

PART 3

Playing in Londirix

Options for Players



Rule Differences

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 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.

Critical Hits

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

Exhaustion

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.

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 $10 + \text{Spell Level}$.

- 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.

Backgrounds

Definitive Pasts

In Londirix, Backgrounds provide a way to differentiate a character right from the start. Each Background grants two skill proficiencies, and a Feat. In addition, any character can replace the background feat with any feat listed in the **Background Feats** list 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 are a criminal.

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: Skillful

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 Proficiency

Urchin

You were poor, and had to scrounge for survival.

Skill Proficiencies: Sleight of Hand, Stealth.

Feat: Scrounger

Races

Denizens of Londirix

Those that inhabit Lonidirx are diverse in their heritage, although different areas have different mixes of people that make up the population. Below are some recommended Races for player characters.

Racial Bonuses

When playing in Londirix, each character receives +2 to a single Attribute Score, and +1 to another. In the below description will be thematic suggestions for each Race, 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.

Human

Humans are commonplace in Londirix. 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 culture from **Focura**, **Storm Islands**, and **Bilencaus**.

Focura

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

Suggested Attribute Bonus: +2 Intelligence, +1 Wisdom

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

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

Storm Islands

The Humans from the Storm Islands have a culture of swashbuckling, chaos, and distrust

Suggested Attribute Bonus: +2 Charisma, +1 Dexterity

Culture of Piracy: You gain proficiency in the Sleight of Hand and Stealth skills.

Firearms: You gain proficiency in Firearms.

Bilencaus

The Humans from the Bilencaus have found a way to survive in the putrid wastelands with hardness and mutual trust.

Suggested Attribute Bonus: +2 Constitution, +1 Charisma

Culture of Support: You gain proficiency in the Persuasion and Survival skills.

Poison Adjusted: You gain resistance to poison damage.

Elf

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

Suggested Attribute 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 the Insight skill.

Magic Training: You know one cantrip from the Wizard spell list. Intelligence is your spellcasting modifier 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 Focura 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.

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.

Subculture: Choose a Human culture from **Focura**, **Storm Islands**, and **Bilencaus** (see above).

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 Attribute 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**, **Fleetfoot**, or **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.

Fleetfoot

The Fleetfoot live in the Restless Fields, and have adapted to chasing the ever-changing landscapes.

Fast: Your speed is 30ft.

Nimble: You can move through non-magical difficult terrain without penalty.

Ironfoot

The Ironfoot live in Focura, 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 defense it provides.

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

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

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 Attribute 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).

Dragonborn

The Dragonborn were created by The Platinum Lady, and set to watch over her realms. Metallic in nature, they align to elements that give them strength. Each alignment represents a different metal, and is presided over by a Dragonlord that guides them. Because of the journeys taken by The Platinum Lady, dragonborn are seen as figures of legend, and often gain respect from it.

Languages: You know *Draconic*.

Draconic Legends: You have advantage on Persuasion checks when asking about cultural history or seeking refuge.

Suggested Attribute 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 $8 + \text{your proficiency bonus} + \text{your Con modifier}$. 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.

Gem

Dangerous corruptions of dragonborn, created from a break in The Platinum Lady's psyche, Gem dragonborn are extremely rare, and have completely unique properties to their Metallic brethren.

Gem Structure: Choose a gemstone from which you are made. You gain resistance to the listed damage type.

Gemstone	Resistance Gained
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

Gem Burst: As an action, you can shed some of your body in the surrounding area. Each creature within 20 feet must make a Dexterity Saving Throw, the DC equal to $8 + \text{your proficiency bonus} + \text{your Con modifier}$. On a failed save a creature takes 1d10 damage of the type associated with your **Gem Structure**. In addition, the affected area counts as Difficult Terrain for creatures other than yourself, for 10 minutes. 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.

Ra-Khel

Bird-people from the Oest, the Ra-Khel inhabit the mountain ranges, scattered in small settlements and ancient temple grounds, all devoted to their goddess Ra.

Languages: You know Ra-Khel.

Speed: You have a Fly speed of 30ft.

Ra's Favoured: You know the *Ra's Favour* cantrip.

Suggested Attribute Bonuses: +2 Dexterity, +1 Charisma

Subculture: Choose a Subculture from **Auspice** and **Ostrach**

Auspice

Those born under a good moon are deemed Auspicious, and welcomed into Ra-Khel society. Their life is vibrant and full of ritualistic festivities celebrating Ra. **Culture of Festivities:** You gain proficiency in Performance.

