

Men Among Gods

Collin Nelson

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Character Quick Start Guide

Creating a Level 0 Character

1. **Pick a character name and backstory:** Your character name is up to you, and your backstory should include at least knowing what your characters profession (or former profession) was, and if they have any interesting talents, as knowing these things will help you gain advantages on skill checks later.
2. **Select a Base Class:** Pick one of the four base classes; **Warrior**, **Brute**, **Hunter**, or **Guardian**. Make sure you have access to the appropriate skill tree.
3. **Assign starting skill bonuses:** All skill bonuses begin at 0, you may increase one skill at the cost of reducing another by the same amount. During character creation you may not increase any one skill higher than **+2**. Pay attention to which stats are mentioned in your class abilities.
4. **Fill in starting health:** You begin with **1 hit die**, which is a **d6** if you are a **Warrior** or **Hunter**, and a **d8** if you are a **Brute** or a **Guardian**. Your starting health is equal to the maximum roll on the relevant die, though all future health increases are rolled for.
5. **Choose Gear:** This step is up to GM discretion, as the campaign story may affect what gear your character begins the adventure with. If applicable, choose your weapons, armor, focuses, or other gear.

Leveling a New Character

GM Note:

MAG is designed to allow for true "level 0" starts, where the players are random bystanders, or villagers, pulled into the thick of something much bigger than their humble origins. If you want to run a campaign where the players begin as extremely low-level, but technically established adventurers, however, it is recommended that you begin the players at level 5-10 as this will allow the players to begin with their most basic class abilities already unlocked.

In order to start with well-established adventurers, or to catch you up to other members of the party, your new character may start with some number of expendable **Hero Points**. For a new character spread your ability purchases between parts of the skill tree, and ensure that you quickly acquire the base abilities that define your class. For specific tips;

Warrior: Prioritize acquiring at least one ability that allows you to gain superiority, such as **1.2 Flanking Master**, and at least 1 ability that allows you to benefit from it, such as **1.4 Superior Precision**

Brute: Prioritize some way of gaining rage like **2.3 Bloodlust**, and some kind of beneficial passive for while you are raging, such as **2.5 Ignore the Pain**.

Hunter: Focus on getting **3.22 Insight**, and then at least one of the analysis ability collections.

Guardian: As soon as possible, acquire at least one defensive stance.

Game Mechanics

Health

Character health is based on a number of **hit die**. You begin with only 1, but can gain more through the leveling trees. When you gain each **hit die**, including the first, roll it and add that number to your maximum. It is also important to note how many **hit die** you have obtained, as this number defines the pool of **hit die** you can use to heal during **long rests**.

Different classes use different base die for their hit die. You can view what die a class uses in its class overview.

Death

When characters in this system reach 0 health, they do not fall unconscious or immediately die. Instead your health is reduced into the negative and you become **unstable**. While **unstable** you lose **1d6-CON** health each round in addition to the damage from any hits you take. If your health exceeds your maximum in the negative, only then do you die. If an ability or medicine check stabilizes the character then they cease to take constant damage, but will destabilize again if they take damage from another source. This state only ends if you heal back to positive health.

Defense

Defense in this system is a dual stat, comprised of your ability to **dodge**, avoiding attacks entirely, and your ability to **absorb** damage from attacks.

Dodge is equal to $10 + \text{DEX} - [\text{ARMOR PENALTY}]$

Absorb is equal to $[\text{ARMOR BONUS}]$

Armor & Shields

Armor: Armor is the key to controlling your defensive stats. All armor provides some bonus to your absorb, but will also inflict a penalty to your dodge. Generally, the higher the bonus to **absorb**, the more the armor will penalize your **dodge**. Expect average to good quality armor to penalize **dodge** by 2 points for each point of **absorb** granted, but finer armor will offer

better ratios, and some magical armor can even grant bonuses to **dodge**, though often at the expense of any bonus **absorb**.

Shields: Shields serve as a supplemental defensive tool. They must be wielded in the **off hand**. When wielded they provide a bonus to **absorb**.

GM Note:

When designing armor and shields don't allow **absorb** numbers to get too high. **Absorb** is an incredibly powerful stat. A guardian with 2 **absorb** from armor, 1 from shield, and 1 from their class bonus to shields is already immune to all weapons with **d4** damage barring other damage bonuses. Handing out high absorb will quickly make character incredibly difficult to provide balanced challenges.

Operate on these general guidelines;

Light Armor: No penalty, no bonus

Moderate Armor: **-2 dodge, +1 absorb**

Full Body Armor: **-4 dodge, +2 absorb**

Massively Heavy Plate: **-6 dodge, +3 absorb**

Instead of providing more raw **absorb** in most cases, allow the benefit of magical armor to be a reduction in the penalty to **dodge**. Also remember that if you're running a medieval fantasy setting, armor is *expensive* and low level characters likely wouldn't have access to fancy plate unless they're incredibly wealthy.

Leveling

Leveling in Men Among Gods is accomplished through the acquisition of a resource known as Hero Points. Hero Points can be gained for doing something especially unique or interesting as an individual player, or can be distributed to the whole party for the completion of milestones. Regardless of when they were given, taking a week's rest gives you the chance to spend them in one of two ways.

Abilities: The primary use of Hero Points is purchasing skills from your class trees, including additional hit die, also unlocked from your class tree.

Weapons: Some powerful magical items may require hero points to be invested to unlock their full potential. While leveling you may also choose to invest points into such an item to unlock some new power or ability of the object.

GM Note:

A fully leveled character will need to spend over 100 Hero Points to unlock all possible abilities and maximize stats. Therefore, if you want to run a campaign that ends with high level characters, don't be afraid to give out quite a few Hero Points. For instance, if you want the campaign to take about a year of weekly sessions to reach max level from level 0 (a fairly quick advancement) you would need to average about 2 Hero Points per session. Feel free to hand them out for cool role-playing moments or completed character goals, or to hand out multiple at a time for the completion of major party objectives. If you are used to running DD, you can treat about 5-10 hero points as being analogous to 1 level.

Weapons

Weapons are divided into **6 categories**. **Melee weapons** are divided into **light, medium, heavy**, and **two-handed**. **Ranged weapons** can be **light**, or **standard**.

Melee Weapons

Light: Light melee weapons encompass everything from daggers to brass knuckles. They deal a base of **1d4** damage and almost always use **DEX** as their key stat. By default, light weapons are the only weapons that can be wielded in the off hand for a **bonus action** attack.

Medium: Medium melee weapons include most light blades, clubs, and hammers designed to be wielded in one hand. They deal a base **1d6** damage and can use **STR** or **DEX** depending on the weapon in question.

Heavy: Heavy weapons are weapons like greatswords and war hammers that push the limits of what can be wielded in a single hand. These weapons almost always use **STR** and while they deal **1d6** damage when wielded in one hand they offer the option of switching to a **two-handed** grip to deal **1d8** damage instead.

Two-Handed: This class of weapons is a unique class which is home to the fewest weapons out of any of the weapons classes. It is intended only for the rare melee weapon which absolutely cannot be wielded with one hand. In such cases the player forgoes the option of any offhanded weapon or shield but the weapon itself deals **1d10** damage.

Ranged Weapons

Light: Light ranged weapons include all ranged weapons which are wielded with a single hand, such as throwing knives and pistols. These weapons deal base **1d4** damage and almost always use **DEX** for their key stat. Like light melee weapons, these can be wielded in **the off hand**, allowing the user to wield one in each hand, or to wield a light ranged weapon in conjunction with a one-handed melee weapon.

Standard: Standard ranged weapons include all simple ranged weapons using either **DEX** or **STR** for their primary stat. Such weapons deal **1d8** base damage, which is reduced to **1d6** if you move on the same round as firing the weapon.

Additional Combat Rules

Dual Wielding

Dual wielding is a universal rule available to all characters. In order to dual wield one must be using a medium or light weapon as their primary weapon. Then they can keep a **light weapon** in their off hand. While doing this characters may choose to use their **bonus action** to make an additional attack with the off handed weapon. If their main weapon is also a light weapon, both attacks can be made in the *same* attack action, and a bonus action is not required.

Grappling

In order to grapple an enemy you must be adjacent to them. While there you may choose to roll a competing check to begin grappling. If you succeed you move into the same square as the enemy. A grappled enemy has disadvantage to all rolls, and cannot move of its own volition. In order to attempt to escape they are also forced to expend their **bonus action** to make a competing check. While grappling you must also sacrifice the use of your off hand to restrain your enemy.

If an enemy is significantly larger than you, you cannot grapple them normally. Instead you must **mount** them and the rules, while similar are slightly adjusted. The competing check to initiate the grapple is the same. The disadvantages are still applied to the enemy but they only affect attacks, saves, and other rolls targeting you. Mounting also does not restrict the enemy's movement, but instead forces you to move along with them, remaining in their square wherever they travel as long as you remain grappled to them.

Fall Damage

Both in combat and out of it, there may be the threat of great falls, or the opportunity to inflict them upon your enemies. The rules for fall damage are designed to make moderate falls reasonable, but to make larger falls a very dangerous threat. To calculate fall damage, add **1d6** if the fall distance totals 20ft. For each 20ft after that double the number of **d6s**, up to a maximum value of **16d6** at a fall of 100ft or more

Suffocation

Either due to being submerged in something, or being choked, it is possible to take damage from asphyxiation. This damage begins in combat after a number of rounds equal to 1, or the player's **CON** modifier, whichever is higher. (i.e. if you have a -1 to your **CON**, and you are submerged, you take no damage at the end of the first round, but will begin taking damage at the end of the next round.) On each round of suffocation you take **1d6** damage. This same ruling applies out of combat, with the note that a round of combat is equivalent to about 10 seconds.

Combat Actions

In combat, each player's turn consists of four unique actions. The players get exactly one of each. The actions are as follows;

- 1: **Primary Action:** The primary attack action can be used to make attacks. It can also be used to take certain other time consuming actions, including many in-combat skill checks. This action is also the default action required for casting a spell not specially marked as a different action type.
- 2: **Bonus Action:** The bonus action is a secondary action that is mostly used for a variety of class skills or minor spells. It can also be used for other things at GM discretion but should only allow for exceedingly brief or rapid actions.
- 3: **Reaction:** The reaction can be used on your turn like a bonus action, albeit for a different set of class features and spells. What makes it unique, however, is the ability to trigger this action in the middle of the enemy turn. In either case reactions can only be used if you fulfill the trigger for the reaction.
- 4: **Movement Action:** The movement action can be used to move up to 6 squares (30ft) on the combat grid. In addition all players may choose to

halve their speed in order to use **dodge movement**, which allows one to move without Attacks of Opportunity. Some other abilities specify that they allow for bonus movement or bonus **dodge** movement, which adds **additional** movement on top of the movement action.

Flow of Combat

The combat system in Men Among gods uses a collective group actions system designed to make combat faster, and more cinematic. The flow of a combat goes as follows...

1. The party rolls for **initiative** with a **DEX** check. This check is omitted if the party is ambushed or surprised.
2. Any party member that beat a single **DEX** check made on behalf of the enemies, or a flat DC decided before hand, gets to go first.
3. Within combat there is not strict turn order. All players who get an initiative action collaborate to decide what to do. When each player has decided what to do they place some token or otherwise indicate that they are ready.
4. When *all* players are ready, all their actions are confirmed with the GM, and assuming there are no necessary corrections or invalid action plans, all players begin to move their characters, and roll for damage, healing, etc, reporting those numbers to the GM as they finish rolling them.
5. The GM provides one unified description of the entire round of combat as a whole, and evaluate the results of the group's action.
6. The GM now moves for the enemies. There is no particular order that the enemies need to move in, and all their turns are assumed to be simultaneous. If a player interrupts with a reaction, the GM should immediately resolve that reaction, and proceed accordingly.
7. Play returns to the players (all of them this time, not just the ones who earned an initiative action), and the process returns to Step 3.

There are a few important notes to how to best capitalize on this system.

