beautiful song.

Language: You know Deep Speech.

Aquatic: You can breathe, talk, and move normally underwater. You have a swim speed of 40ft.

Twisted Song: As an action, you can sing a captivating song. Each creature within 30ft must make a Wisdom Saving Throw. On a failure, that creature is Charmed by you until the end of your next turn. The DC of the Saving Throw is 8 + your Proficiency Bonus + your Charisma Modifier.

Suggested Ability Bonuses: +2 Dexterity, +1 Charisma.

Shade Creepers

Legend has that Shade Creepers are created when a soul, ready to be born into the world, is snatched away by evil forces, intended to be conscripted into some nefarious army. Dark shadowy creatures, Shade Creepers are constantly shrouded by swirling smoke. For some, this is too thick to even see the true form of the creature, but for others it is merely translucent tendrils wrapping around their body. Either way, their sinister appearance betrays their nature. Shade Creepers have to feed on another's soul to sustain themselves, else live in agony.

Language: You know Deep Speech.

Smokey Form: You gain proficiency in Stealth.

The Hunger: Shade Creepers sustain themselves on the lives of others. After each Long Rest, you gain 3 levels of exhaustion. This exhaustion is removed upon a successful use of **Shadow Feeder**.

Shady Step: At full strength, Shade Creepers can creep between shades. Once per day, if you have no levels of exhaustion, you may cast *Misty Step* without expending a Spell Slot. You can only move to locations in shade, shadow, or otherwise shielded

from bright light.

Shadow Feeder: As an action, you can drain a creature's strength. Target creature that you can touch must make a DC8 + your Proficiency Bonus + Charisma Modifier Wisdom Saving Throw. On a failure, that creature suffers 1 level of Exhaustion, and you gain 3 Temporary Hit Points per character level. A willing creature can choose to fail this saving throw.

Suggested Ability Bonuses: +2 Dexterity, +1 Constitution.

Undead

Zombies are commonplace in folklore, and all too common in Santryl too. A rare few of them maintain their mental faculties into undeath, and these few usually end up commanding a horde of lesser undead to demand vengeance for wrongdoings against them in life. Very rarely a true individual, not driven by revenge, is formed from an undead, and sets out to relive a new life.

Species: Choose another non-*Dark Denizens* Species. You gain the benefits of that Species.

Speed: Your speed is 25ft.

Grisly Appearance: You have Disadvantage on Charisma Checks.

Undeath: When you drop to 0 Hit Points, instead of making Death Saving Throws, you regain consciousness. Until your Hit Points return to 1 or higher, you can only move, Dodge, or Disengage on your turn.

Suggested Ability Bonuses: +2 Constitution, +1 Strength.

Part 4: Feats

Feats can be chosen in place of taking an **Ability Score Improvement** class feature. They are divided into two types: **Background** and **General**

Background Feats

These feats may only be taken as part of selecting a character's background bonuses.

Cantrip Initiate

You know one cantrip from any spell list. If you have the **Spellcasting** class feature (*or later gain the feature*), use the Spellcasting Ability for that class for this cantrip. Otherwise, Intelligence is your Spellcasting Ability for this cantrip.

Cautious

You gain +2 to Perception Checks, and your Passive Perception is increased by 2.

Hero

You have Advantage on Persuasion checks when trying to help others.

Liar

You have Advantage on Deception checks when lying about yourself.

Scroll Enthusiast

You gain a 1st level scroll of your choice. When attempting to use a scroll, add 2 to the Arcana check.

Scrounger

Each day roll 1d10. You find that many silver pieces.

Skilful

Choose a skill you are not proficient in. You gain proficiency in that skill.

Wealthy

You gain 30 gold. In addition, whenever you receive payment or find treasure, you gain an additional 1d4 gold per character level.

Weapon Specialist

Choose a weapon. You gain proficiency with that weapon. In addition, that weapon has the following properties:

- If the weapon is Two Handed, it loses Two Handed.
- If the weapon isn't Two Handed, it gains the Light and Thrown properties for you.

Weathered

Your maximum Hit Points increases by 1, and by an additional 1 per level.

General Feats

These feats are available to anyone at any time they could choose a feat in place of an **Ability Score Improvement**. DMs may also allow acquiring feats as downtime activity, for costs, or as rewards for completing quests.

Bulish Brawn

You exhibit physical features that remind others of large oxen. You gain the following benefits:

- +1 Strength.
- You deal triple damage with the Tackle action, and are no longer knocked prone on a success.
- You gain +5 to Strength checks that you initiate.

Damage Focus

When you take this feat, choose a damage type other than *Force*. You gain the following benefits:

- Whenever you roll for damage of the chosen type, you may re-roll results of 1 (*you must keep the new result*).
- If you would deal *Force* damage, you may instead deal damage of the chosen type.

Fearsome Presence

You exude an aura of fear against your enemies on the battlefield. You gain the following benefits:

- +1 Charisma.
- You may take the Taunt Special Action as a Bonus action.
- You gain proficiency in Intimidation.

Part 5: Classes

Barbarian

Rage

Change Rage bonus damage from its listed amount to 1d8. This damage increases to 1d10 at level 5, 1d12 at level 9, 2d8 at level 16, and 2d12 at level 20.

Fighter

Replace the Fighter’s **Indomitable** class feature with the following:

Indomitable

Beginning at 9th level, if you would fail a Saving Throw, you can choose to instead succeed that Saving Throw. 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.

Monk

Hit Points

Increase the Monk’s Hit Die to a d10. Increase its Hit Points at level 1 and Hit Points per Monk level to 10.

Ranger

Favoured Enemy

Replace Favoured Enemy with the following:

When you hit a creature with an attack roll for the, you can mark it as your Quarry for 1 minute. You must maintain concentration on this feature as you would a spell.

The first time on your turns that you damage your Quarry (*including when you first mark it*), you can increase that damage by 1d4.

You can use this feature to mark a Quarry a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

Natural Explorer

Replace Natural Explorer with the following:

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

At 6th level, your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

At 10th level, as an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your Exhaustion level, if any, is decreased by 3.

Primeval Awareness

Replace Primeval Awareness with the following:

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown below. These spells don't count against the number of ranger spells you know.

Ranger Level	Spell
3rd	<i>Speak with animals</i>
5th	<i>Find steed</i>
9th	<i>Speak with plants</i>
13th	<i>Locate creature</i>
17th	<i>Commune with nature</i>

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Favored Enemy and Natural Explorer improvements

Ignore these (*replaced by Natural Explorer above*).

Hide in Plain Sight

Replace Hide in Plain Sight with the following:

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Rogue

Roguish Archetypes

Fatetwister

Fatetwisters are those that always find a way to bend the whims of fate to benefit themselves. Either dodging attacks, spells, or even death, Fatetwisters regularly seem to pull off the impossible.