Destiny Weaver's Assurance: Each morning you may roll 1d4. For the rest of the day, you may add the result of that roll to one skill check or Saving Throw that you make.

Ostrach

Those born under the full moon are considered bad luck, and an ill omen. They are raised for sacrifice, or to choose voluntary exile as they are ostracized from Ra-Khel society.

Solitary Life: You gain proficiency in Survival.

Determined Expertise: Choose one Tool and one Simple Weapon, both of which you are proficient with. You may add your Proficiency bonus twice instead of once when attempting to use them for skill checks and attacks.

Morak

Old souls trapped in metallic bodies, cursed to live within until their king finds a way to free them. A Morak's old face is only revealed as they talk, and a shimmering illusion of their former self overlays their metallic skeleton.

Languages: You know Sooth.

Metal Skeleton: You have a natural AC of 17. This cannot be raised by your Dexterity Modifier, but may be increased with Shields and other effects.

Non-Living: You are immune to disease, and resistant to Poison damage. In addition, you do not need to sleep, breathe, or eat, but must still take rests in order to stay functional.

Knowledge of Old: You gain proficiency in History.

Chronocrystal Core: You may use your reaction to re-roll a d20. You must use the new result. Once you use this feature, you cannot use it again until you finish a long rest.

Suggested Attribute Bonuses: +2 Constitution, +1 Intelligence.

Rana

Frog people native to Focura and the Bilencaus, 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 Attribute Bonuses: +2 Wisdom, +1 Constitution.

Subculture: Choose a Subculture from **Croaking Conclave** and **Bilenaustic**.

Croaking Conclave

Those that reside in the Croaking Conclave in Focura 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.

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

Bilenaustic

Survivors in the Bilencaus, the Rana quickly adapted to their surroundings, their ability to hold their breathe enabling them to traverse the Bilencaus without issue. Their affinity for nature they twisted to allow them greater control over the bogs.

Masters of Nature: You know one cantrip from the *Shaman* spell list.

Poisonous Environment: You are resistant to Poison damage, and have advantage on Saving Throws against being Poisoned.

Leonin

Cat people from the Shattered Divide, their lands were split in two after a class war between merchants and farmers. The Rakshisi kept their peaceful mannerisms and sustained a prosperous agricultural society, whereas the Rakshasa honed their bodies for physical prowess, and took to looting and raids to survive, leaving their continent mostly barren.

Speed: Your speed is 40ft.

Sharp Teeth: When making an unarmed attack, you deal 1d4 + Dexterity Modifier Piercing damage.

Subculture: Choose a Subculture from **Rakshisi** and **Rakshasa***.

Rakshisi

Peaceful farmers that dream of a united society, Rakshisi are good negotiators.

Silver Tongue: You gain proficiency in Persuasion.

Nimble: You can move through non-magical difficult terrain without penalty. In addition, you have advantage on Acrobatics checks.

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

Rakshasa

Aggressive fighters filled with wrath and no want to create, Rakshasa survive by scavenging and looting of those weaker than themselves.

Fearsome: You gain proficiency in Intimidation.

Imposing Physique: You have advantage on Athletics checks when to Grapple or avoid being Grappled.

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

Gnome

Gnomes reside almost solely on Gnome Island. 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.



Goblinoids

Goblin folk live all across the lands of Londirix, 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 Attribute 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 Attribute 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 Attribute 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 Attribute Bonus: +2 Strength, +1 Dexterity.

Melis

Upright standing badgers from the Restless Fields, the Melis are doggedly religious. Their main sect follows the sands on the continent, believing that when the land finally comes to rest, in the desert shall their saviour appear to bring salvation to the devout.

Speed: Your speed is 25ft.

Religious Culture: You gain proficiency in Religion.

Stalwart: When you take the Dodge action, your AC also increases by 2 until your next turn.

Subculture: Choose a Subculture from **Dune Chaser**, **Dust Bringer**, and **Heretic**.

Dune Chaser

Part of the main sect, Dune Chasers get their name from the others roaming the Restless Fields. Their devotion allows them no fear in the future, only confidence that their salvation will arrive.

Faith Unshaking: You cannot be Frightened.

Dust Bringer

A Melis that leaves the endless pilgrimage in order to recruit and persecute non-believers is known as a Dust Bringer.