- Make sure to encourage collaboration. One of the big advantages to not having a strict turn order within the party is that the system needs no special rules to handle collaboration. All turns are assumed to be simultaneous and actions can be ordered to interact in any reasonable manner that the players want. The only limitation on this is that one should not

allow complex contingencies or backups. For instance, a player may say something like "I want to attack the goblin only after my ally attempts to cast a debuff spell.", but should not be allowed to say "If my ally successfully casts the debuff I would like to attack, otherwise I want to use my defensive ability." In other words, players can order one action to happen after another, but because all actions are supposed to be occurring at the same time, they cannot change their plan based on the results of any other person's action.

- Embrace the chaos. This method of fighting requires better communication from the party, because it prevents each player from individually strategizing with complete knowledge of the state of the board. This will inevitably lead to communication mishaps, like two players attacking an enemy when only one attack is required to kill them. Don't make the players feel bad for these kinds of mishaps. Try instead to describe the situation in a way where both attacks combine to kill the enemy, but indicate that one would have done it fine. Ideally this will make combat feel more hectic, and encourage players to think about their plans more clearly instead of thinking individually.
- Use enemy teamwork. The teamwork benefits of this system don't only apply to players. Leverage this system to make your enemies more interesting to fight by making them work as a team as well.

Casting & Magic

Casting in this system is not limited by spell slots or a limited pool of potential. Instead all casting required a pair of rolls made at the same time. The first is a **1d20** casting check, the second is a **magerot** check, the die for which is decided by your spellcasting class. You can skip both of these rolls by taking the time to cast a spell as a ritual. Rituals however are quite time consuming, requiring 1 uninterrupted hour per spell level.

Casting Checks

Casting checks have a difficulty of $10 + (2 * \text{spell level})$. The bonus you receive to this roll is decided by two things. Firstly you gain a bonus based on your casting stat, which is decided by your prestige class where applicable. In addition you may gain **proficiency(+2)** to the roll if you wield a suitable **focus**.

Mage Rot

While failed casting is something all spellcasters must contend with, **magerot** is considered the real threat of using magic. **Magerot** is the mental and psychological toll that the use of true power takes on the human mind. In the short term one may experience fleeting but dangerous effects, but in the long term there are often creeping persistent effects.

Mechanically, players need only worry about the short term effects. When casting a spell you must roll a die of a value decided by your prestige class. This die must meet or exceed the **spell level**. If it fails to do so, you must roll on the relevant table to determine your effect. The first three effects are rolled for with a **d6** from the first three tables respectively. Beyond that effects are rolled with a **d12**, and can come from both table 2 and table 4. Taking a long rest clears any persistent magerot effects.

Roll	Table 1	Roll	Table 2
1	Muffled Hearing	1	Psychic Pain
2	Dizzy Spells	2	Overwhelming Sensation
3	Light/Dark Sensitivity	3	Mental Static
4	Fuzzing Memory	4	Muscle Tension
5	Shooting Fear	5	Convulsions
6	Mental Frailty	6	Additional Table 1 Effect

Roll	Table 3	Roll	Table 4
1	Whispers in the Dark	7	Mind Blank
2	Mental Slowdown	8	Severe Psychic Wounds
3	Paralytic	9	Twisted Target
4	Disastrous Consequences	10	Additional Table 3 effect
5	Casting Pains	11	Black Out
6	Death Spiral	12	Arcane Abandonment

- 1.1 : **Muffled Hearing:** Your auditory sense fuzzes and hazes, becoming indistinct. You can only hear distinctly within a few feet of you. Beyond that you can only make out major noises, and if then only if those noises are very loud.
- 1.2 : **Dizzy Spells:** Your head spins and you are easily dizzy. You have a disadvantage on all **DEX** based checks and all attack rolls.
- 1.3 : **Light/Dark Sensitivity:** Your perception of light either dims or brightens significantly. If you are in a space that is too dark/too bright you gain a disadvantage on all rolls. This can be negated by putting a cloth over one's eyes or brightly lighting your surroundings depending on what direction this effect takes.

- 1.4 : **Fuzzing Memory:** You have a disadvantage on all attempts to remember things or recall information.
- 1.5 : **Shooting Fear:** Your sense of fear is enhanced and heightened. You must overcome a DC 10 **CHA** check to force yourself to attack or approach a source of danger. Once you've made this check against a certain source of danger you don't need to make it again against the same source.
- 1.6 : **Mental Frailty:** You take no effect now, but your mental defenses are cracked. All further magerot rolls suffer a -1 penalty.
- 2.1 : **Psychic Pain:** Take 1 hit die of psychic damage.
- 2.2 : **Overwhelming Sensation:** All your senses expand momentarily to painful proportions. Take 1d4 damage for each nearby source of bright light, loud noise, sharp pain, strong taste, or vile smell.
- 2.3 : **Mental Static:** Ongoing spells falter, applying no effects this round.
- 2.4 : **Muscle Tension:** Your muscles tense uncontrollably, removing all **DEX** bonus you have to dodge this round,
- 2.5 : **Convulsions:** Sudden convulsions throw you off your feet and render you prone.
- 3.1 : **Whispers in the Dark:** You begin to hear the whispers of terrible things in the darkness. You take 1d6 psychic damage for any round that you spend too close to deep shadows.
- 3.2 : **Mental Slowdown:** Your mind seems to slow, the world moving fast around you. Your movement speed is halved, enemies have advantage to hit you, and you have disadvantage to hit. This also gives a disadvantage on checks that require speed.
- 3.3 : **Paralytic:** Your muscles fail you. You are temporarily paralyzed from the waist down and can't use your legs.
- 3.4 : **Disastrous Consequences:** All failed casts of spells are treated as total miscasts, though the chance of failure and magerot remains the same.
- 3.5 : **Casting Pains:** Each time you cast a spell you take **1d8** damage
- 3.6 : **Death Spiral:** All failed casts now inflict a level of magerot automatically.
- 4.7 : **Mind Blank:** You temporarily forget the spell you just cast.
- 4.8 : **Severe Psychic Wounds:** You take 2d8 psychic damage immediately.
- 4.9 : **Twisted Target:** The spell you're casting re-targets to a random location nearby or a random target.

4.11 : **Black Out:** Fall deeply unconscious

4.12 : **Arcane Abandonment:** Your magic temporarily abandons you, until you sleep off this effect you can cast no spells.

Summoning Rules

There are a number of spells that can allow you to summon an entity apart from yourself. In all cases, unless specifically stated otherwise, these summons obey a few rules that separate them from normal or natural creatures.

1. Summons only get 2 actions in a turn. They can move, and/or they may take a main action to attack or do something else within their ability. They **do not** have any reactions or bonus actions.
2. Summons halve enemy movement through their spaces instead of fully inhibiting it. They can provide flanking bonuses.
3. A certain subset of summons are **swarms**, which have a few additional rules. Swarms act like any other summon, but are composed of some number of units, which can be split into multiple squares, or stacked onto a single space. Swarms, however, must move into an enemy square to attack them, and as such cannot provide flanking bonuses. They also don't inhibit enemy movement at all. If multiple units of a swarm attack the same enemy they do not make multiple attacks. They instead roll a single attack and their bonus to hit and to damage is equal to constants defined by the swarm stats times the number of units working together.

Area of Effect

Certain enemy abilities, spells, or items in *Men Among Gods* may be handled as **Area of Effect (AoE)** abilities. This system is *significantly* different to that found in systems such as D&D.

In *Men Among Gods*, all **AoE** abilities should be accompanied by some kind of attack roll. In the case of spells, the roll to cast is reused for this purpose. In the case of items, such as thrown explosives, use a light ranged weapon attack roll instead. For planted explosives or traps, use a fixed DC, or utilize a check for the skill in setting the trap.

If the attack roll of the **AoE** meets or exceeds the **dodge** stat of a target, the attack hits, dealing full damage. If the roll is lower than the target's dodge stat, **and** the target is within **5ft** of a safe square they can choose to automatically move to that square, avoiding the **AoE** and taking *no damage*.

Characters trapped in the middle of large **AoEs**, with no safe squares nearby, are automatically hit by the **AoE** damage regardless of their dodge stat.

GM Note:

Because all squares in the middle of **AoE** attacks take guaranteed damage, **AoEs** in Men Among Gods are very powerful. Limit the number of *large* **AoE** attacks that players and monsters have access to, leaving truly massive **AoEs** only for abilities meant to be very frightening, such as dragon breath. Most **AoE** spells in the system are vague on their exact radius to maintain the design ethos of MAG. Be certain you don't allow common **AoE** abilities to be large than about 15ft in diameter.

Skills

The Men Among Gods system features six primary skills. **STR. DEX, CON, INT, WIS, CHA.** When creating a character all stats begin at 0. Optionally, the player can be allowed to transfer points between skills to start with a bonus of at most +3. All skill bonuses added together, however, should still add up to 0.

The player *automatically* gains a +1 to a skill of their choosing for every **10 Hero Points** spent on their character.

All skill checks are made with a straight roll plus or minus the bonus that character has to the relevant stats. When it comes to specific actionable skills (i.e lock picking) players may make an argument based on their character's background or unique skill set to gain an **advantage**(+2) to the roll. If players would like to aid another player they may do so only if they themselves are proficient in that skill, or in some other skill that could reasonably aid in the primary check. Helping provides an additional **advantage**(+2) on top of any advantage gained due to special proficiency. There is no formalized system beyond this for granting bonuses to specific subcategory checks more specific than the six core stats. There is also no appreciable difference between the term **check** and the term **save** except for that saves more rarely provide the opportunity to aid or gain skill advantages though this is far from a hard and fast rule.

Rests

This system features three different types of rest one can take.

Short Rests: Short rests take about an hour to accomplish, but are the

least helpful in recovering one's strength. They restore no health, but instead only serve to restore a number of class abilities available to various classes. Bonded with the correct perk, for instance, may use a short rest to rest off one persistent mage rot effect. Other than specifically stated class abilities, however, short rests provide no inherent benefit.

Long Rests: Long rests take eight hours to complete, and during that time watches can be taken but no major interruptions can occur, and the environment has to be comfortable enough for at least fitful sleep to occur. During a long rest all persistent mage rot effects are cleared, and players may spend hit die to recover health by rolling hit die and adding the player's **CON** to each roll. The maximum pool of hit die a player can spend from is equal to the number of hit die used to calculate their maximum health. When taking the rest the player's regain 1 of these hit die, which can be spent immediately or added to the pool if it is not already full. Before considering the roll of any hit die, any players with <0 hp are returned to 0 health.

Week Rest: Week rests are the maximum form of rest that player's can take to recover their strength. In order to take one of these rests the players must take a whole week (5-7 days) during which time they do not have to be entirely inactive, but they may not engage in strenuous combat or harsh travel. Their activities must be personal pursuits or physically non-demanding tasks. A week rest automatically heals the players to full health, restores all hit die, clears all mage rot effects, and is also an opportunity to spend hero points to level up their characters.

Base Classes

Most of your leveling in this system will be done through a skill tree associated with your chosen base class. By default there are 4 base classes available to players.

They may select a base class at level 0, but unlike other TTRPG systems, all abilities, including class abilities, are locked behind some small threshold of Hero Points. At level 0 all four classes are indistinguishable save for the different hit die used for their starter health. This decision was made to support the idea of beginning the party as common folk, farmers, blacksmiths, or bystanders to some important event, who unlock their potential only with effort.

GM Note:

If you wish the party to begin as trained adventurers, it is highly recommended that you begin them with 5-10 Hero Points to select their starting abilities. This will allow them to at least begin with the standard weapon proficiencies and basic class abilities that define their class.

WARRIOR

The warrior is a talented weapons master, able to perfect their technique with a variety of weapons. This wide range of mastery is the key to the warrior's success, as their skills rely on being able to adapt and respond to any situation, turning the battlefield to their advantage by accumulating and capitalizing on their combat superiority.

Their key mechanic is called **superiority**. Superiority is not accumulated and spent, but is instead just a value that depends on the warrior's position, the position of the enemy they're targeting, and other factors. It is important for a warrior starting out to acquire at least one ability to gain **superiority**, and at least one ability that allows them to benefit from it. In general, when playing a Warrior, your goal should be to always position yourself and potentially switch weapons to maximize the amount of **superiority** you have over your target.