Lucky Numbers

At 3rd level and each time you finish a Short Rest, you gain an amount of Lucky Numbers equal to your Proficiency Bonus. For each Lucky Number, choose a different number between 2 and 19. The sum of these numbers cannot exceed 11 times your Proficiency Bonus. These are your Lucky Numbers. Whenever you roll a d20, and the die shows either of the chosen numbers, you may add your Intelligence Modifier to the result of that roll (*even if that roll already uses your Intelligence Modifier*).

When you use a Lucky Number for a feature other than this one, you may not use it again until you finish a Short Rest. It is still a Lucky Number, and you can use it for this feature.

Foresight

You can sense others' actions before they even decide to do them. At 3rd level, you gain Advantage on Initiative rolls.

In addition, whenever a creature you can see makes an attack, you can bend fate to help it hit – or miss. As a Reaction, you can choose before rolling to use one of your Lucky Numbers as the result of any attack roll.

Destined Blow

At 9th level, whenever you attack, you may add one of your Lucky Numbers to the attack roll.

Evade Death

At 9th Level, you see Death waiting to claim you, well before it comes. You gain Advantage on Death Saving Throws.

In addition, whenever you take damage that would knock you unconscious, you may instead choose one of your Lucky Numbers. Your current Hit Points becomes 1 and you gain an amount of Temporary Hit Points equal to half the chosen Lucky Number. Once you use this feature, you cannot do so again until you finish a Short Rest.

Turnabout

At 13th level, when a creature misses you with a melee attack, you can use your Reaction to make an attack against that creature. The result of that attack roll is considered to be a Lucky Number for this attack.

Exceptional Critical

At 17th level, your Lucky Numbers score Critical Hits on attack rolls. This feature works for Lucky Numbers that have already been used.

Wizard

Arcane Tradition

When you choose your Arcane Tradition, you also gain the following restriction:

When preparing spells each day, you must have half of your prepared spells be of the school listed for your chosen Arcane Tradition. This includes Cantrips, which are always considered prepared. For Arcane Traditions not listed, the GM decides which school is most appropriate.

Arcane Tradition	School of Magic
Abjuration	Abjuration
Conjuration	Conjuration
Divination	Divination
Enchantment	Enchantment
Evocation	Evocation
Illusion	Illusion
Necromancy	Necromancy
Transmutation	Transmutation

Inquisitor

Inquisitor Class Table

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Magic Resistance
2nd	+2	Righteous Blow
3rd	+2	Inquisitive Method
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Inquisitive Method Feature
7th	+3	Binding Weapons
8th	+3	Ability Score Improvement
9th	+4	Channel Divinity
10th	+4	Inquisitive Method Feature
11th	+4	Anti-Magic
12th	+4	Ability Score Improvement
13th	+5	Indomitable
14th	+5	Inquisitive Method Feature
15th	+5	Eyes of the Divine
16th	+5	Ability Score Improvement
17th	+6	Invoke Divinity
18th	+6	Indomitable (2)
19th	+6	Ability Score Improvement
20th	+6	Anti-Magic Field

Unquestionable Fervour

Inquisitors roam the world in search of heathens and fiends, to purge them from this world. Boasting strong combat prowess and a resistance to magical effects, an Inquisitor is a valuable addition to any adventuring party.

Making an Inquisitor

Hit Points

Hit Dice: 1d10

Hit Points at 1st Level: 10

Hit Points at Higher Levels: 10.

Proficiencies

Armour: Light, Medium, Heavy

Weapons: Simple, Martial

Saving Throws: Strength, Wisdom

Skills: Choose two from: Arcana, History, Insight, Investigation, Perception, Religion

Starting Equipment

You start with 5d4 x 10 GP to buy starting equipment.

Fighting Style

At 1st level choose one Fighting Style.

Furious

When you hit an enemy with a Melee Attack, you add your Charisma Modifier to the total damage dealt.

Hatred

Whenever an enemy creature casts a spell or uses a magical effect, you gain Temporary Hit Points equal to 2 times your Proficiency Bonus.

Iron Faith

You have +2 AC when wearing Heavy Armour and no shield.

Target Removal

You have +2 to hit on Ranged Attack rolls.

Magic Resistance

At 1st level, your piety enables you to shrug off the magic of heathens and heretics. You have advantage on Saving Throws against magical effects.

Righteous Blow

At 2nd level, you gain the ability to strike your foes with a Righteous Blow. Before making an attack, you can choose to make a Righteous Blow.

Whenever you hit with a Righteous Blow, find the difference between your hit total and the target's AC. Add that difference to the total damage rolled as radiant damage.

You can attempt a Righteous Blow a number of times equal to your Proficiency Bonus. You regain all uses on a long rest.

Inquisitive Method

At 3rd level, you fully develop your methods for dealing with those that defy the true faith. Choose one of the Inquisitive Methods described at the end of the Inquisitor class description.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th Level, you gain an Ability Score Improvement. Choose two Ability Scores to increase by 1, or one to increase by 2. This cannot raise any Ability Score above 20.

Extra Attack

At 5th level, whenever you take the Attack action, you can make an additional attack as part of that action.

Binding Weapons

At 7th level, your weapon attacks ignore any negative magical modifiers to attack rolls. They also ignore magical bonuses to the target's AC, or magical damage resistances.

Channel Divinity

At 9th level, you gain the ability to invoke the divine. As an action, you can use Channel Divinity. When you do, choose **Purge** or **Repent**:

- **Purge:** Make a Righteous Blow attack with +10 to hit. (*This is not the Attack action and you don't benefit from Extra Attack*)
- **Repent:** Choose up to three target creatures. Each one regains health equal to your Inquisitor level. If you have any Temporary Hit Points, they also gain that many Temporary Hit Points.

You can use this feature a number of times equal to your Proficiency Bonus. You regain all uses on a long rest.

Anti-Magic

At 11th Level, any enemy creatures within 60ft have the DC of their Concentration Checks increased by 5.

In addition, at the end of your turn, you may choose a creature you can see within 60ft. They must make a concentration check at base DC 13 (*DC 18 if in range of this feature*).

Indomitable

At 13th level, if you would fail a Saving Throw, you can choose to instead succeed that Saving Throw. Once you use this feature, you cannot use it again until you finish a Long Rest.

At 18th level, you can use this feature twice instead of once, regaining both uses on a Long Rest.

Eyes of the Divine

At 15th level, your senses are imbued with power from the divines. You have blindsight 15ft, and can see invisible creatures. You also have truesight on anything you focus on for 1 minute.

Invoke Divinity

At 17th level, you can call upon the divines to aid you. As an action, you may choose a creature within 120ft (*You do not need to see the creature*). If that creature is an *Aberration*, *Fiend*, or similarly unholy creature, if it has less than 150 Hit Points, it dies. If the creature is not of the mentioned types, roll a d100. On a 90 or above, that creature dies. Once you use this feature, you may not use it again until you finish a Long Rest.