Inquisitorial Mindset: You have advantage on Wisdom and Charisma Saving Throws against magical effects.

Heretic

Those that reject the traditions of the Melis are branded Heretic, and cast out from society.

Forbidden Knowledge: You can attempt to use Spell Scrolls as though you know the Spell.

Classes and Subclasses

Classes

Imbued Inquisitor Shaman



The Imbued

Imbued

Level	Proficiency Bonus	Features	Power Dice	Dwam Uses	Dwam Spell Level
1st	+2	Power Dice	2d4	—	—
2nd	+2	Dwam, Apologetic Aid	2d4	2	1
3rd	+2	Imbuement Source	2d4	2	2
4th	+2	Ability Score Improvement	3d4	2	2
5th	+3	Evasion	3d6	3	3
6th	+3	Imbuement Source Feature	3d6	3	3
7th	+3	Reliable Power	4d6	3	4
8th	+3	Ability Score Improvement	4d6	3	4
9th	+4	—	4d6	4	5
10th	+4	Imbuement Source Feature	4d8	4	5
11th	+4	—	5d8	4	6
12th	+4	Ability Score Improvement	5d8	4	6
13th	+5	—	5d8	5	7
14th	+5	Imbuement Source Feature	5d8	5	7
15th	+5	—	5d10	5	8
16th	+5	Ability Score Improvement	5d10	5	8
17th	+6	—	5d10	6	9
18th	+6	—	6d10	6	9
19th	+6	Ability Score Improvement	6d10	6	9
20th	+6	—	6d10	6	9

Unpredictable Power

Imbued are those who have great power within them, but struggle to fully realise it on demand. Instead, it seeps out at their most vulnerable moments, sending them into a frenzied Dwam state, where their instincts take over and unleash their full potential.

Making an Imbued

Hit Points

Hit Dice: 1d4

Hit Points at 1st Level: 4 + your Constitution modifier.

Hit Points at Higher Levels 1d4 (or 3) + your Constitution modifier per Imbued level after 1st.

Proficiencies

Armour: None

Weapons: Simple

Saving Throws: Dexterity, Wisdom

Skills: Choose 2 from: Arcana, Insight, Investigation, Religion, Stealth, Survival

Starting Equipment

You start with 2d4x10 GP to buy starting equipment.

Power Dice

At 1st level, your power erupts in small bursts, strengthening your attacks. You gain 2 Power Dice. The size and amount of your Power Dice depends on your Imbued Level.

Level	Power Dice
1	d4
5	d6
10	d8
15	d10

When you make an attack or damage roll, you may roll a Power Die to increase the total by that amount.

You regain all your Power Dice when you take a long rest.

Dwam

At 2nd level, you gain the ability to enter Dwam, a semi-conscious state where you let your instincts take over and channel your power at its strongest. As a reaction whenever you would take damage, you may roll a Power Die to reduce the damage taken by the result of the roll, then enter Dwam.

Your Dwam lasts a number of turns equal to the result of the rolled Power Die, to a minimum equal to your Proficiency Bonus, during which you gain the following effects:

- You may cast any *abjuration*, *evocation*, or *illusion* spell of level equal to or less than your Dwam Spell Level (shown in the Imbued Table).
- If you would restore Hit Points to yourself or other creatures, they instead gain Inspiration.
- Your movement speed becomes 10ft, and you gain a fly speed of 20ft.
- You do not require VSM components for spells.
- Your Spell Attacks ignore cover, and you don't need vision of creatures to target them.

Your Dwam also ends if you become unconscious.

You can enter Dwam a number of times as shown on the Imbued Table. You regain all your uses on a long rest.

When you cast a spell in Dwam, your Spell Attack Modifier is equal your Proficiency Bonus + Dwam Spell Level.

Your Spell Save DC is equal to 10 + your Proficiency Bonus + Dwam Spell Level.

Apologetic Aid

You've quickly become aware that many view you as a bit weak when not in Dwam. To counter this, you've honed ways to aid your allies in battle. At 2nd Level, whenever you take the Help action in combat, you may choose one of the following:

- The creature you Help gains 5 + your Dwam Spell Level Temporary Hit Points.
- The creature you Help gains Inspiration.

Imburement Source

At 3rd level, the source of your power becomes apparent. Choose one of the Sources described at the end of the Imbued class description.