They utilize **d6 hit die**.

Abilities

- 1.1 Weapon Adept:** Gain **proficiency (+2 to hit)** to 3 weapon categories of your choosing.

The warrior trains with an intensity and variety unmatched by other combatants. This gives them a diverse set of weapon skills key to leveraging their enemies' weaknesses.

- 1.2 Flanking Master:** Gain **+1 superiority** if you are flanking the target.

It is not a difficult task for even the average soldier to capitalize on an overwhelmed and surrounded opponent. What defines the warrior, however, is their ability to make the absolute most of even this most clear of advantages.

- 1.3 High Ground:** Gain **+1 superiority** if you're on higher footing than your target.

A warrior does more than simply master their weapons. A true warrior also understands how to master their surroundings, turning the very ground at their feet into an advantage.

- 1.4 Superior Precision:** Gain **+1 to hit** for each level of **superiority** you have over a target.

It is important for the warrior to remember that battlefield superiority is not an abstract concept. Establish it, then capitalize it, pressing your advantages to pin down your opponent and let them realize how outmatched they are.

- 1.5 Combat Versatility:** You can now use any medium or heavy weapon as either a **STR** or **DEX** weapon at will.

The apprentice warrior trains their skills to compliment their weapons. True masters learn to wield their weapons to compliment their skills; They present a swift blade as their enemy tries to dodge, then returns with a powerful strike with their enemy is vulnerable.

- 1.6 Cornered:** Gain **+2 superiority** if your target is backed up against a wall, ledge or another danger that prevents them from retreating away from you.

True battlefield control does not allow the enemy to unexpectedly retreat. Give them only two options, face you, or die, then demonstrate to them the folly of picking the former.

- 1.7 Surrounded:** Gain **+2 superiority** if you are flanking your target with two separate allies. This bonus does not stack with the initial flanking bonus from **1.2.Flanking Master**

As their enemies get surrounded, and overwhelmed by the chaos of battle, lesser warriors tend to get sloppy. They rely on their opponent's weakness instead of their skills. The warrior, however, only becomes more devastating as their opponent's skills begin to fail.

- 1.8 Wrestler:** Gain **+2 superiority** if you are grappling with an enemy.

Everyone knows to fear a warrior's blade. Fewer realize they should also fear a warrior's sudden outstretched leg. Both can be equally dangerous.

- 1.9 Nimble Footing:** Gain **+1 dodge** for every **2 superiority** levels.

Stay in motion, let your pressure make the enemy sloppy, then dance away from their reckless strikes and return with surprising deadliness.

- 1.10 Solid Footing:** Gain **+1 absorb** for every **3 superiority** levels.

Your stance is everything. Plant your feet in a solid stance and become unshakable. Trust in your training and force your opponent to break first.

- 1.11 Weapon Skills:** Gain **+1 superiority** passively while wielding a weapon you are proficient with.

Key to the warrior's strength is their versatility, but equally important is playing to one's strengths. A well-practiced weapon can be the dividing factor between success and failure.

- 1.12 Superior Strikes:** Gain an additional **primary attack** when you have **4+ superiority**.

The warrior's dance is about applying pressure and punishing mistakes. Learn to apply enough pressure and those punishments can quickly turn deadly. As the great blademasters of old have said, "It's much easier to impale an enemy who's tripping onto your blade."

1.13 Fatal Blows: At **3+ superiority** critical hit on a **19+** on the die.

Some fights end because of blood loss. Most, however, end because of one decisive blow. Obtaining real battlefield superiority over your opponents can make such blows not a chance but an inevitability.

1.14 Match Game: Gain **+2 superiority** if you are wielding a weapon of the same weapon class as your opponent.

Advantage in a life or death fight can sometimes come from unexpected places. One such place is from meeting your enemy on an even playing field. Demonstrating your superiority with the very weapon that your opponent chooses to wield can provide just the edge one needs.

1.15 Dual Wielding Master: Can now choose to wield a medium weapon in your off hand.

There comes a point for a rare class of warriors where their training transcends into an almost supernatural state, and their attacks become so fast and precise that they may seem impossible to normal soldier.

1.16 Adrenaline: Gain a passive **+2 superiority** if your health is 0 or below.

A light shines brightest in the dark, and sometimes skill and training shines brightest when the light is fading.

1.17 Stealth: Gain **+2 superiority** against opponents that are entirely unaware of your presence.

Not all warriors charge headlong at their enemies. Some recognize that it can do more good to have patience, and to make sure that the first strike is also the last.

1.18 Sharpened Blades: Gain a passive **+2 superiority** during the first fight after each long rest.

A musician has their harp. A painter has their brush. A warrior has their blades, and ensuring that before each fight those blades are sharp and polished can make the difference between life and death.

1.19 Heavy Techniques: Gain **+1 superiority** with heavy and two-handed weapons. At **3+ superiority** critical hits reduce enemy **absorb** by **1d4**. At **5+ superiority** All strikes can optionally knock opponents back 5ft.

Training with heavy weapons is all about using the weight of the weapon to your advantage. An expert warrior can make the weapon seem as light and nimble as a feather, only to deliver blows that hit like an avalanche.

1.20 Swift Techniques: Gain **+1 superiority** with light and medium weapons. At **3+ superiority** can accompany any attack action with a **5ft dodge**. At **5+ superiority** can choose to use bonus action attack to pin enemy weapon to the ground while still attacking with your primary weapon. The

enemy can break this lock with a competing check but doing so grants a free offhand **Attack of Opportunity**

A glimmer of light, a flash of steel, and then nothing. That is the way of the warrior.

- 1.21 Shield Techniques:** At **3+ superiority** as a bonus action can shield bash, giving yourself an **advantage (+2)** to all further attacks this turn. At **5+ superiority** can choose to forgo movement to plant shield and gain **+2 absorb**.

Many consider the sword and shield to be the traditional weapon of the warrior, and although a powerful warrior can arise bearing weapons of any shape and size there is no denying the battlefield power of putting a shield between you and the enemy. In the hands of a master a shield is as powerful a tool as any weapon.

- 1.22 Hand to Hand Techniques:** At **3+ superiority** you take no to-hit penalties when grappling an opponent. At **5+ superiority** double **DEX** bonus to **dodge** while grappling enemy.

Most people let their fear of death hamper their effectiveness. Drive back that fear, dive at the enemy's blade, get inside their guard, and turn their fear to your advantage.

- 1.23 Weapon Master: Double proficiency(+4)** to one weapon category in which you are already proficient.

Although versatility is the heart of the warrior, one can only truly obtain absolute mastery by devoting their life to one style of weapon in particular. Every great master has their signature tools.

- 1.24 Vital Strikes:** At **8+ superiority** critical hits do **double** damage.

Against an absolute master of their weapon, it only takes one moment, one moment of weakness, one moment where you leave an opening, and in the blink of an eye the wound you receive would spell doom for the strongest men.

- 1.25 Blinding Speed:** At **8+ superiority** gain an additional **primary attack**.

Watch a master train. You'll see them take a deep breath, align their blade, and then one flicker of motion, and the dummy falls into four separate pieces. The warrior may not wield magic like some archaic caster, but what they do is almost certainly inhuman.

- 1.26 Total Control:** Once per day, for a **1d4 timer**, double all superiority.

Focus everything you have, complete concentration. For one decisive moment, make every advantage you have count for two.

BRUTE

Warriors master their craft through endless training drills and practice katas. Brutes don't need such things, for they draw their power not from hours of muscle memory, but from an unmatched passion for the fight, or for their cause, that can sometimes border on fanatical. They let their passion, their rage, overwhelm and drive them, and they let it lend them strength. At their worst, they can be reckless and foolhardy, but at their best, brutes are a force of nature on the battlefield, and you can no more stop them than stop a hurricane or an earthquake.

A brute's key mechanic is their **rage**. **Rage** is a resource that is accumulated from certain sources, and then spent to increase the brute's power. As long as they have at least one point of **rage**, they lose a point at the *end* of each round (every 10 seconds if not in combat). The brute's skill tree includes a variety of flat bonuses that are always active as long as the brute is raging (has at least 1 point of **rage**), as well as single-use abilities that spend **rage** for bonuses. The recommended strategy for someone playing a brute is to spend **rage** on single use abilities frequently for maximum damage, but to try to always maintain at least 1 point in reserve to keep their passive bonuses.

They utilize a **d8 hit die**.

Abilities

- 2.1 Savage Proficiency:** Gain **proficiency(+2 to hit)** with all heavy and two handed melee weapons.

Technique matters little if your weapons weighs enough, and you're strong enough to swing it.

- 2.2 Barbarous Strength:** While raging gain an **advantage (+2)** to all **STR** checks.

Anger gives you strength, embrace it.

- 2.3 Bloodlust:** Gain **+1 rage** when you land the killing blow on an enemy.

Some people say not to enjoy the fight. Those people are wrong.

- 2.4 Single Minded:** While raging you are immune to mind control and mind altering effects unless they are exceedingly powerful.

Focus on your passion, let nothing else matter. Let no force sway you from your course.

- 2.5 Ignore the Pain:** Gain **+1 absorption** while raging.

If you're mad enough, even your pain will run from you.

2.6 Brutal Slash: While raging, double your **STR** bonus to damage.

Those who dwell on technique miss the benefit of just hitting things harder.

2.7 Dying Light: Gain **+1 rage** the moment that your health drops below zero. And gain an additional **+1 rage** at the top of every round that you begin with less than zero health.

At the heart of the brute is passion, and if you don't have the fire to fight to the very last breath, then do you really hold the flame?

2.8 Pitiful Swing: Gain **+1 rage** when an enemy attack is completely **absorbed** by your defenses.

When you do take a hit, use it. Take that pain and turn it into power.

2.9 Satisfying Crunch: Gain **+1 rage** when you roll maximum damage on **any** of your primary attack damage die.

Anger is not the only passion that can drive you. Relish in your successes, and glory in the heat of your own fire.

2.10 Through the Storm: As a **reaction**, burn **1 rage** to half the damage from any one enemy attack that strikes you.

When you fight like a wild animal, expect to get hit. And when you see a particularly nasty hit coming, don't forget to brace yourself.

2.11 Destructive Brutality: Burn **any amount of rage** to add **dmg** to an attack equal to the amount of **rage** spent.

A passive fire can only do so much. You have to know when to throw everything you have into one deadly blow.

2.12 Roar: Once per **short rest**, use a **bonus action** to gain **+1d4 rage**

Sometimes the situation isn't enough to really get you fired up, sometimes you just need to scream at the sky.

2.13 Goad: As a **primary action**, give all enemies within melee range a free **Attack of Opportunity**, gain **+1 rage** for each attack that hits you.

Show them that they their puny strikes don't matter. Revel in their inability to knock you down.

2.14 Blood Pumping: As an action, burn **1 rage** to heal **1 hit die + CON**.

If the pain gets bad enough that you can't ignore it, turn inwards. Focus on the fire and listen to your heartbeat.

2.15 Frenzied Strikes: Burn **1 rage** as a **bonus action** to make one additional **primary attack**

Two heads are better than one, they say. Same goes for your enemies broken bones.