Anti-Magic Field

At 20th level, whenever an enemy creature within 120ft would cast a spell, they must make a base DC 15 concentration check (*DC 20 if affected by Anti-Magic*). If they fail, the spell is not cast.

Inquisitive Methods

Butcher

Heathens deserve the fate decided for them in the afterlife. May the gods look down with pity upon their souls.

Improved Critical

At 3rd level, your attacks score a critical hit on a roll of 19, or 20. In addition, when you score a critical hit, you always deal a minimum of the average possible result, rounding up. (*To find the average result of a die, halve the maximum roll and add 0.5*)

Bloody Glee

At 6th level, whenever you kill a creature, you can heal an amount of health equal to the excess damage dealt. In addition, whenever you hit with a Slashing or Piercing weapon, roll an additional 1d6 and add it to the damage roll.

Inglorious Impression

At 10th level, whenever you hit with a Righteous Blow, that hit counts as a critical hit. You can use this feature a number of times equal to your Proficiency Bonus, regaining all uses when you finish a Long Rest.

Extra Attack

At 14th level, whenever you take the Attack action, you can make an additional attack as part of that action.

Heretical

Heretics always seem to develop interesting new ways to defy the natural order. It seems only fitting to use their own tools against them.

Forbidden Knowledge

At 3rd level, you can use an Action to attempt to cast a Heretical Spell, as you pull a scroll out from your bags. Roll a d4 and pick a 1st level spell from the associated Spell List. That spell must be from the *Abjuration*, *Enchantment*, or *Transmutation* school of magic.

d4	Spell List
1	Warlock
2	Sorcerer
3	Cleric
4	Cleric, Sorcerer, or Warlock

You attempt to cast the spell as though it was a Spell Scroll, but you automatically succeed on the Arcana check.

You can use this feature a number of times equal to your Proficiency Bonus. You regain all uses on a long rest.

Deep in Conspiracy

At 6th level, your understanding of the heretic improves. Whenever you use **Forbidden Knowledge**, you can cast the chosen spell at 3rd Level.

Idolisation

At 10th level, you gain a fascination in an aspect of a heathen's faith. You learn 1 cantrip from each of the Warlock, Sorcerer, and Cleric spell lists. Intelligence

is your Spellcasting Ability for these spells.

In addition, whenever you roll for the *Forbidden Knowledge* spell list, you may roll two d4 and choose which to use.

Believer

At 14th level, your conviction in the verity of the conspiracies before sets. You may pick a 2nd level or lower spell when using **Forbidden Knowledge**.

In addition, you may cast the chosen spell at 4th Level.

Rabblrouser

Those around a heathen or fiend deserve to know. By rousing their anger, the full penance can be given to those deserving.

Work the Crowd

At 3rd level, you draw on the collective ire for your foe. When you attack a creature, you gain a bonus to hit equal to the number of other creatures within 15ft of that creature that are hostile to it.

Additionally, you gain proficiency in Persuasion.

Bolstering Faith

At 6th level, you can bolster your allies to further your holy cause. Whenever you take the Help action, in addition to any other benefits, the target creature makes its next attack as a **Righteous Blow**, and gains a bonus to the attack roll equal to your Charisma Modifier. This ability counts as one of your **Righteous Blow** uses.

Retainers

At 10th level, you can designate your companions as your Retainers. You may have a number of Retainers equal to half your Charisma Modifier, rounding down (*minimum 1*). While within 30ft of you, your Retainers gain the following benefits:

- At the end of their turn, they gain Temporary Hit Points equal to 2 times your Proficiency Bonus
- They gain advantage on attacks against creatures that you attacked or targeted on your previous turn.

- They gain advantage on Charisma Saving Throws.

Mob Rule

At 14th level, you gain a bonus to your attack and damage rolls equal to the number of Retainers you have within 30ft of you.

This bonus is doubled if all of your Retainers are adjacent to either you or the target of your attack.

Shaman

Making a Shaman

Shaman Class Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Elemental Attunement, Spellcasting	2	1	2	—	—	—	—	—	—	—	—
2nd	+2	Totem Mastery	2	1	3	—	—	—	—	—	—	—	—
3rd	+2	Natural Affinity	2	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	2	4	3	—	—	—	—	—	—	—
5th	+3	Totemic Reach	3	3	4	3	2	—	—	—	—	—	—
6th	+3	Affinity Feature	3	3	4	3	3	—	—	—	—	—	—
7th	+3	Elemental Resistance	3	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	5	4	3	3	2	—	—	—	—	—
9th	+4	Elemental Prowess	4	5	4	3	3	3	1	—	—	—	—
10th	+4	Affinity Feature	4	5	4	3	3	3	2	—	—	—	—
11th	+4	Totemic Body	4	6	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	6	4	3	3	3	2	2	—	—	—
13th	+5	—	4	7	4	3	3	3	2	2	1	—	—
14th	+5	Affinity Feature	4	7	4	3	3	3	2	2	1	—	—
15th	+5	-	4	8	4	3	3	3	2	2	1	1	—
16th	+5	Ability Score Improvement	4	8	4	3	3	3	2	2	1	1	—
17th	+6	—	4	9	4	3	3	3	2	2	1	1	1
18th	+6	Elemental Ascendancy	5	10	4	3	3	3	3	2	1	1	1
19th	+6	Ability Score Improvement	5	11	4	3	3	3	3	2	2	1	1
20th	+6	Force of the World	5	12	4	3	3	3	3	2	2	2	1

Masters of the Elements

Similar to Druids, Shamans study the world around them, and are well practiced in the natural arts. Where their druidic cousins focus on the flora and fauna, Shamans instead focus on the base Elements that make up the world, and the cycles that bind the living to the physical plane.

Hit Points

Hit Dice: 1d8

Hit Points at 1st Level: 8

Hit Points at Higher Levels: 8.

Proficiencies

Armour: Light armour, Shields

Weapons: Simple

Saving Throws: Strength, Constitution

Skills: Choose two from: Arcana, History, Nature, Medicine, Religion, Survival

Starting Equipment

You start with 3d4 x 10 GP to buy starting equipment.

Spellcasting

From your attunement with the world, you can draw on its magic and use it to aid and abet others.

Cantrips

At 1st level, you know 2 cantrips of your choice from the Shaman spell list.

Spell Slots

The Shaman table shows how many spell slots you have to cast your shaman spells of 1st level and higher. To cast one of these shaman 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 *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

Spells Known of 1st Level and Higher

You know one 1st-level spell of your choice from the shaman spell list.

You learn an additional shaman spell of your choice at each level. 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 shaman spells you know and replace it with another spell from the shaman spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Strength is your spellcasting ability for your shaman spells. The power of your spells comes from your ability to channel the strength of the world. You use your Strength whenever a shaman spell refers to your spellcasting ability. In addition, you use your Strength modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Strength modifier

Ritual Casting

You can cast a shaman spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You may use a quarterstaff, rod, orb or holy symbol as a spellcasting focus. In addition, your connection to the world allows you to weave magic with your whole body, allowing you to perform Somatic components of spells for free, provided your body is able to move freely.