Evasion

At 5th Level, when you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Power

At 7th Level, you gain a greater control over your power bursts. Whenever you roll a Power Die, you may re-roll it. You must take the second result.

Imburement Sources

Divine Blessing

Your power stems from a blessing granted by a Deity.

Holy Direction

Your Deity guides your movements and aids you in combat, deflecting would-be strikes on your self. At 3rd level, when you enter Dwam, your AC increases by your Wisdom Modifier. This bonus reduces by 1 on each of your subsequent turns, to a minimum of 0. You lose any remaining bonus when you exit Dwam.

Divine Spirit

Your Deity deigns to aid your allies in order to keep you alive.

At 6th level, as part of your **Apologetic Aid**, you may also cast *Cure Wounds* at 3rd Level. Once you do, you cannot do so again until you finish a long rest.

Additionally, whilst you aren't in Dwam, friendly creatures have advantage to hit creatures within 5ft of you.

Demonic Host

Something inside of you has been corrupted by a demonic entity. Your power stems from it lashing out.

Demonic Fervour

The corruption inside has an unbearable rage, occasionally escaping. At 3rd level, on your turn whilst in Dwam, you may make a spell attack as a bonus action at a creature within 15ft. This attack is made as though you were in Dwam, using your Strength Modifier instead of Dwam Spell Level where applicable.

On a hit, this attack deals $1d4 + \text{Strength Modifier}$ force damage.

Half-Fiend

The power inside you strengthens, and affects your physical form when tapped.

At 6th level, whenever you enter Dwam, you gain the following additional benefits:

- Your AC becomes equal to $10 + \text{Strength Modifier} + \text{Dexterity Modifier}$
- You gain Proficiency in all Weapons.



Self Endowed

Your power stems from your own sheer force of will.

Introspection

At 3rd level, you can use the Help action on yourself. When you do, you can also move up to 15ft. This movement does not provoke attacks of opportunity.

Confidence

At 6th level, you find yourself empowered by confidence. Whenever you spend a Power Die when not in Dwam, you may double the result.

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



The Inquisitor

Inquisitor

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	—
12th	+4	Ability Score Improvement
13th	+5	—
14th	+5	Inquisitive Method Feature
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	—
19th	+6	Ability Score Improvement
20th	+6	—

Unquestionable Fervor

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 + your Constitution modifier.

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

Proficiencies

Armour: Light, Medium, Heavy

Weapons: Simple, Martial

Saving Throws: Strength, Wisdom

Skills: Choose 2 from: Arcana, History, Insight, Investigation, Perception, Religion

Starting Equipment

You start with 5d4x10 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.

Target Removal

You have +2 to hit on Ranged Attack rolls.

Iron Faith

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

Hatred

Whenever an enemy creature casts a spell or uses a magical effect, you gain Temporary Hit Points equal to 3 times your Inquisitor Level.

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.

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.

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 attacks ignore any negative magical modifiers to attack rolls, AC, or 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.
- **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 ability a number of times equal to your Proficiency Bonus. You regain all uses on a long rest.

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.

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:

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.

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.

Rabblerouser

Those around a heathen or fiend deserve to know. By rousing their anger, the full penance can be given by 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**. This ability counts as one of your **Righteous Blow** uses.

The Shaman

Shaman

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	Elemental Resistance	3	3	4	3	3	—	—	—	—	—	—
7th	+3	Affinity Feature	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	Totemic Body	4	5	4	3	3	3	2	—	—	—	—
11th	+4	Affinity Feature	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	Affinity Feature	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	Affinity Feature	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.

Making a Shaman

Hit Points

Hit Dice: 1d8

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

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

Proficiencies

Armour: Light armour, Shields

Weapons: Simple

Saving Throws: Strength, Constitution

Skills: Choose 2 from: Arcana, History, Nature, Medicine, Religion, Survival

Starting Equipment

You start with 3d4x10 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 *Mold Earth* 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 *Shape Water* 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 *Lightning Lure* 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 Constitution 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.

Totemic Reach

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

Elemental Resistance

At 6th 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 10th 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.

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 Beast</i>
7	<i>Phantom Steed, Speak with Plants</i>

Wisdom of the Past

Also at 3rd level, you can call on 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 7th level, when you create a Totem by expending a spell slot of 2nd level or higher, you may choose to cast *Summon 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 Beast* if cast this way.

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 8th level, you may choose two different options instead of one when creating your Totem.