- 2.16 Cleaving Strike:** Burn 1 rage along with your primary attack. If the attack hits you can make an additional **primary attack** against a different opponent in range. This can repeat until every enemy in range has been hit, but stops if any attack in the sequence misses.
- You'll need a wide arc, and a lot of power. But if you've got enough fire there's no reason your blade needs to stop at the first enemy.*
- 2.17 Eager for the Fight:** Gain +1d4 rage at the beginning of each fight.
- Some people get sweaty palms before a fight, you just get excited.*
- 2.18 Fury:** Once per long rest double your current rage as a **bonus action**
- Being a brute isn't just about unleashing your anger. It's about controlling it. When you need it white hot to get something done, learn to make it happen.*
- 2.19 Flow State:** Gain +1 rage if you land a blow on an enemy when you only have 1 rage remaining.
- Rage is a close cousin to desperation, and when you're desperate to keep the fire alive, you've found yet another thing you can use.*
- 2.20 Secondhand Brutality:** Gain +1 rage when an enemy is killed within 10ft of you, even if it's not by your hand.
- You don't need to be selfish to thrill in the fight. An excellent kill by an ally can be almost as exciting.*
- 2.21 Unmovable:** While raging, no force can move or knock you down.
- Face down the dragons, and be sure that your fire is stronger than their jaws.*
- 2.22 All or Nothing:** Burn 5 rage accompanying a primary attack to automatically critical hit.
- Sometimes you need to give it your all. you need to pour every ounce of your white hot rage into your weapon and let it fly.*
- 2.23 Seething Rage:** "Freeze" your current rage. You are no longer raging and must wait a short time before raging again. In return, however, your current rage remains stored for the next time you rage or until the next long rest.
- The most terrifying fury is not the blatant flame of the battlefield terror. It much scarier when that same anger cools, and hides under the surface just waiting to explode. That's the rage that should inspire the most fear in men.*
- 2.24 On Target:** While raging, add STR to to-hit.
- When your enemies fear you, they'll scatter like insects beneath your blade. Show them there is no escape.*

2.25 Take One for the Team: While **raging**, add **+1** to **absorb**

Dodging is for cowards. Just take the hit, and then end the wretch you thought they would hit you.

HUNTER

The hunter is the shadow among the trees, a creeping darkness that take you when you least expect it. They are patient and careful, succeeding when they restrain their aggressiveness until they have scoped out their enemies. Understanding is key, and at their peak the hunter completely comprehends their opponents and has isolated their enemy's every weakness.

The key ability of the hunter is called **analysis**. At the beginning of each fight, all **analysis abilities** are locked. These powerful passives need to be unlocked in the fight before being used. They can be unlocked through the use of class abilities. Hunters are incredibly powerful, but must rely on their team for the beginning of any fight before they grow into their full power. It is a class that fundamentally requires some level of patience. It is also a class about prioritization. Don't expect to be able to unlock all *analysis* abilities in each fight. Instead, pick the chain of abilities which seems the most useful against the enemy and fully unlock it for its more powerful abilities.

They utilize **d6 hit die**.

Abilities

3.22 Insight: As a **primary action**, study an enemy who is engaged in active combat. Gain **+1 analysis**

The bow is an elegant weapon; silent, patient, deadly.

3.1 Bow Proficiency: Gain **proficiency(+2)** in all ranged weapons.

The bow is an elegant weapon; silent, patient, deadly.

3.2 On the Move: Negate the damage penalty to bows while moving.

The trick to firing while moving is a fluid step. Learn to move like water and you'll find yourself landing a dead shot while leaping through the trees.

3.3 Linguist: General Analysis Option; Allows you a functional understanding of the basics of the enemy language, if they have one.

Picking up an enemy's language is about making a connection. It's about seeing the meaning beyond the words, hidden in their eyes.

3.4 Focused Shot: Consume your **bonus action** along with your **primary action** to gain **+1 damage** to your primary attack.

When you draw your bow, don't be tempted to haste. Take a breath, and

ensure a full draw before firing.

3.5 High Mobility: The first 10ft of your movement is considered **dodge movement**.

Release the power held in your bow, and move to the rhythm of the arrow striking.

3.6 Light Footing: Grants **advantage(+2)** to sneaking and to taking actions stealthily.

You'll know you've achieved true silence when you stop hearing your own heartbeat, and start hearing the heartbeat of your prey.

3.7 Careful Steps: Move easily over slippery or otherwise difficult terrain. Also improves your sense of balance significantly. Allows you to walk across ropes and wires subject to GM approval.

Calculate every step, know exactly what will happen before your sole hits the soil.

3.8 Offensive Analysis: Grants the first 3 offensive analysis abilities.

i. Gain **advantage(+2)** to hit and land a **critical hit** on a **19+** on the die.

ii. If a **primary attack** hits its target you may make an additional roll to attempt to hit an enemy located in a line directly behind them.

iii. Can use **bonus action** to notch two arrows. The next primary **attack action** fires two arrows with two separate **to-hit** rolls at the same target. Both benefit from any other bonuses to primary attacks.

To defeat your opponents study their defenses. Look for the chinks in their armor. Watch their movements and learn to predict them.

3.9 Defensive Analysis: Grants the first 3 defensive analysis abilities.

i. Gain **+2 dodge** and **+1 absorb**

ii. You can't be targeted by ranged attacks that have to be aimed if you have at least partial cover.

iii. As a reaction, add **+1d12 dodge** against one attack.

Your enemies have trained for these fights, even beasts have their instincts. This means they have patterns. Learn those patterns and avoiding their attacks will be effortless.

3.10 Culture: General Analysis Option; Grants an **advantage(+2)** to all negotiations or social checks against this type of creature.

People listen to people who they feel understand them. So understand your enemies, and perhaps not all engagements have to end in bloodshed.

3.11 Tracking: General Analysis Option; Allows you to track this type of enemy infallibly as long as they travel by land and without magic to conceal their trails.

Everything could be a clue, a single broken twig, a shifted stone. Know what to look for and all things leave a trail.

3.12 Instructive Wounds: Gain **+1 analysis** when you land a **critical hit** on an enemy.

Few things can be more instructive than the way your enemy reacts to pain. Watch them closely, and learn from their reactions.

3.13 Sneak Attack: Gain a bonus **damage die** to **all attacks** if the enemy you're attacking is entirely unaware of your presence.

The element of surprise gives you time to think, and that can make the difference between a messy melee and a single perfect viper's strike.

3.14 Marksman's Aim: Permanently double stat bonus to attacks with **ranged weapons**.

Power with a bow is not all about the weight of your draw. Precision is the key to deadliness.

3.15 Arcane Analysis: Grants the first 3 offensive analysis abilities.

- i. Grants **+2 saves** and **+2 dodge** against spells.
- ii. Your attacks ignore enemy defensive buffs granted by magic.
- iii. As a reaction forfeit the ability to make a save or avoid a magical attack to attempt to redirect it with a competing check.

Magic is trickier than other aspects of the fight. It's unpredictable, and you can't always trust your eyes when there's witchcraft at hand.

3.16 Preliminary Research: Gain **+1 analysis** by studying a group of enemies for at least 10 minutes before a fight. This effect **does not stack**.

Never rush into a fight too quickly. You're a predator, and it does you good to take a moment to stalk your prey.

3.17 Advanced Research: Unlocks the final analysis bonus for each of the three analysis categories.

i. (Offense) All attacks now ignore enemy absorption.

ii. (Defense) Enemies can no longer land critical hits against you.

iii. (Arcane) Upon gaining this ability select one spell or magical ability you have seen the enemy use. Become immune to this ability (This immunity is at GM discretion, however if an ability supersedes this immunity the GM should allow you to pick a different, viable ability).

There are certain things you will only begin to notice once you truly find your peace. The details that give you true power over your prey.

3.18 Strategic Information: General Analysis Option; Similar enemies can never ambush you without the use of magic to do so.

When you know your enemy well enough you can obtain a 6th sense of a sort. You can feel them coming before they appear.

3.19 Deep Breath: Optionally consume **move** action accompanying a primary **attack action** to double **stat bonus** to weapon.

There is such thing as waiting too long to fire. In the heat of battle, however, the far greater problem is not waiting long enough. Take a deep breath. Exhale it all before the moment you release.

3.20 Execution: If an attack against an enemy who is entirely unaware of your presence or who is entirely incapacitated, halves their remaining health it immediately finishes them off.

A hunter doesn't pepper their prey with a hundred useless shots. Better the fight be ended with a single perfect strike.

3.21 Posthumous Research: You may use your **bonus action** to investigate the body of a fallen enemy within 10 ft who died the previous round. Doing so grants **+1 analysis**.

The hunter must respect their kills. Don't ignore the dead. Learn from their sacrifice.

GUARDIAN

The guardian is the wall that holds back the darkness, the heart of the party. They excel in formations and battlefield discipline, and reward themselves and their allies for working as a tightly knit team. Stay in formation with a guardian at your back, and waves of foes will break before you.

The primary mechanic of the Guardian is their **stances**. A guardian may hold one defensive **stance** and one offensive **stance** (once unlocked) at a time from their list of unlocked **stances**, and may shift their stance for free on their turn, though they require the class ability **4.9 Reactive** to switch between turns. Each **stance** will target a pattern of nearby squares in combat. **Defensive stances** will aid allies standing in them, while **Offensive stances** harm or weaken enemies positioned in them. As such, playing a Guardian is about position yourself and communicating with your team to maximize the number of allies in your **Defensive stances** while maximizing the enemies in your **Offensive stances**.

They utilize a **d8 hit die**.

GM Note:

Guardian abilities involve a lot of passive buffs. For balancing reasons, if there are multiple Guardians in the party these buff *do not stack!* If multiple Guardian **stances** overlap, players gain both buffs only if the buffs affect different stats or facets of play. If two buffs affect the same stat, the player gains the more potent buff. If it's unclear if two buffs conflict decide at GM discretion to maintain balance.

Abilities

4.1 Martial Forms: Grants **proficiency(+2)** to all **medium and heavy melee weapons**

To be a guardian is to practice tradition. A weapon in one hand, a shield in the other.

4.2 Defensive Focus: Grants **+1 absorb** effectiveness to all **shields**.

To a guardian, a shield is more important than any weapon. The shield is the symbol of the guardian, their mark of pride.

4.3 Provide Cover: Defensive Stance; Provides **+2 absorb** to the square directly behind you.

You can't always protect everyone, sometimes, you must choose to shield the

most vulnerable from harm.

4.4 Expert Positioning: As part of your **move action** you may designate **5ft** of the movement as a **dodge**.

The heart of the guardian is positioning, placing yourself at the heart of the fight, being there when you're needed most. As such, one must understand how to change position without exposing their back to the enemy.

4.5 Sacrificial Protection: As a **reaction** take a hit for an ally who is within 5ft of you.

The tradition of the guardian is sacrifice, your blood shed for others so that they may be safe.

4.6 Hold the Way: Defensive Stance; Makes the square you stand in, as well as the squares to your right and left impassable to enemies without a check to break your stance. While in this stance you forfeit your **move** action.

Become the wall, the one man blockade that holds back the darkness.

4.7 Spearhead Formation: Defensive Stance; Provides an **advantage(+2) to hit** to you and allies along the diagonals behind you up to 2 spaces in each direction.

A foundational battlefield formation, the spearhead is the key to a successful charge. A strike force, with a guardian at their head, charging into battle, is a classic battlefield scene.

4.8 Thrash: Upon hitting an enemy, use a **reaction** to move the enemy **5ft** to another square adjacent to you. This movement can be resisted with a check.

The position of your enemies is almost as important as your own footing. Keeping them out of formation is almost as important as keeping your allies in one.

4.9 Reactive: Switch stances as a **reaction**.

Commit to your position, but if the enemy catches you on your flank don't hesitate to pivot your attention.

4.10 Righteous Anger: Gain **+1 damage** to your primary attack for each ally in the effect of one of your defensive stances.

The great guardians of old spoke of the guardian's goals as twofold. First you are the wall the allows your allies to position. Then you are the anchor, that fights to hold the ground.

4.11 Column Formation: Defensive Stance; Provides an **advantage(+2)** to **hit** to you and an ally up to 4 squares behind you. Every ally between you and the other end of the column against **+1 absorb**.

As you quest through narrow halls and cramped spaces, no formation is more effective than the column. You and another fierce ally fighting to defend those in between you.

4.12 Ring Formation: Defensive Stance; Provides **+1 absorb** to the ally directly behind you for **each** ally adjacent to them.

A guardian does not fight alone. They are the anchor, but they work best when their whole squad comes together around them.

4.13 Shelter: Defensive Stance; Move into an ally's square, forfeiting all bonus to **dodge** and half **movement** of both you and your ally. In return, attacks cannot target the protected ally.

The shelter stance is quintessential to what it means to be a guardian. You sacrifice to ensure the protection of the vulnerable.