Elemental Attunement

You are naturally inclined to the world's base elements. Pick one as your Elemental Attunement. You will gain additional benefits at later levels.

Earth

You are tough like the earth. Your Hit Point Maximum increases by 4, and by an additional 2 per level in this class.

In addition, you know the *Resistance* cantrip. This does not count towards your total cantrips known.

Water

You are swift like water. Your speed increases by 10 feet, and you gain a swimming speed equal to your speed.

In addition, you know the *Ray of Frost* cantrip. This does not count towards your total cantrips known.

Air

You are ever-changing like the winds. When you roll lightning or thunder damage, you may re-roll 1 die. You must keep the result.

In addition, you know the *Shocking Grasp* cantrip. This does not count towards your total cantrips known.

Fire

You are fierce like a roaring flame. Whenever you deal fire damage, you may deal additional damage equal to your Strength modifier.

In addition, you know the *Fire Bolt* cantrip. This does not count towards your total cantrips known.

Totem Mastery

At 2nd level, your mastery grows such that you can create Totems, manifestations of your strength and connection with nature. They appear as ghostly visages of nature, commonly in the shape of foliage or fauna important to the shaman or the area.

As an action you can create a Totem by expending a spell slot. When you do, it appears as a small sized object in a 5 foot space adjacent to you. When you create the Totem choose one of the following benefits. Whilst within 5 feet of the Totem, you and friendly creatures gain that benefit.

- **Affected creatures have advantage on Skill Checks, and Saving Throws vs non-magical effects**
- **Affected creatures may add your Strength Modifier to their damage rolls**
- **Whenever affected creatures have their Hit Points restored, they may add your Strength Modifier to the amount restored.**

The Totem occupies its space as though it were a friendly creature. It cannot be attacked, and enemies may move through it as though it were difficult terrain. Enemy creatures may not end their movement in the same space as the Totem.

If you create a new Totem, any existing totems are destroyed.

You may use your Totem as a spellcasting focus, provided you are within 30ft of it.

Natural Affinity

At 3rd level, you learn to align yourself closely with an aspect of the physical plane. Choose one of the Affinities described at the end of the class description.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th Level, you gain an Ability Score Improvement. Choose two Ability Scores to increase by 1, or one to increase by 2. This cannot raise any Ability Score above 20.

Totemic Reach

At 5th level, the range at which your totem provides its benefits increases to 10ft.

Elemental Resistance

At 7th level, your attunement allows you to weather damage from the elements. You are resistant to the listed damage types:

Element	Resistance Gained
Earth	Bludgeoning, Slashing (non-magical), Piercing (non-magical)
Water	Cold, Poison
Air	Lightning, Thunder
Fire	Fire, Acid

Elemental Prowess

At 9th level your attunement gives you additional combat prowess:

Element	Prowess Ability
Earth	Enemy creatures within range of your Totem's reach cannot take the Dodge or Disengage actions.
Water	You may swap places with your totem as you move. This does not provoke attacks of opportunity.
Air	You have advantage on Initiative rolls. In addition, you automatically pass Dexterity Saving Throws whilst within the range of your Totem.
Fire	Whenever you deal Fire damage to a creature, it becomes marked for 1 minute. Any time you deal damage to a creature, deal half that damage as Fire damage to any marked creatures.

Totemic Body

At 11th level, when you create a Totem, you are always affected by the benefits, and other friendly creatures benefit if they are within 10ft of either you or the Totem.

Elemental Ascendancy

At 18th level, your elemental attunement grants you a final boon of power.

Element	Ascendancy
Earth	Reduce all damage taken by 7.
Water	Your AC is increased by 2. You can Dodge as a Bonus Action.
Air	Whenever you roll lightning or thunder damage, you may re-roll any of the dice, and set one of them to its maximum value.
Fire	Whenever you deal Fire damage to a creature, increase that damage by 1d4 + Strength Modifier.

Force of the World

At 20th level, whenever you cast a spell of 1st level or higher, you may also cast a cantrip. You can choose different targets for the cantrip.

In addition, whenever you cast a cantrip, choose a creature within 30ft of your Totem. That creature takes 2d8 damage of your choice of fire, thunder, lightning, bludgeoning, or cold.

Natural Affinities

Affinity for Fauna

You have a connection to the animals of the world, both alive and dead, and can call on their power and wisdom to aid you in your adventures.

As you gain levels in this class, you know the following spells. These spells do not count against your total spells known.

Shaman Level	Spells
3	<i>Animal Friendship, Speak with Animals</i>
5	<i>Locate Animals and Plants, Summon Totemic Beast*</i>
7	<i>Phantom Steed, Speak with Plants</i>

Wisdom of the Past

Also at 3rd level, you can call of the wisdom of those that trod before you. Whenever you make a Skill Check, you gain a bonus to the result equal to your Wisdom modifier. If the skill already uses your Wisdom modifier, you still get this bonus.

Animal Memory

At 6th level, when you create a Totem by expending a spell slot of 2nd level or higher, you may choose to cast *Summon Totemic Beast* at the level of the expended spell slot. Instead of creating a Totem as normal, the summoned beast carries the properties of the Totem. If the beast dies, the Totem appears in its place. You do not need to concentrate on *Summon Totemic Beast* if cast this way.

Symbiote

At 10th level, when you cast *Summon Totemic Beast* to carry your Totem, you form a stronger bond with the beast. Whenever either you or the beast deals damage, the other gains temporary hit points equal to twice your Wisdom Modifier.

In addition, whenever you take the Attack action, you can make an additional attack as part of that action.

Bestial Nature

At 14th level, when you cast *Summon Totemic Beast*, it gains the benefits of its Air, Land, and Sea options.

In addition, whenever the beast attacks, you may use your Reaction to make an attack of opportunity.

Affinity for the Heavens

Long have you studied the constellations, and seen how they guide the world as though they were the deities from the heavens above. Using this knowledge, you can steer yourself and your companions down the right path.

As you gain levels in this class, you know the following spells. These spells do not count against your total spells known.

Shaman Level	Spells
3	<i>Identify, Bless</i>
5	<i>Moonbeam, Locate Object</i>
7	<i>Blink, Clairvoyance</i>

Totem of Guidance

You have an understanding of how to work the stars that bind your fate in your favour. Also at 3rd level, you gain the following option for your Totem:

- **Affected creatures may add your Intelligence Modifier to their attack rolls**

Totem Duality

As your knowledge expands, you find better ways to imbue your strength into the Totems you create. At 6th level, you may choose two different options instead of one when creating your Totem.

Totemic Insulation

At 10th level, when you create your Totem, choose fire, lightning, thunder, bludgeoning, or cold. Creatures affected by your Totem gain Resistance to that damage type.

Totemic Invulnerability

At 14th level, your Totem becomes immaterial. If you are in the same space as your Totem, you gain every benefit of your Totem, instead of the chosen benefits.