Affinity for Londirix

You have a connection with Londirix 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>Chromatic Orb, Pressure Drop</i>
5	<i>Aganazzer's Scorch, Shatter</i>
7	<i>Erupting Earth, 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 7th 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.

Shaman Spell List

Cantrips

*Booming Blade
Control Flames
Create Bonfire
Frostbite
Green Flame Blade
Gust
Magic Stone
Produce Flame
Ray of Frost
Shocking Grasp
Thunderclap*

Level 1

*Absorb Elements
Animal Friendship
Beast Bond
Bless
Chromatic Orb
Comprehend Languages
Cure Wounds
Earth Tremor
Entangle
Goodberry
Heroism
Planar Bind
Sanctuary
Sleep
Thunderwave*

Level 2

*Air Bubble
Barkskin
Calm Emotions
Continual Flame
Dust Devil
Earthbind
Flame Blade
Flaming Sphere
Gentle Repose
Gust of Wind
Lesser Restoration
Locate Object
Magic Weapon
Maximilian's Earthen Grasp
Rime's Binding Ice
Scorching Ray
Sonic Shock
Warding Bond
Warding Wind*

Level 3

*Aura of Vitality
Beacon of Hope
Call Lightning
Daylight
Dispel Magic
Elemental Weapon
Erupting Earth
Fly
Haste
Intellect Fortress
Life Transference
Lightning Bolt
Magic Circle
Protection From Energy
Sending
Sleet Storm
Spirit Guardians
Thunder Step
Tidal Wave
Tongues
Wall of Water
Wall of Sand
Wind Wall*

Level 4

*Arcane Eye
Banishment
Death Ward
Dimension Door
Elemental Bane
Fire Shield
Freedom of Movement
Hallucinatory Terrain
Ice Storm
Locate Creature
Stone Skin
Storm Sphere
Summon Elemental
Wall of Fire
Watery Sphere*



Factions, Gifts, and Bonuses

Factions

Each Faction in Londirix may provide bonuses or gifts to those that serve them, or achieve a great task in their name. Examples include training, equipment, or even exclusive magics.

Hellish Boons

The Daarchs of the Hellscape imbue power to those that follow them. There are several ways to acquire these boons, including ritual spells or icons and totems of Hellish power. Once a character has adopted one of these boons, they cannot lose or change their boon. The Daarch of their boon may see fit to remove it for them.

Boons are not lost upon death.

Pride

Sets AC to 25. When hit and damaged by an enemy attack, lose this bonus and future attacks have +2 to hit against you. Resets after a short rest.

Wrath

Roll an additional die of damage on each hit. Whenever you make an attack, you go blind. You can only see yourself, the 5ft space you occupy, and the target of your attack. This effect ends if you take the disengage action or you reduce a creature to 0 hit points.

Gluttony

Whenever you make an Initiative roll, you gain Level/CR x 2 temporary hit points. Your speed is reduced by 10 whilst you have these temporary hit points.

Avarice

You must take an additional action on your turn. This action may only be used to attack or cast a cantrip. Whenever you take an Action, Bonus Action, or Reaction, take 1 damage.

Lust

Whenever you make an Initiative Roll, choose an enemy creature. Both you and that creature are Charmed by each other until one is reduced to 0 hit points.

Envy

Whenever a creature within 60ft becomes the target of a spell or ability of one of its allies, you also gain the effects of that spell or ability. Whenever one or more creatures within 60ft fails a Saving Throw, you suffer the same effects as they do, if possible.

Sloth

Whenever you succeed an Ability Check, Saving Throw, or Attack Roll, you gain Disadvantage on your next Ability Check, Saving Throw, or Attack Roll for 10 minutes.

Whenever you fail an Ability Check, Saving Throw, or Attack Roll, you gain Advantage on your next Ability Check, Saving Throw, or Attack Roll for 10 minutes.

Spells

General Spells

These spells are on class spell lists, and can be used by any character.

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 Constituition 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: 1 hour

Concentration.

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 on its turn, it must make a Strength Saving Throw. On a failure, it cannot move and takes 1d4 psychic damage.

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.



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.

Ra's Favour

Cantrip abjuration

Casting Time: 1 action

Range: Touch

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.

Feats

Background Feats

Cantrip Initiate

You know one cantrip from any spell list.

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 copper pieces.

Skillful

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 Master

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.