4.14 Tactical Motion: Allies that move within your defensive stances affected area do not provoke **Attacks of Opportunity**.

The guardian does more than simply stop the blades that fly for their allies. They open the field, they create space for their allies to maneuver and be effective.

4.15 Swap Out: Can use a **reaction** to swap places with any ally in the affected area of your **defensive stance**.

A guardian must always be where they are needed. They are the shield that appears the moment it seems that salvation isn't coming.

4.16 Aggressive Stances: Gain an **additional attack** in your primary **attack action** as long as both attacks target enemies standing in the affected area of your **defensive or offensive stance**.

There's no feeling like having your enemy exactly where you want them.

4.17 Duelist Stance: Offensive Stance; Gain a bonus **damage die** against an enemy standing in the square directly in front of you.

The most basic offensive stance, the duelist stance excels at combating a single opponent.

4.18 Under Pressure: Gain **+1 dodge** for each enemy standing in the affected area of your **offensive stance**.

The tradition of the guardian doesn't break under pressure. It stands firm, and become all the more solid for the weight applied to them.

4.19 Wall of Blades: Offensive Stance: Gain a free attack against any enemy that enters the three squares directly in front, of you.

When the enemy charges, ready yourself. Hold firm and let them come to you.

4.20 Evasive Stance: Offensive Stance: Gain a **10ft dodge** if an enemy enters the squares behind you or to the sides of you.

In the midst of the fight keep your ears open. Don't let yourself be taken from behind.

4.21 Threat Containment: Offensive Stance: Affects the ring of 8 squares within **5ft** of you. Only 3 enemies at most can enter the effect of this stance at one time.

The guardian does not allow themselves to be overwhelmed. When your foes become too numerous adopt a stance that limits their advance.

4.22 Moral Boost: For the duration of a **d4 timer** all applicable formation effects have doubled effectiveness.

The guardian's success lies in their team, and when that team begins to panic it is the task of the guardian to bolster their wills.

4.23 Offensive Mastery: Allows you to take an additional **offensive stance** instead of a **defensive stance**.

Protection is not the only way of the guardian. Their force of will when bent to pure aggression can be just as effective.

4.24 Defensive Mastery: Allows you to take an additional **Defensive Stance** instead of an **Offensive Stance**.

There are times when the darkness grows so strong that resistance seems futile. In these desperate moments, when all that matters is a few more breaths in your lungs, a redoubled commitment to the protection of your allies can snatch victory from the jaws of the defeat.

4.25 Cone of Protection: As a **reaction**, when an **Area of Effect** attack triggers near you, forgo your save and take full damage to fully protect a cone behind you. If the source of the effect is within **5ft** of you, you may also choose to take **double damage** to fully consume the effect and shelter all creatures.

Self sacrifice is the highest ideal of the guardian. No guardians are held in

higher regard in the halls of legend than the ones that gave their lives in an act of protection.

Prestige Classes

After investing at least **30 points** in prior upgrades. Characters unlock the option of taking on a prestige class. At GM discretion these prestige classes can be automatically available, or players can be required to find a teacher or patron in-game in order to gain access to the class. Prestige classes are not meant to replace the base class, and it is important for a player to continue upgrading their base class throughout the game. The prestige class, however, will supplement a player's existing ability and provides access to the most powerful endgame skills.

In total there are **8** available prestige classes. Although only **5** are available to any given player. While a player may acquire any of the magical prestige options regardless of their base class, taking a physical prestige class requires that you have already taken the base class it derives from.

BLADEMASTER (Prestige Warrior)

Blademaster is a term applied to only the true masters of martial combat. Not only do they master battlefield superiority and control, but they also train in numerous complex martial forms developed by the masters of old. These forms are known by only a few, and mastered by even fewer, but can bear incredible, even arcane power.

The key ability of the blademaster is their **stances**. Unlike the stances of a **Guardian**, these are simply passive buffs the player may adopt and switch on their turn. Each buff also comes with some restriction that should be considered when picking a *stance*. The ideal blademaster will switch stances to gain the maximum benefit against their enemy, in ways where the restrictions are mostly negligible.

The advanced forms of each stance do not replace the base forms, but are simply additional options. Although the advanced forms have significant benefits, they apply an additional restriction, and as such there may be some situations where the base form is more useful.

Abilities

5.1 Blade Stance: Doubles all stat bonuses to bladed weapons. Allows you to **parry**, using a **reaction** to add your **to-hit** bonus to your **dodge** stat against a single attack. While this stance is active you may only wield bladed weapons, and may not bear a shield.

Blade stance knows the true power of a honed edge. The motions and forms of blade stance transform the blademaster into a ever-changing tempest of whirling slashes and parrying strike.

5.2 Hammer Stance: Doubles all stat bonuses to blunt weapons. Consuming a **bonus action** empowers your **primary attacks** to **shatter** 1 point of enemy armor on each hit. While this stance is active you must wield blunt weapons and your movement speed is halved.

Hammer stance is based on mastery of momentum and mass. Its forms require strength and poise, and the ability to shift your footwork to attack with great force without breaking stride.

5.3 Beast Stance: Doubles **stat bonuses** to weapons and dodge stats against **beasts**. Gives you a **double advantage(+4)** to avoid being **grappled** by beasts. While this stance is active, you may not utilize **dodge movement**.

Beast stance was developed for warriors who sought to slay the great beasts of old. Its forms anticipate and counter the diving and thrashing assaults of bestial foes.

5.4 The Thousand Razors: Provides all the effects (including restrictions) of **5.1.Blade Stance**. Grants a bonus **primary attack** with bladed weapons. While this stance is active, however, you may not make two consecutive attacks on the same turn against the same enemy. (i.e. you must alternate attacks between at least two enemies)

The thousand razors is a technique that demands inhuman speed. Only a few blademasters in record have mastered its forms.

5.5 Giant-Crusher Stance: Provides all the effects (including restrictions) of **5.2 Hammer Stance**. All blunt weapons now completely ignore enemy absorption. While this stance is active you may only move in straight lines.

Become unstoppable. Master the forms of the giant crusher and armor will fold like paper beneath your hand.

5.6 Dragon Slayer Stance: Provides all the effects (including restrictions) of **5.3 Beast Stance**. Adds your **to-hit bonus** to all attempts to **grapple** with or mount a beast. If you mount a beast you now cannot be shaken free. While this stance is active, Non-bestial foes gain an **advantage (+2)** to hit you, and you are given a **disadvantage (-2)** to hit them.

There's only one way to kill a dragon. You've got to get on top of it, and then no matter what fury it rains upon you, you must never ever let go.

5.7 Fatesinger's Stance: For a **1d4 timer** once per day all attacks you

make hit. No attacks land on you and you critically succeed all physical checks.

A form of legend. The dance of the fatesinger weaves you into the workings of fate itself. For a moment you are no longer a man, you are the agent of time incarnate.

BERSERKER (Prestige Brute)

The berserker is the epitome of battlefield terror, capable of entering a trance of total focus where, for a brief time, they become death.

Their key mechanic is called **berserk** and can be considered a heightened form of **rage**. Once a point of **berserk** is acquired, no more rage can be gained until the trance is over. At the end of each round, instead of losing **1 rage**, 2 points of it are converted into **1 berserk**. You still receive passive bonuses from rage and can choose to spend it on single use Brute abilities as needed until it is all depleted. **Berserk** makes the berserker immensely powerful, and several abilities such as **6.3 Rising Madness** are designed to allow a berserk trance to explode in power over the course of a couple of rounds, but it is best saved for the end of a fight because you will need a solid store of **rage** to burn on the berserk trance, and it is guaranteed to fully deplete your **rage**, as there is no way to stop the trance once it has begun unless you run out.

Abilities

6.1 Berserking Strike: Gain **+1 berserk** as a **bonus action**.

The trance begins with a single strike.

6.2 Berserker's Fury: For each level of **berserk** gain **+2 damage** to all attacks & **+1 absorb**.

As the trance gets deeper your power grows.

6.3 Rising Madness: While **berserk**, as a **primary action**, make a single attack which gains a **to hit** bonus equal to your level of **berserk** as well as an additional *damage die* for every **2 berserk levels**. If the attack hits, you gain **+1 berserk**.

The power of the trance draws you deeper still.

6.4 Peak Aggression: If you have **3+ berserk** all attacks that hit deal **critical damage**.

The trance brings perfection. Failure flees.

6.5 Nightmare Presence: Enemies capable of fear will not willingly approach closer to you than a radius of 5 times your **berserk** level.

You become fear, terror incarnate.

6.6 Unending Fire: Cannot fully die while berserk. Your health can be reduced to any negative number without resulting in your death. You will die, however, if your health has not been restored to a safe threshold before the trance ends.

Let the trance perserve you, you have unfinished business.

6.7 Extinction Event: For a **1d6 timer**, at the beginning of each round gain rage equal to your level of **berserk**. Gain **1d4** berserk at the end of each round. During this time **berserk** does not consume rage. When the timer expires immediately lose all **berserk** and **rage**.

This is the meaning of the trance. Become death. Kill gods.

RANGER (Prestige Hunter)

The ranger defines what it means to know their enemy. They gain a supernatural ability to perceive the true nature of their opponent, and to exploit secret weaknesses invisible to most.

Their key mechanic is their **marked target**. This target is an enemy selected as a free action. The Ranger should be cautious in selecting their target, however, as once a target is marked the mark cannot be shifted unless the target dies, or unless the Ranger takes a **long rest**, at which point the mark disappears if the target is still alive.

Abilities

7.1 Data Gathering: Gain **+1 analysis** any time your **marked target** dies.

Become one with your enemy, Feel their mind. Resist the instinct to block out the feeling of their death. Learn from it instead.

7.2 Marked Connection: Can track **marked target** across time and space. Can sense **marked target's** surface level thoughts and communicate with them through simplistic telepathy.

Discover what it means to become one with your enemy.

7.3 Marked for Death: Gain a bonus **damage die** and **advantage(+2)** to **hit** against your **marked target**.

Practice feeling how your target will move before it happens. Sense their intention and react to it.

7.4 Marked Offense: Adds the following as a fifth **offensive** analysis ability. All attacks against your **marked target** treat their dodge stat as 10.

Everyone has a hidden weakness. Link to them, and discover what it is.

7.5 Marked Defense: Adds the following as a fifth **defensive** analysis ability. Doubles your **DEX** bonus to **dodge** against all attacks from your marked target.

Sense your target's intention to fire. Wait for the moment before they strike. Then react with the speed of a viper.

7.6 Marked Arcana: Adds the following as a fifth **arcane** analysis ability.

As an **action** you can use your link to marked target to disrupt their inner ability to use magic for 1d4 rounds. Grants them a **disadvantage(-2)** to all casting.

You cannot control your mark's mind through the bond. But spellcasting is a delicate matter that requires total concentration. That makes it a weakness

7.7 Total Understanding: Against your marked target treat **all analysis** perks as unlocked.

When you can truly peer into your enemy's mind, you will find that all the study in the world is but a shadow of what you will learn.

BASTION (Prestige Guardian)

The bastion is a rare class of guardian that goes beyond mere team discipline and formations. They are a presence on the battlefield, one with gravitas that lesser warriors cannot match. They inspire simply through their bearing, and with time their wills can grow so strong that the powers inspire in others can become distinctly supernatural.

The key mechanic of the Bastion is their **auras**. In order to receive the powerful buffs of the Bastion's aura, the ally must be within the radius of effect, and able to see the Bastion or in the case of the advanced forms which can be attached to an object, they must have line of sight to the object. Unlike the advanced forms of the Blademaster's **stances**, the advanced **auras** are direct improvements and there's no reason to use the early forms once the advanced forms are unlocked.

Like Guardian forms, these buffs do not stack.

Abilities

8.1 Aura of Solidity: 10ft radius; Grants +1 absorb. In addition, you and your allies can not be knocked down.

Project strength. You are a high mountain rising from a roiling sea.