Affinity for Santryl

You have a connection with Santryl itself, and have learned to bend the world to match your whims. Through sheer force of will, floods, volcanoes, thunderstorms – all will do as you command.

As you gain levels in this class, you know the following spells. These spells do not count against your total spells known.

Shaman Level	Spells
3	<i>Pressure Drop, Thunderwave</i>
5	<i>Scorching Ray, Shatter</i>
7	<i>Call Lightning, Fireball</i>

Force of Nature

At 3rd level, you may add your Charisma Modifier to the damage rolls of your spells.

You gain proficiency in the Nature skill, and have advantage on Nature checks regarding natural disaster, weather phenomena, or other similar events. In addition, you may use a weapon held in both hands as your spellcasting focus.

Extreme Conditions

At 6th level your will grows even stronger. Each time you make a damage roll, you may add your Charisma Modifier to the damage rolled for each die rolled.

When you do, you cannot use this feature again until you finish a long rest.

Piercing Magic

At 10th level, whenever a creature succeeds a Saving Throw against one of your spells of 1st level or higher, if they would take half damage, they instead take the full damage. Similarly, if they would not take damage, they instead take any damage they would have if they had failed the Saving Throw.

Calamitous Power

At 14th level, whenever a creature fails a Saving Throw against one your spells, choose a condition from Blinded, Deafened, Frightened, Grappled, or Prone. That creature gains that condition until the end of their next turn.

Part 6: Spells

Spells indicated with a * are described in this book. All others are from the SRD. For classes listed in the SRD, only new or additional spells will be shown on their lists.

Cleric Spell List

Cantrips

*Bone Twist**
*Shimmer**

Ranger Spell List

Level 1

*Invigorate**

Shaman Spell List

Cantrips

Acid Splash
Fire Bolt
Light
Produce Flame
Ray of Frost
Resistance
Shocking Grasp

Level 1

Animal Friendship
Bless
Comprehend Languages
Cure Wounds
Entangle
Goodberry
Heroism
*Planar Bind**
*Pressure Drop**
Sanctuary
Sleep
Thunderwave

Level 2

Barkskin
Calm Emotions
Continual Flame
Flame Blade

Flaming Sphere
Gentle Repose
Gust of Wind
Lesser Restoration
Locate Object
Magic Weapon
Scorching Ray
*Sonic Shock**
*Summon Totemic Beast**
Warding Bond

Level 3

Beacon of Hope
Call Lightning
Daylight
Dispel Magic
Fireball
Fly
Haste
Lightning Bolt
Magic Circle
Protection From Energy
Sending
Sleet Storm
Spirit Guardians
Tongues
Wind Wall

Level 4

Arcane Eye
Banishment
Death Ward
Dimension Door
Fire Shield
Freedom of Movement
Hallucinatory Terrain
Ice Storm
Locate Creature
Wall of Fire

Level 5

Cloudkill
Cone of Cold
Contact Other Plane
Flame Strike
Greater Restoration
Hallow

Mass Cure Wounds
Planar Binding
Teleportation Circle
Wall of Stone

*Bone Twist**
*Eyes**
*Imbue**
*Shimmer**

Level 6

Chain Lightning
Conjure Fey
Disintegrate
Flesh to Stone
Freezing Sphere
Move Earth
Planar Ally
Sunbeam
Wall of Ice
Wind Walk

Level 7

Delayed Blast Fireball
Etherealness
Fire Storm
Mirage Acrane
Plane Shift
Resurrection
Reverse Gravity
Sequester
Teleport

Level 8

Control Weather
Demiplane
Earthquake
Incendiary Cloud
Maze
Sunburst

Level 9

Astral Projection
Gate
Meteor Swarm
Prismatic Wall
Storm of Vengeance
True Resurrection
Weird

Wizard Spell List

Cantrips

Spell Descriptions

General Spells

These spells are on class spell lists. Some spells from the SRD may be rewritten.

Bone Twist

Necromancy cantrip

Casting Time: 1 action

Range: 30ft

Components: VS

You reach into your foe's body and pull at their bones, twisting them in place. Target creature must make a Constitution Saving Throw. On a failure, they take 2d4 necrotic damage.

This spell's damage increases by 1d4 when you reach 5th level (3d4), 11th level (4d4), and 17th level (5d4).

Eyes

Illusion cantrip

Casting Time: 1 action

Range: 30ft

Components: VS

Duration: Concentration, up to 10 minutes.

You send your vision to an unoccupied point you can see. An invisible eye manifests in that space. For the duration of the spell, you see from that point instead of your normal sight, able to look in any direction, and using your normal sight abilities (*such as darkvision*).

Find Traps

2nd-level divination

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes.

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden

sinkhole.

This spell faintly outlines the trap with a magical glow. Only you can see this outline. It does not explicitly show how the trap may trigger or its effect, however these could be determined with sufficient investigation. Any Intelligence (Investigation) Checks on the revealed traps have advantage.

Imbue

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: VS

Duration: Concentration, up to 1 minute

You touch a weapon held by yourself or an ally. The next time that weapon is used to hit an attack, increase the damage dealt by 1d6.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Pass Without Trace

2nd-level abjuration

Casting Time: 1 action

Range: Self

Target: Self

Components: VSM

Duration: Concentration, up to 1 hour.

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, whenever a creature you choose within 30ft of you (*including you*) makes a Dexterity (Stealth) Check, instead of rolling, it can use 15 + your Spellcasting Modifier as the result. Those creatures also can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Pressure Drop

1st-level evocation

Casting Time: 1 action

Range: 30 ft

Components: VSM

You quickly drop the pressure in an area around an enemy, depriving them of air. Target creature and each

creature within 5ft must make a Constitution Saving Throw. On a failure, they take 2d6 force damage.

Planar Bind

2nd-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: VSM, An object native to the plane you are currently on

Duration: Concentration, up to 1 hour

You bind a creature to this plane, stopping them from leaving, and restricting their movement. Target creature you can see can not use any form of teleportation or planar travel for the duration. For the duration of the spell, if the creature attempts to move, it must make a Strength Saving Throw. On a failure, it cannot move and takes 1d4 psychic damage.

Shimmer

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: VS

You create a dazzling shimmer of light between you and your foes. Until your next turn, attacks against you have Disadvantage, and your movement does not provoke attacks of opportunity.

Sonic Shock

2nd-level evocation

Casting Time: 1 action

Range: 30 ft

Components: V

You let out an amplified wave of sonic power, causing shockwaves to strike your targets. Up to three target creatures you can see within range must make Constitution Saving Throws. On a failure, they take 2d12 thunder damage. On a successful save, they take half as much damage.

Summon Totemic Beast

2nd-level conjuration

Casting Time: 1 action.

Range: 30ft

Components: VSM

Duration: Concentration, up to 1 hour.

You summon a Totemic Beast, an ethereal guardian imbued with your power. When you cast this spell,

choose Air, Land, or Sea. The Totemic Beast has the below profile.

The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels.

When you cast this spell using a spell slot of 3rd level or higher, use the higher level wherever the spell's level appears in the stat block.

Totemic Beast

Medium, Beast

- Armor Class: 11 + Spell Level
- Hit Points: 25 + 5 * Spell Level
- Speed: 30ft, climb 30ft (Land only), fly 60ft (Air only), swim 30ft (Sea only).

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	4 (-3)	14 (+2)	5 (-3)

- Languages: Understands you speak.
- Senses: Darkvision 60 ft.

Flyby (Air Only): The Totemic Beast does not provoke opportunity attacks when it flies out of an enemy's reach.

Guardian Tactics (Land and Water Only): The Totemic Beast can use its Reaction to make a **Maul** attack when one of its allies within 5ft is hit by an attack.

Water Breathing (Water Only): The beast can breathe underwater.

Actions

Multiattack: The Totemic Beast makes a number of attacks equal to half Spell Level (rounding down).

Maul: Melee Weapon Attack: your Spell Attack Modifier to hit, Reach 5ft, One target. Hit: 1d8 + 4 + Spell Level piercing damage.

Exclusive Spells

These spells are available only to those granted them from items, faction bonuses, or other anomalies. They are listed separately for convenience. If a choice grants a spell of the player's choice, it cannot be from this list unless specifically stated. To learn a spell, unless specified, a character must already have the Spellcasting feature or equivalent feature that allows casting spells.

Appropriate

2nd level conjuration

Casting Time: 1 action

Range: 30ft

Target: 1 Creature you can see

Components: VS

Duration: Instantaneous

Target creature must make a Strength Saving Throw. On a failure, you teleport a weapon held by them into your own hands. You gain proficiency with that weapon until you let go of it.

Claim

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Target: 1 Magical Item

Components: VS

Duration: Instantaneous

You immediately attune to the magical item, following the usual restrictions for attunement.

Infuse Element

1st level enchantment

Casting Time: 1 action

Range: Touch

Target: 1 object

Components: VS

Duration: 1 minute

You imbue the object with your choice of *acid*, *cold*, *fire*, *lightning*, *poison*, or *thunder*. For the duration, if that object is used to attack, add 1d8 damage of the chosen type to the damage roll.

At Higher Levels:

When you cast this spell using a spell slot of 2nd level

or higher, the additional damage is increased by 1d8 per increased spell level.

Plagiarise

3rd level illusion

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60ft

Target: 1 creature

Components: VSM

Duration: Instantaneous

If the creature is casting a spell of 3rd level or lower, you cast that spell first. If it is casting a spell of 4th level or higher, make an ability check using your Spellcasting Ability. The DC equals 10 + the spell's level. On a success, you cast that spell first.

At Higher Levels:

When you cast this spell using a spell slot of 4th level or higher, you cast that spell first if its level is less than or equal to the level of the spell slot you used.

Divine Favour

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Target: 1 Creature

Components: VS

Duration: 1 minute

The next time target creature would make a skill check, it may choose to re-roll the result. It must take the new result. That creature cannot be affected by this spell until the next sunrise.

Seize

5th level evocation

Casting Time: 1 action

Range: 30ft

Target: Up to 3 creatures you can see

Components: VS

Duration: Instantaneous

Each of the target creatures must make a Strength Saving Throw. On a failure, they take 3d6 Psychic damage, become Prone, and their weapons appear at your feet. On a success, they take half damage and drop their weapons.

Part 7: Factions

In Santryl there are many factions that may seek the help of groups of adventurers, for extra business or off the record reconnaissance.

Faction XP

As players complete tasks for these factions, they gain faction XP, which progresses them in the faction’s trust, and affords them certain privileges, items, and treasure. Whenever players are rewarded, the faction XP gained is equal to the gold value of the reward. Each player receives the XP split between them.

Below is a recommended progression for faction XP. Some factions may be more demanding or less trusting of player characters, so adjust the faction XP required for each level if appropriate.

Faction XP	Faction Level
0	0
50	1
200	2
500	3
1000	4

Faction Rewards

Each faction will have its own rewards to grant the player characters. Usually these rewards are convenient for use in future tasks set by the faction.

Faction: Shipwraught

The Shipwraught are a guild in Gallia well known for extending temporary employment and trust to mercenaries and adventurers. They specialise publicly in shipbuilding, but recent endeavours and access to the western continent overseas has seen their practices become a little more dishonest.

They have guild buildings in each coastal town in Gallia, as well as smaller buildings in locations with major rivers or bodies of water.

Their requests and missions usually involve the retrieval of magic items, or safe delivery of imported treasure from the western continent.

Those trusted by the Shipwraught are granted teachings of several spells designed to hinder opponents, and a few magic items from overseas.

Faction Rewards

Faction Level	Reward
1	Shipwraught Badge
2	Training
3	Free Lodging in Shipwraught Buildings
4	Shipwraught Cohort, Magic Items

Training

The Shipwraught provide for 50g per person, a week-long training in one of the following skills: Athletics, Deception, Intimidation, and Survival.

The Shipwraught also provide, for 100g per person, a week-long training to learn one of the following spells. Spells marked with a * are detailed in Part 6: Spells.

Shipwraught Spell List

- Appropriate*
- Claim*
- Plagiarise*
- Seize*

Shipwraught Cohort

Once fully trusted by the Shipwraught, characters can utilise a cohort of Shipwraught guild members for their own tasks and requests. These requests are free for mundane tasks, but will require appropriate gold payment for more dangerous tasks.

Magic Items

Fully trusted characters are able to purchase magic items from the Shipwraught supplies. The following items are available:

Shipwraught Magic Items

- The Feyheart
- Ra'a Amulet
- Shipwraught Badge
- Unstable Lodestone

Part 8: Treasure

Magical Items

Asceliv Scroll

Spell Scroll (any 1st level non-evocation spell), uncommon

A spell scroll that allows multiple uses, used by Asceliv scribes to help in the documenting of the world. When using this spell scroll, roll a d20. On a 1, the spell scroll disappears. Otherwise, you cannot use the scroll until you finish a long rest.

Excaver Badge

Wondrous Item, uncommon

A badge from the Excaver Guild in Gallia. Made from excavated materials. Whilst wearing this badge, you have Advantage on Intelligence (History) checks to identify metals and artefacts.

Firal Bow

Weapon (longbow, shortbow), uncommon

A bow from House Firal, used for hunting beasts and natural predators. You have advantage to hit against Beasts when using this weapon.

Kiin Shield

Wondrous Item (shield), uncommon

A shield designed to be used by Kiin militia. Whilst you have this shield equipped, friendly creatures next to you gain +1 to their Armour Class.

Mineia Trinket

Wondrous Item, uncommon

A trinket made by a House Mineia artist. Whilst wearing the trinket, you gain proficiency in Performance. In addition, you can cast the *Prestdigitation* cantrip.