8.2 Aura of Swiftiness: 10ft radius; Grants +15ft of movement and +2 dodge to you and allies.

Project grace. You are a diving hawk and a flitting swallow.

8.3 Aura of Vitality: 10ft radius; Stabilizes all allies(not yourself) automatically. Grants general advantage(+2) on all skill checks.

Project capability. You are an ancient oak, having weathered a thousand storms, still standing when the spring rains come.

8.4 Spirit of the Mountain: 15ft radius; Can be attached to a creature or object for up to an hour; Grants all the abilities of 8.1.Aura of Solidity. Allies and yourself become impossible to grapple or move by force and can physically lift twice their usual limit.

Become iron. You are one with the bedrock of the world itself.

8.5 Spirit of the Tempest: 15ft radius; Can be attached to a creature or object for up to an hour; Grants all the abilities of 8.2.Aura of Swiftiness. All

movement now counts as **dodge movement**. Grants to all allies (not yourself) 10ft of that movement in the form of **flight**, though they fall to the ground at the end of the movement.

Become the storm. You are as swift as the wind as terrible as the rolling thunder.

8.6 Spirit of Life: 15ft radius; Can be attached to a creature or object for up to an hour; Grants all of the abilities of **8.3 Aura of Vitality**. Heals all players except yourself by an amount equal to your **CON**. Passively cures the effects of non-magical disease and poison.

Become life itself. You are one with the force that binds the soul.

8.7 Standard of Nations: Extends range of any aura to a roughly 1 mile radius. Can potentially affect thousands of people assuming they have line of sight to you or some object you attach the effect to. Can be used for roughly 1 hour. Requires a week's rest to restore.

You become a light. A human beacon that infuses armies with the power you hold.

ENLIGHTENED

Enlightenment requires an individual who has studied the precepts of magic; deep, complex pseudo-mathematical concepts that can take years to fully understand. If an adventurer devotes enough time this study the resulting ability to manipulate the aether into magic is referred to simply as "enlightenment". These spellcasters are defined by their versatility, as their lack of a commitment to some higher power leaves them free to explore a wide variety of magical disciplines. To acquire new spells one with the bond of scholarship one need only find a tome to reference in their studies, and assuming they are skilled enough, they can learn the techniques described therein.

The enlightened are powerful for their versatility, and their ability to learn a theoretically unlimited number of spells given enough time and access to tomes containing the knowledge. Most of their spells, however, are non-violent. Instead, they add incredible utility to any base class they are attached to, and greatly increase the character's ability to help the party through any scenario.

Enlightened utilize INT for casting

GM Note:

An enlightened character is only as good as the spells you give them. Allow players a nice variety of interesting magic, but unless you want them to be extremely powerful, be careful with allowing them to "pick" spells from the spell list too often. Magic in MAG is dark, mysterious, and most worlds that complement the system wouldn't necessarily have easy access to any spell the player wants.

Abilities

9.1 Simple Spellcasting: Encompasses the first spellcasting abilities(level 1-2). At these levels your magerot die is **1d4**.

Technically speaking, the term "simple spellcasting" is a bit disingenuous. No spellcasting is truly "simple", and no magic should be taken lightly. That being said this category of spells requires only a fundamental understanding of the intricacies of arcanic manipulation.

9.2 Technique Mastery: +1 magerot rolls

Bearing the bond of magic carries with it many risks. Not least among them is the creeping madness of so called "magerot". The only real defense against such effects is practicing until your technique is flawless.

9.3 Advanced Casting: Encompasses level 3-4 spellcasting abilities.

Spells categorized by scholars as "advanced" should not be undertaken without proper preparation. These spells are powerful, but exceedingly complex, and the price for failure becomes increasingly high.

9.5 Mental Fortitude: +2 to magerot rolls

Training alone is not enough to resist the mental anguish of casting the most powerful spells. In order to prevent ill effects one must treat their mind like a muscle, and train it until it can withstand the madness.

9.6 Ultimate Mastery: Allows the casting of level 5 spells and situational level 6 feats of magic. Given 1 week per spell level, can produce new spells(GM discretion required)

It can take decades for even the most capable scholars to comprehend the limits and nature of magic. The powers that one wields when one gains this knowledge, however, is staggering.

Spells

1.1.1 Minor Telekinesis: Reach out with magic to lift small objects with arcane power. This force is not dexterous, nor is capable of lifting very heavy objects. Its range is also limited to a few meters from the caster.

UTL

1.1.2 Illusory Sound: Project an illusory sound from a point nearby.

UTL, ILU

1.1.3 Light: Emit a powerful, clear light from a point on an object you're touching.

UTL

1.1.4 Flare: A bright star appears high above your head visible only to you and your allies. It follows over your head for some time, making it easy to locate you from a great distance.

UTL

1.1.5 Alarm: Lay down an invisible magical tripwire. You are telepathically alerted when a creature breaks this 'wire', as well as provided general information about the size, shape, and speed of the creature. This spell can last a very long time, as long as you stay nearby to the alarm itself.

UTL

1.1.6 Manipulate Elements: Allows the light manipulation of elemental forces. It doesn't allow you to create them, but a light breeze, small surge of water, or a shape appearing in the flames of the campfire, are all within the bounds of this spell.

UTL, ELM

1.1.7 Mend: Restore a small non magical object that has been broken from its shards/scraps. If an object is thoroughly destroyed enough, it may be impossible or very difficult to restore.

UTL

1.1.8 Disassemble: Delicately reduces a small nonmagical object to its component parts, disassembling even complex devices with a minimal amount of distortion or breakage.

UTL

1.1.9 Summon familiar: Summon a creature small enough to fit in one hand. This summon lasts for roughly an hour, and during this time it obeys your mental commands. When held in your hand it can telepathically replay events and noises it has seen or heard. The creature only has one hit point and if it is killed before returning to you, you can feel the creature's death but all knowledge of what it saw or heard is lost.

UTL, SMN

1.1.10 Rune of Location: Draw or engrave a small rune about the size of a thumb-nail onto an object. Casting this spell lets you locate the rune. At a distance this location only indicates a direction. As you grow closer that direction becomes more precise and you can gauge distance. When you grow very close you can detect the exact position of the rune. This spell can also be placed on a surface to aid in navigation through confusing terrain. The spell is broken if the rune is marred or destroyed.

UTL

1.1.11 Conceal Object: Cast this spell on a physical object small enough to hold in one hand. This object becomes unnoticeable to those you do not wish to notice it. If enough attention is drawn to the object, the effect can shatter for a target, allowing them to perceive the object regardless of your intent.

UTL, ILU

1.1.12 Alchemical Stability: Stabilizes a potion as it brews, a useful trick for alchemists. Grants a **double-advantage(+4)** to the roll to brew a potion.

UTL, ALC

- 1.1.13 The Tailor's Charm:** Enchant a person's clothing, transforming it into any other type of clothing for several hours.

UTL, ILU

- 1.1.14 Identification:** Analyze a plant or animal, an aura of vague colors and shapes identifies potential information about them like their aggressiveness, toxicity, alchemical property, or usefulness.

UTL

- 1.1.15 Tireless Steed:** Enchant a mount. For several hours this mount can push themselves to their top speed without tiring, drastically increasing their speed of travel over long distances.

UTL

- 1.1.16 Detect Poisoning:** Cast over a drink or plate of food. Any rot or poisoning not created with magic will give off a bubbling black smoke.

UTL

- 1.1.17 Induce Dream:** Target a sleeping creature. In their sleep you can induce a dream of your own design. The creature will see whatever you will, but note that nightmares can wake the target.

UTL, MND

- 1.1.18 Arcane Wire:** Create a cord of arcane power. This cord has mass, friction, and durability similar to an ordinary rope about 30ft long. The cord will remain solid for roughly an hour before dissolving, unless dispelled early.

UTL

- 1.1.19 Animate Rope:** A rope you can touch writhes as though alive. For a **1d8** timer the rope acts as a **summoned creature**. It has very limited ability to attack, though it can attempt to choke enemies or bind them. The rope is also capable of slithering up walls and surfaces, and independently seeking out solid anchors to tie itself to.

UTL, SMN

- 1.1.20 Water to Steam:** A small body of water (i.e. about quart), which you can see, suddenly turns to steam at its current temperature. While some consider this spell useless, others have found applications for the creation of simple traps and explosives. Attempts to use this spell on creatures show that it produces an alarming sting, but that the water isn't pure enough or in enough quantity to cause real harm.

UTL

- 1.1.21 Trick Coin:** Enchant a single coin. Within the hour you can trigger a near-imperceptible teleportation that brings the coin back to your hand. As long as the coin is not being specifically watched most would miss the transition.

UTL

- 1.1.22 Smuggler's Bag:** Place an object in a bag or box and then, casting this spell, make the vessel appear totally empty. This can technically allow for more compact storage, but unlike superior charms for that purpose, the vessel still retains the mass of everything inside, visible or not.

UTL

- 1.1.23 Arcane Adhesive:** Run your fingers along a surface and paint a glimmering white light onto it. You can place another object against this light and then activate the spell. When you do so, the light vanishes, and anywhere it touches two objects it adheres them together with a strong force that lasts several hours.

UTL

- 1.1.24 Perfect Rendition:** Focus on a memory, or on an object you can see, and then touch a canvas, piece of paper, or wooden surface. The spell sears a perfect black and white rendition of the image into the page, lightly burning it into the paper or wood.

UTL

- 1.1.25 Secret:** This spell ripples across the minds of everyone around. For a few brief statements of speech, only your allies will perceive your mouth moving or hear you speak.

UTL, MND

- 1.1.26 Black Flame:** Focus on a flame up to as large as a moderate bonfire. The flame flickers and then turns black. It still gives off ordinary heat, and light, though that light is now colored a deep, ultraviolet purple. This black flame also gives off no noticeable smoke as it consumes its fuel, a useful charm for concealing a lit flame from prying eyes.

UTL

- 1.1.27 Catch:** Cast this spell as you throw an object to an ally. The spell can't increase the distance the object travels by much but will affect the object's speed, angle, and arc so that the object is almost effortless to catch.

UTL

- 1.1.28 Liquify Light:** Hold a bottle or vial up near a source of light and magically trap the light in the bottle in the form of a near weightless liquid of roughly the color of the light you've trapped, sealing the bottle as you cast the spell. This liquid light can be seen in darkness but casts no glow

upon its surroundings. This bottle can be stored indefinitely, or given to others. Regardless of when it occurs, when the bottle is broken or opened the light rushes out and can illuminate darkness with magically contained light for some time.

UTL

- 1.1.29 Invisible Bond:** Tap two objects together. For a moment witnessing a glowing bond between them. For a few hours unless dispelled, those objects behave as if tied together with an invisible rope of a length of your choosing. This rope is not truly physical, for instance, placing an object between the two bound items has no effect, but nonetheless the two objects can only get so far apart before pulling on one will drag on the other and vice versa. This bond is quite strong, as strong as a thick sturdy rope, but can be shattered with enough strength.

UTL

- 1.2.1 Liquid Passion:** Enchant a goblet or vessel with a particular emotion. The next person to drink from that vessel will experience a sudden surge of that emotion. While this effect is obvious when expected, the emotion may feel natural to an untrained individual.

UTL, MND

- 1.2.2 Secret Illumination:** An ephemeral light illuminates and outline objects in the area around you in strange colors for a moderate length of time. This light, however, is only visible to you, and to allies that you make contact with and bring into the spell.

UTL

- 1.2.3 Listening Ear:** Carve or draw a mark about the size of a thumbprint on a surface. For the next few hours you can focus and listen through this mark as though it was your own ears.

UTL, DVN

- 1.2.4 Traversal:** Teleport instantaneously a short distance. **bonus action**

UTL

- 1.2.5 Cone of Flames:** Shoot out a cone of rippling fire. This flame deals 2d8 damage to all creatures caught in it.

DMG, ELM

- 1.2.6 Slow Fall:** Cast this spell just before hitting the ground while falling to slow you and allies near you to a safe speed. **reaction**

UTL

1.2.7 Lullaby: Cast this spell to begin lulling targets nearby to sleep. With each casting of the spell the effect gets stronger, though the effect is completely broken if one experiences something that jerks them to wakefulness.

UTL, MND

1.2.8 Prying Eyes: Shield the area around you from scrying and all other forms of magical sight.

UTL, DVN

1.2.9 Untraceable Path: Allows several hours during which you don't leave any obvious physical trail behind you, resetting footprints in soil and repairing broken branches. Only very obvious markers such as a dropped item would leave evidence of your passage.

UTL

1.2.10 Truth Field: Create a radius around you in which any lie that is spoken is accompanied by a cloud of noxious fog emanating from the mouth of the liar. This effect is dependant on the knowledge that the statement is a lie, but can be evaded if one speaks indirectly or avoids distinct falsehood.

UTL, MND

1.2.11 Extinguish: A wave of cold ripples out from you, extinguishing all flames with a wide radius of you not maintained by magic.

UTL, ELM

1.2.12 Emissary: Mark a creature you can touch. At a later point in time you may activate the spell on the marked creature. You make an attempt to overtake their mind for a very brief period of time. They black out and you can speak a message through their mouth, see through their eyes, and hear through their ears. If the creature is shaken or physically struck it may break the connection.

UTL, MND

1.2.13 The Alchemist's Boon: Enchants an elixir or potion. For a brief time if consumed that elixir will have doubled strength.

UTL, ALC

1.2.14 Illusory Hallucination: Infuse an illusion into the mind of single target. Unlike many illusions which are visible to all, this illusion is only apparent in the mind of the target, and as a shadowy echo visible to you.

UTL, ILU

1.2.15 Haze of Memory: Cast on a creature. If that creature fails a competing check, their short term memory becomes hazy and indistinct. The target will not remember anything that occurs within the next hour unless given a clear reminder to jog their memory (i.e. inexplicable wounds).

UTL, MND

- 1.2.16 Sharpen Memory:** Sharpens a creature's memory to a crisp point. As long as it is somewhere in the creature's memory, they will be able to recall even minor details of it, like the text on a page they've seen.

UTL, MND

- 1.2.17 Sphere of Silence:** A rippling sphere swirls around you a small radius away before becoming invisible. For the several minutes that this sphere lasts, no sound on the inside of the sphere can pierce to the outside, and vice versa, though those on the inside can hear each other.

UTL

- 1.2.18 Tracker's Secret:** As long as you have a scrap of clothing or another object that was recently held by a creature you intend to track, you can cast this spell to see a shimmering trail in the air that reveals the trail of the creature in question, certain methods like swimming through deep water can cause breaks in the trail.

UTL

- 1.2.19 A Brief Rest:** Cast on a creature before they take a short rest. While they rest the spell restores the creature to 1 health point if they are currently at zero or below.

SPT

- 1.2.20 Arcane Poison:** Enchant a drink. For the next few hours the drink is infused with a nearly undetectable arcane poison. The poison initiates a **1d10** timer where the enemy will take **2d6** damage each round if the target fails a **CON** save. This poison can be purged with ordinary anti-poisoning spells or alchemy.

DMG

- 1.2.21 Burrowing Arrow:** Enchant an arrow just before firing. If the arrow strikes home in a target the spell triggers and for a **1d4** timer the arrow will continue to attempt to burrow into the target dealing a flat **1d6** damage die each round. **reaction**

DMG

- 1.2.22 Plunderer's Charm:** Send out a pulse of power. All treasure around you is indicated by a shimmering glow visible through walls. You can, if you wish, refine this spell to search for specifically gold, silver, gems, or other things at GM discretion. This spell is only designed to search for valuables, however, and can't search for specific objects, or materials that don't carry inherent social currency in the world.

SPT, DVN

1.2.23 Unnoticed Passing: Projects a passive mental effect on the people around you. Aside from those you exempt, people's attention will naturally slide over you, not noticing your presence or passing. This relies to some extent on manually remaining subtle, but drastically eases the process. For instance, the spell will likely falter if you are the only one in the room with someone else, or if you are clearly somewhere you shouldn't be.

UTL, MND

1.2.24 Burning Blood: This spell can only be targeted at an enemy who is already bleeding. Ignites any blood exposed to the air, deals **1d6** damage for every 10 points of damage the enemy has already taken, up to **10d6**. This spell ends if the enemy doesn't bleed.

DMG

1.2.25 Blindness: A creative extension of the illumination spell. The enemy's eyes are flooded with white light, blinding them if they rely on physical sight. This spell can be forced back with an initial **CON** save, but if it takes effect it lasts for a **1d4** timer.

SPT

1.2.26 Invisible Archer: Animate a bow, which functions as a **summoned creature** for a **1d8** timer. The bow will drift through the air, staying away from opponents, firing at targets of your choice. The bow will either substitute your **INT** for **DEX**, or your **CHA** for **STR**, depending on the key stat of the bow.

DMG, SMN

1.2.27 Frozen Blast: Blast an opponent with a short-range blast of ice magic. Deals **2d8** damage and forces a **STR** save to avoid being grappled by ice.

DMG

1.2.28 Identify Arcana: Focus this spell through a magical object set on the ground. The spell will sear a series of marks unique to the targeted artefact onto the ground beneath it. The learned can interpret these markings to identify the nature of the powers or spells associated with the object.

UTL

1.2.29 Frostform: Enchant a small bottle of water. For several days this water is bound to you, and as a **bonus action** you can immediately form, shape, and freeze this water into an object formed of ice. This spell is unable to create very detailed constructions, but the ice the spell produces is uncharacteristically hard, usable to create small weapons.

UTL, DMG

- 1.2.30 Bestial Element:** For a **1d6** timer, grow stronger, gaining a +1 to your **STR**. You also gain claws and fangs which serve as built in light weapons, and a pelt of fur that grants +1 natural absorb. **bonus action**
SPT
- 1.2.31 Phase:** As a **reaction**, teleport a creature a short distance in a direction they're already moving, useful for disorienting a charging creature.
UTL, SPT
- 1.3.1 Stonesense:** Place a hand to the ground and gain a brief sense of all things touching the ground within a relatively wide radius of you.
UTL, ELM
- 1.3.2 Seal:** Apply a seal to a closed door. This seal holds the door shut and reinforces it, and is very strong, though not unbreakable.
UTL
- 1.3.3 The Thousand Hands:** Extend a radius of telekinetic power. Within this radius you can lift a very large number of small objects (small enough to be held in one hand), and can manipulate their positions and orientations with a high degree of accuracy, though not much force.
UTL
- 1.3.4 Non-euclidean Space:** For **1d6** rounds. When you cast a spell, you can bend space to originate the spell from any point nearby, even if the spell ordinarily originates from you. You also have knowledge of the location of all creatures in the range of the spell.
UTL, SPT
- 1.3.5 Ethereal Nature:** Become ethereal for a **1d4** timer. You cannot attack or be attacked in this state by most sources of danger, nor can you cast any other spells, but during this time you can drift slowly and flow through small gaps like a thick fog.
UTL, ELM
- 1.3.6 Command Weather:** Call forth a specific type of weather possible in your current environment, which manifests over the course of the next hour.
UTL, ELM
- 1.3.7 Invisibility:** Vanish from the sight of ordinary vision. This concealment is only perfect if you remain still, and appears as a distortion in the air if you move. This effect becomes shakier as it fades over the course of a few minutes.
UTL, ILU

- 1.3.8 Illusory Field:** Create a potent illusion targeting a single sense (sight, sound, smell, etc.) This illusion can be ignored or dispelled by strong minds but is highly convincing otherwise.

UTL, ILU

- 1.3.9 Force Web:** Create an intricate web of magical lines anchored to solid surfaces. Once set these lines are an incredibly solid mesh barrier.

UTL

- 1.3.10 Summon Beast:** Summon a fearsome beast to serve as your ally for a time. The beast, regardless of form, can deal around **3d6** damage between its attacks, and has about 15 health though its capabilities may vary based on its form. If not killed, the summon lasts for a **1d6** timer, and acts according to your commands.

DMG, SMN

- 1.3.11 Triangulation:** Enchant three arrows or small objects simultaneously. Throw or fire these objects to various locations nearby. At will you can activate the objects to harm all creatures in the resultant triangle by **2d6** damage. You cannot cast this spell again until you've triggered the trap.

DMG

- 1.3.12 Deep Sleep:** Target a creature that is already asleep. Thrust them deeper into the depths of sleep. They are still only sleeping, and technically can be woken, but only with great effort.

UTL

- 1.3.13 Swarm of Sparks:** Unleash a swarm of tiny flickering sparks. This counts as a swarm summon of **2d10** units. Each unit grants +1 to hit and +1 damage. The sparks cannot be killed, but are quite short lived, and fade after a **1d4** timer.

DMG, SMN

- 1.3.14 Tucked Within the Mind:** The **first time** you cast this spell it must be cast as a ritual. You permanently create a small extra-dimensional space encoded in your mind. This space, about as large as a large trunk or chest, can be used to store and retrieve objects by recasting this spell normally. Any placement or retrieval requires a casting of this spell.

UTL

- 1.3.15 Lightning Javelin:** Hurl a javelin of light. This javelin is a **DEX** based **medium** weapon. When the javelin strikes an opponent or surface a bolt of lightning links ground to sky and deals **2d12** to any target struck directly and **1d12** to enemies within **10ft**. This spell can only be used under open sky, or very thin cover such as a cloth.

DMG AOE

1.3.16 Knife Trick: Animate **1d4** knives on your person. The float into the air and behave as a **swarm summon**. Each knife adds +2 to hit, and **1d4** to damage. The knives drop to the ground after a **1d6** timer.

DMG, SMN

1.3.17 Rippling Sand: Loose sand or muck around you surges to life, obeying your commands. Assuming a sufficient supply of sand, animate a **swarm summon** of **2d6** units. This swarm can only move along the ground, and has no direct attack. Instead it has the ability to grapple. Each unit grants +1 to grappling checks. It can also attempt to choke an enemy with a competing check if they are already grappled.

SPT, SMN

1.3.18 The Three Flames: Cast out three flames to positions relatively close to you. Once placed those flames each detonate within a 5ft radius dealing **4d8** damage to anyone caught in the blasts.

DMG, AOE

1.3.19 Traversal Cord: Enchant a thread, wire, or cord, up to several hundred feet long. For several minutes after the enchantment any creature can touch one end of the cord and focus, being transported to the other end. The thinner the wire, the less mass it can transport. A thin thread may only allow light humans to traverse, where a thick rope could allow even a giant to travel.

UTL

1.3.20 Sunder: Unleash a powerful shock intended to split or shatter solid objects. This effect does nothing if it strikes a creature directly, but if it strikes a shield or armor or an unrelated solid object it shatters up to **1d6** points of the enemy's absorb. The ability of the spell to sunder other objects exists at GM discretion. This spell has no effect if the armor has magically enhanced durability.

SPT

1.3.21 Binding Spike: Enchant a weapon. This weapon must be driven into the flesh of a creature within the same round of the casting of the spell. If you do so the weapon paralyzes the creature in place. If the creature is strong enough or big enough it may only impair part of the creature. It will do this for a **1d6** timer or until the weapon is removed. **bonus action**

SPT

1.3.22 Double Blink: Teleport a short distance. Take the rest of your actions, and then at the end of your turn, optionally teleport another short distance as part of the same spell. **bonus action**

UTL

1.4.1 Respite: Draw or carve upon the ground the floor plan of a single-story structure. Having done so select a point along the edge to place an entrance and cast the spell. The area marked in your floor plan appears through the entrance arch as an extra-dimensional space. The walls are smooth and bare, although markings in the original floor plan can indicate simple furniture. The entrance arch cannot be closed while the spell is active, but can only be seen through from the correct side, and is warded with a simple ward that resists unwanted creatures. This space, while not wholly secure, can provide a clean, dry place in which to make camp, while remaining relatively hidden and somewhat protected. Ideal for resting in places where the elements or dangers are particularly harsh.