MOOLE Badge

Wondrous Item, uncommon

A badge from the MOOLE Guild in Gallia. It resembles a donkey. Whilst wearing this badge, your speed increases by 5ft.

Oberiell Scope

Wondrous Item, uncommon

A telescopic looking-glass enchanted by Oberiell

magies. When you look through this scope, you can see faint traces of magic. Any illusion magic of 1st level or lower is shown to the viewer. This does not reveal what is behind opaque illusions.

Qiet Dagger

Weapon (Dagger), uncommon

A dagger from House Qiet, designed to silence its opposing agents. When you hit a creature with this weapon, if that creature would make a Concentration check, it makes it at Disadvantage.

Ra'a Amulet

Wondrous Item, uncommon

An amulet brought back from the western continent, it depicts a bird-like figure praying to the sun.

Whilst wearing this amulet, you may cast *Divine Favour*. In addition, you have advantage on Charisma checks when in direct sunlight.

Shipwraught Badge

Wondrous Item, uncommon

A badge from the Shipwraught Guild in Gallia. It shows a shipyard. Whilst wearing this badge, you gain a swim speed of 5ft.

Thaumia Badge

Wondrous Item, uncommon

A badge imbued with enchantments from the Thaumia Guild in Gallia. It contains a tiny glowing opal. Whilst wearing this badge, you may cast the *Imbue* cantrip.

The Feyheart

Wondrous Item, heavy armour (plate mail)

The Feyheart is a suit of heavy armour, powered by a refined Lodestone core. It is said that the Shipwraught leader would wear it on expeditions before a new version was produced.

This armour provides +2 to AC. In addition, the wear gains resistance to all damage type except Force. The Feyheart must be recharged with a new Lodestone each day, or it becomes unwearable.

Unstable Lodestone

Wondrous Item, rare (Lodestone)

An unrefined Lodestone brought back from the western continent, it hums with untapped power.

This item can be used in place of a spell component with a value of 300g or more. It is still

consumed upon use.

Additionally, whilst carrying this item, a creature may attempt a DC15 Arcana check. On a success, they may restore a Spell Slot of up to 3rd level. On a failure, they take 2d8 fire damage. Regardless of result, this cannot be attempted again for 24hrs.

Veyair Sprig

Wondrous Item, uncommon

A sprig off of a Veyair sapling. Once per long rest, you may cast the *Goodberry* cantrip.

Wracket Badge

Wondrous Item, uncommon

A badge from the Wracket Guild in Gallia. It is the shape of an overlapping hammer and wrench. Whilst wearing this badge, you gain proficiency with Carpenter's Tools, Smith's Tools, Tinker's Tools, and Vehicles.

Part 9: Bestiary

Players should avoid reading this section, to maintain a sense of discovery.

General Foes

These enemies are intended to be used as common encounter enemies, accomplices to stronger foes, or as a base to create a stronger enemy.

Foliazoid

A Foliazoid is one corrupted by a curse, stricken to become part of a greater root system of a great plant entity. Whilst they come in many shapes, the most threatening are the humanoids that succumb to the influence, retaining their skills and strengths despite losing their free will.

Foliazoid, CR 4
Medium, Humanoid Plant

- **Armor Class:** 17 (*Natural Armour*)
- **Hit Points:** 35
- **Speed:** 35ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-3)	6 (-3)	6 (-3)

- **Languages:** Common, and others the humanoid knew before it was cursed.
- **Damage Resistances:** Psychic
- **Condition Immunities:** Charmed, Frightened

Roots: Whilst a Foliazoid is within 10ft of an allied *Plant*, it gains **Barbed Vines** and **Revigorate**.

Barbed Vines: Any non-*Plant* creature within 5ft must make a DC 15 Strength Saving Throw when it attempts to move. On a failure, it cannot move this turn.

Revigorate: At the end of the Foliazoid's turn, it regains 2d6 Hit Points.

Actions

Multiattack: The Foliazoid makes two **Vines** attacks.

Vines: *Melee Weapon Attack:* +7 to hit, Reach 5ft, One Target. *Hit:* 2d6 + 7 bludgeoning damage + 2d4 poison damage. The target must make a DC 18 Constitution Saving Throw. On a failure, it is Poisoned.

Retained Skills: The Foliazoid uses an action available to it before it was cursed. The Foliazoid will not attempt to cure itself.

Guardian Golem

These metallic foes are equipped with some of the deadliest weaponry available. They are told to guard passages and treasure, and will seek to fight and kill any who threaten their ward. Each is inhabited by a spirit, that is released when the Golem is defeated.

Guardian Golem: Destructor Pattern, CR 14
Large, Construct

- **Armor Class:** 21 (*Ceramo-Metal Plating*)
- **Hit Points:** 90
- **Speed:** 35ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	6 (-3)	6 (-3)	6 (-3)

- **Languages:** None, but can understand any spoken to it.
- **Damage Resistances:** All (*non-magical*), Cold, Fire, Necrotic, Piercing, Poison, Psychic, Slashing, Thunder
- **Condition Immunities:** Blinded, Charmed, Deafened, Frightened, Poisoned

Soul Pilot: When the Guardian Golem dies, it releases a **Soul Pilot**.

Actions

Multi-attack: Guardian Golem makes 2 attacks with its Fists, one attack with its Cannon, and one attack with its Prism Caster

Fists: *Melee Weapon Attack:* +11 to hit, Reach 10ft, One Target. *Hit:* 3d6 + 7 bludgeoning damage. The target must make a DC 18 Strength Save. On a

failure, it is knocked Prone.

Cannon: *Ranged Weapon Attack:* +9 to hit, Reach 60ft, One Target. *Hit:* 3d4 + 3 bludgeoning damage.

Prism Caster: Range 30ft, 20ft Radius. Choose a damage type other than bludgeoning, force, piercing, or slashing. Each creature within the target area must make a DC17 Dexterity Saving Throw. On a failed save, they take 3d8 damage of the chosen type. On a successful save, they take half as much damage.

Soul Pilot

Spirits that inhabit Golems, bound magically to the constructs, and angry about it. Liable to kill the first things it sees in its limited lifespan outside of its vessel.

Soul Pilot, CR 6

Medium, Undead

• **Armor Class:** 16 (*Incorporeal*)

• **Hit Points:** 30

• **Speed:** 45ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	24 (+7)	10 (+0)	6 (-3)	6 (-3)	18 (+4)

• **Languages:** None.

• **Damage Resistances:** Bludgeoning (*non-magical*), Piercing (*non-magical*), Psychic, Slashing (*non-magical*)

• **Condition Immunities:** All

Incorporeal: Attacks against the Soul Pilot have disadvantage. Can move through other creatures without penalty. Movement does not trigger attacks of opportunity.

Actions

Soul Grasp: *Melee Weapon Attack:* +8 to hit, Reach 5ft, One Target. *Hit:* 2d6 + 7 necrotic damage.

Sprit Tree

A tree that has been awakened by magic, giving it sentience and an undying devotion to its creator.

Spirit Tree, CR 2

Medium, Fey Plant

- **Armor Class:** 16 (*natural armor*)
- **Hit Points:** 15
- **Speed:** 25ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	22 (+6)	6 (-3)	6 (-3)	6 (-3)

- **Languages:** None, but can understand its creator.
- **Damage Resistances:** Bludgeoning (*non-magical*), Piercing (*non-magical*), Psychic, Slashing (*non-magical*)
- **Condition Immunities:** Charmed, Deafened, Frightened, Poisoned

False Appearance: While the Spirit Tree remains motionless, it is indistinguishable from a normal tree.

Actions

Grappling Branches: *Melee Weapon Attack:* +7 to hit, Reach 5ft, One target. *Hit:* 2d8 + 4 bludgeoning damage. The target must make a DC15 Dexterity Saving Throw. On a failure, they are grappled by the Spirit Tree until it attacks a different creature, or uses an Action to break free. A creature that breaks free this way has its speed reduced to 0 until the start of their next turn.

Strong Foes

These foes are intended to be final encounters in stories and quests. As such, they can be quite strong. Whilst their names are generic, consider adding individual characteristics, or modifying things such as spell lists to create a unique enemy.

Corrupted Orb

The corrupted orb irradiates and curses all around it. Created by an ancient witch, a foolhardy alchemist, or similar misadventure from those with too much power, the Orb slowly extends its domain until all is under its influence.

Corrupted Orb, CR 18
Tiny, Construct Fey

- **Armor Class:** 20 (*Magical Ward*)
- **Hit Points:** 100
- **Speed:** 0.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	6 (-3)	20 (+5)	16 (+3)	10 (0)	18 (+4)

- **Languages:** None, but can understand any spoken to it. Communicates emphatically with Foliazoids under its influence.
- **Damage Resistances:** Bludgeoning (*non-magical*), Piercing (*non-magical*), Psychic, Slashing (*non-magical*)
- **Condition Immunities:** Charmed, Deafened, Frightened, Paralyzed, Poisoned

Irradiating Magic: At the beginning of the Corrupted Orb's turn, randomly choose two non-*Plant* creatures within 60ft. Those creatures must make a DC 18 Dexterity Saving Throw. On a failure, they take 3d6 radiant damage, and gain 1 Mark of Corruption. If the Corrupted Orb dies, all affected creatures instantly lose 5 Marks of Corruption, and lose 1 additional 5Mark of Corruption every minute thereafter.

Mark of Corruption: Each creature with one or more Marks of Corruption suffers as though it had that many levels of exhaustion. When a creature reaches

5 Marks of Corruption, it becomes a **Foliazoid**, with all its prior abilities and skills, but aligned with the Corrupted Orb.

Legendary Resistance (3/day): If the Corrupted Orb would fail a Saving Throw, it can choose to succeed that throw instead.

Prismatic Wall: The Corrupted Orb is protected by a *Prismatic Wall*, in the shape of a sphere around it.

Magic Resistance: Whilst the *Prismatic Wall* remains, the Corrupted Orb has advantage on all Saving Throws.

Legendary Actions

Foliazoid: A friendly *Plant* creature within 60ft makes an attack or casts a spell. If any affected creatures fail a Saving Throw as a result of that attack or spell, that creature also gains 1 Mark of Corruption.

Actions

Sickening Radiance (DC18): The Corrupted Orb knows the *Sickening Radiance* spell. If in its Lair, it continually maintains the spell, and does not concentrate on it. Any creature that fails the Saving Throw gains 1 Mark of Corruption instead of a level of exhaustion.

Spellcasting (DC18): The Corrupted Orb knows *Blight* (6th level), *Dispel Magic* (4th level), *Sunburst* (Recharge 5-6), and *Weird* (Recharge 5-6). Whenever a creature fails a Saving Throw from one of these spells, it gains a Mark of Corruption.

The Malignant Dryad

Brought here from another plane, this dryad cannot remember their true name. All they remember is receiving a blessing of beauty, before losing their kin and being whisked away to a new world.

The Malignant Dryad has a second form emerging from themselves, in an attempt to rediscover their original identity. For now, it simply feels pain and expresses this in bursts of psychic energy.

The Dryad prefers to act offensively via its spells and its guard **Spirit Trees**. When it must, its arms become savage facsimiles of animal claws, swiping at those who would harm her.

The Malignant Dryad, CR 16

Medium, Fey Humanoid

- **Armor Class:** 18 (*natural armor*)
- **Hit Points:** 300
- **Speed:** 40ft, climb 40ft, fly 40ft, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	22 (+6)	16 (+3)	24 (+7)	30 (+10)

- **Languages:** All
- **Senses:** Darkvision 60ft.
- **Damage Resistances:** Bludgeoning (*non-magical*), Piercing (*non-magical*), Psychic, Slashing (*non-magical*)
- **Condition Immunities:** Charmed, Deafened, Frightened, Petrified, Poisoned

Rootborne Regeneration: The Malignant Dryad restores 30 Hit Points at the start of its turn for each friendly **Tree Spirit** within 120ft.

Two-Faced: Whenever The Malignant Dryad attacks, its second form lets out a scream. Each creature within 30ft must make a DC20 Charisma Saving Throw. On a failure, they take 4d4 psychic damage.

Barked Stubbornness: The first time The Malignant Dryad is reduced to 0 Hit Points, it regains 150 Hit Points, and summons two Tree Spirits at different locations within 30ft.

Legendary Resistance (3/Day): If The Malignant Dryad would fail a Saving Throw, it can choose to succeed that throw instead.

Grove Lair: If in their Lair, The Malignant Dryad is assumed to have already cast Druid Grove in the area. The animated trees are considered to be Tree Spirits.

Captivating: Whenever a creature attempts to attack, cast a spell with a negative effect, or otherwise harm The Malignant Dryad, they must make a DC10 Wisdom Saving Throw. On a failure, their action fails.

Legendary Actions

Summon Tree Spirit: A **Tree Spirit** forms in a location within 60ft. of The Malignant Dryad.

Increasing Captivation: The DC of Captivating

Actions

Spellcasting (DC23): The Malignant Dryad knows the following spells: *Storm of Vengeance* (1/day), *Feeblemind*(2/day), *Druid Grove*, *Ice Knife* (4th-level), and 1 other spell of 5th-level or lower from the Druid Spell List. After casting a spell, The Malignant Dryad may make a **Swipe** attack.

Swipe (2/Action): *Melee Weapon Attack:* +8 to hit, Reach 10ft, One target. *Hit:* 3d8 + 7 piercing damage.

Bonus Actions

Moment of Reflection: The Malignant Dryad reflects on her actions, and takes the Dodge Action.

Lair Actions

Teleport via Plants: Whilst in their lair, The Malignant Dryad can move to any location within 10ft of a Spirit Tree.