UTL, DEF

1.4.2 Transportation: Mark a circle on the ground up to about 2 meters in diameter. When you activate the spell everything located at least partially inside the circle is transported to a location encoded into the teleportation circle. Note that while it takes great knowledge, this location can be decoded from the markings on the circle.

UTL

1.4.3 Banishment: Mark out a circle around a creature. When you cast the spell that creature, as long as they are inside the circle of power, will have to make competing checks against you or be banished to a void outside of space and time. This banishment can last for some time, but depending on the power of the banished creature it could be a very limited span. Weak creatures may never return. **ritual**

UTL

1.4.4 Disintegration: Fire a frigid beam of pure destructive power. If this beam is not avoided it deals **6d10** damage. If it strikes a nonmagical inanimate object it will dissolve it into ash, or dissolve a large hole in a surface.

DMG

1.4.5 The Open Way: Draw or engrave a doorway onto a surface. Casting this spell opens that door connecting it to another drawn by you in a different location. Once two doors are linked, they cannot be closed, but if the drawing of the door is destroyed the spell is broken. **ritual**

UTL

1.4.6 Summon Pack: Summon **1d4+1** beasts, as a pack around you. Each beast has **2d6** health, and can deal roughly **1d8** damage between their attacks, though their capabilities may vary based on form. Unless killed, the beasts last for the duration of a **1d8** timer.

DMG, SMN

- 1.4.7 Expand Elixir:** Cast this spell upon a potion and throw that potion to some location of your choosing. This spell causes the elixir to explode within a short range, and apply its effect to all creatures in range.

UTL, DMG, ALC

- 1.4.8 Undone:** As a **reaction**, Warp time to undo an action taken by an enemy. The enemy can choose to repeat the same action or attempt something else, but must remake all rolls to attempt the action again.

UTL

- 1.4.9 Extra-dimensional Pocket:** Open up a seam in reality. You can step or place an object into this seam which inside is a black, solid, cube with about as much space as a standing wardrobe. When the seam is shut it cannot be moved and can be opened by any creature that knows where it is, but is practically invisible.

UTL

- 1.4.10 Compulsion:** Force a creature you can touch to compete wills with you. If you succeed you seize control of the creature's mind for **1d4** rounds. While they are under your control, you decide all their actions. Ordinarily the target receives no secondary checks to escape, but attempting to force creatures to do something wholly against their nature (i.e. not simply attacking an ally, but attacking a family member or close friend) can allow them an additional attempt to escape at GM discretion.

SPT, MND

- 1.4.11 Zone of Law:** You extend a field a significant distance around you. Within this field you may impose up to your **INT** modifier in 'laws' defined at the moment of casting. All creatures that enter this field are instinctively aware of the 'laws' and compelled to follow them. Resisting requires an **INT** save. The spell shatters if the 'laws' conflict with one another, and cannot compel violence or force belief. You must also take care with the wording of your laws as, while they must remain brief, only the letter of the law is enforced.

UTL, MND

- 1.4.12 Plague-Bearers:** Call forth a **swarm summon** consisting of **2d4** units of rats, snakes, or another plague bearing animal which lasts for a **1d4** timer. The resulting swarm deals no damage directly but instead forces enemies to make a **CON** save of at least 10, plus 1 for each unit attacking them. On a failure the target is beset with either poison or sickness, which deals **1d4** damage for each unit of the swarm which attacked them, and does so each round for a **1d4** timer. Once a poisoning has been successful, the enemy cannot suffer the effect again until the first round has run its course.

DMG, SMN

1.5.1 Creation: Can create objects from your mind. The mass of these objects is limited to roughly 500 lbs. While you can create anything the mind can imagine, you must have a **very** clear idea of the internal structure of the object, making it very difficult to make anything alive, and impossible to make something intelligent, and your creations are bound by laws of physics.

UTL

1.5.2 Unmake: Test an enemy's mettle. If they cannot resist your influence through strength of body or force of will, you unweave them from reality, destroying them. Powerful creatures may need to be weakened before they would be susceptible to this spell.

UTL, DMG

1.5.3 Summon Elemental: Summon a powerful elemental being, under your control. This elemental has around **10d10** health, and is capable of dealing **3d12** damage between its attacks, along with other elemental abilities. Unless the summon is killed. It remains for a **1d10** timer.

DMG, SMN, ELM

1.5.4 Permanence: Touch a nonliving object, and with a flash of blue-white webbing, the object, or a part of it if the object is too large, becomes fixed in place. For several hours, no force, no matter how strong, can budge or shift the object from that exact point in space, and the object itself becomes unbreakable.

UTL

1.5.5 Mighty Ward: Ward a very large area with a magical field of protection. This field will deflect or dissuade most creatures that mean you harm, even very powerful ones, and prevents all divination and teleportation into the field. Once cast it lasts for about a day. **ritual**

UTL, DEF

BONDED

To be bonded refers to the casting abilities granted to one who has sworn their allegiance to a mortal being of incredible influence. This bond grants the caster great power, and among magic users those with the bond of fealty, sometimes called warlocks, are considered to be among the most dangerous in a fight. Their spells are often simple, and direct, expressions of raw power filtered through the lens of their patrons influence. The easy path to power is not always safe, however, and the dark powers wielded through the bond can often have consequences.

The spells of a bonded are almost never without some consequence. Mastering this prestige class can give you excellent arcane damage potential, but also can be very destructive if used carelessly.

Bonded utilize CHA for casting

GM Note:

While you can allow a player to select their powers at each level, the warlock is more in my opinion more narratively interesting if its powers are granted based of the lore of the patron, and re-flavored into a cohesive power set.

Abilities

10.1 Whispered Knowledge: Gain access to 3 basic level 1 powers.

A taste, gain an inkling of what you can become.

10.2 Sleep it Off: Gain the ability to remove one persistent **magerot** effect on a short rest.

Tasting true power may not be kind, but frequent rest can silence the voices.

10.3 Uttered Secrets: Gain access to 2 level 2 powers and 1 level 3 power.

Your power grows, imagine the possibilities.

10.4 Forbidden Truths: Gain access to 1 level 4 power and 1 level 3 power.

Drink deep of the power and become great.

10.5 Understanding: Magerot die becomes **1d6**.

Know your power, and let the understanding of it ease the strain of greatness.

10.6 Inhuman Dictation: Gain access to 1 level 5 power.

Achieve what you were always meant to be.

10.7 Transcend: You are no longer bound to your patron, and you gain the ability to bind a warlock of your own, who gains your level 1 and 2 powers.

Cast off your chains. Power was not meant to be held by the weak.

Spells

2.1.1 Hurl: Pick a direction and project yourself into the air with great force. Though this spell is excellent at covering great distance, it provides little protection from the staggering forces involved in such movement. Take care with extreme use cases.

UTL

2.1.2 Cat's Eye: For the next few hours, you gain near perfect night vision in even complete darkness. During this time, however, normal light, and especially sunlight, can appear blindingly bright.

UTL

2.1.3 Darkness: Send out a wave of pitch black magical darkness that swallows all light. This cloud of darkness lasts for several hours.

UTL

2.1.4 Blood Scythe: Enchant a weapon you're wielding. For a **1d6** timer all hits dealt by that weapon deal an extra **1d8** damage but each hit you land also deals **1d4** damage to you.

DMG

2.1.5 Earth Binding: Bind all creatures nearby to the ground. All creatures not powerful enough to resist the spell are bound to the ground and are unable to leap or fly.

UTL

2.1.6 Delayed Shield: As a **reaction** cast this spell. You don't take any damage from any sources but instead record the amount of damage you would have taken. You have until the end of a **1d4** timer before the spell falters and you take *all* of the damage at once that you would have otherwise taken.

UTL, DEF

2.1.7 Cheater's Charm: Can produce a variety of minor effects that allow you to cheat at games of cards and dice. The effects are not so subtle as to be totally invisible to the careful eye, however, so use with caution.

UTL

2.1.8 Manipulate Density: Allows you to transfer density from one non-living object to another, increasing one by the weight and mass you steal from the other. The effect of this transfer lasts for several minutes.

UTL

2.1.9 Expand Sensation: Pick one of your five senses. For several hours this sense is made far more intense. While this can let you hear a whispered conversation through a solid stone wall, or feel the shapes of letters written in ink on a page, it also leaves you vulnerable as very normal sensory experiences can be very intense, and intense sensory experiences can stun or stagger you.

UTL

2.1.10 Purge Poisoning: Draw the poison out of a magically or alchemically poisoned individual. This process can save their life but is very painful, dealing **2d6** with each attempt to purge the poison. The poison is only fully purged if the spell is successfully cast and on the same round the poisoned individual succeeds on their save to resist the poison.

SPT

2.1.11 Imbued Tool: Pick one of your 6 stats and enchant a tool. You can temporarily transfer as many points from your own stats into the tool as you want. While using the tool you wouldn't notice a difference, but if you give that tool to someone else you lose access to the points you imbued, but whoever wields the tool gains a bonus equal to that amount. The transfer lasts for a few hours before returning your ordinary capabilities to you. (Ex. I imbue 2 points of STR into an axe and hand it to my ally. While they have the axe I have a -2 to my STR but they gain a passive +2 to STR based rolls made with that weapon including weapon damage.)

UTL SPT

2.1.12 Immolation: Wreath an opponent in fast-moving flames. Deals **1d6** damage for a **1d6** timer. Be wary, however, the flames of the immolation spell are unusually fast-spreading and violent. At the end of the timer all flames caused by the spell extinguish.

DMG

2.1.13 Echo Pulse: A momentary fold in time allows you to take two primary actions this turn, but you lose your primary action next round as a result.

SPT

2.1.14 Echolocation: Send out a pulse that grants you vision of your surroundings. This spell produces a piercing clicking noise, however, limiting this spell's usefulness in situations where stealth is required.

UTL

2.1.15 Touch of Decay: Touch an object, aging the object you touch by about 10 years, and dealing **1d6** damage, for every **1d4** damage you choose to take up to **5d4**. This spell only deals damage to a creature if you can make direct skin contact with the enemy, who ages at half the rate of a simple object. Age caused by this spell slowly reverts over the course of a few minutes, and can't kill on its own (though the damage it causes can).

UTL, DMG

2.1.16 Command: Order a creature to take a simple, nonviolent action, like telling you something they know or following you. This initiates a competing mental check. If the creature fails they are compelled to take the action specified, but after performing it, or after a few minutes, whichever comes first, they are free, immune to this effect again for a short time, and aware of the fact that they were bewitched.

UTL, MND

2.1.17 Wild Weather: Locally intensify whatever weather you are currently experiencing drastically. Light warmth becomes oppressive heat, and light rain becomes a gale. This spell does not provide your allies and you any special protection against this wild weather, however.

UTL

2.1.18 Hidden Knife: Crystallizes a small throwing knife out of the air itself. This knife lasts for several hours before decaying. It serves as an ordinary light weapon with **DEX** as its key stat.

UTL, DMG

2.1.19 Delay Pain: As a reaction when you're hit by an attack that deals multiple damage die, cast this spell. You only take one damage die now, the rest are added to a pool and dealt out to you at the beginning of each round until the full damage of the attack has been dealt. Any flat modifiers to the attack are applied with the first damage die.

SPT

2.1.20 Power of the Mind: Temporarily abandon physical strength, relying on your mind's power to sustain you. For the next few minutes, apply **INT** to anything that ordinarily applies **DEX**, apply **WIS** instead of **STR**, and apply **CHA** instead of **CON**.

SPT

2.1.21 Jam Lock: Twist, melt, and otherwise make inoperable a small piece of physical machinery, most notably useful for locks and mechanisms.

UTL

2.2.1 Telekinetic Power: Generate a powerful telekinetic shove. This shove can topple small structures, and stagger even very large creatures, but also throws you backwards opposite to the force you created. Remember to brace yourself.

UTL

2.2.2 Lightning Cloak: Wreath yourself in crackling electricity. This electricity passively deals **1d8** damage per round to any creature you get near. It will also deal the same damage to you, however, if you are wearing or holding any large sources of metal. Being stabbed by a metal weapon while this spell is active deals the additional **1d8 dmg** to you as well.

UTL, DMG

2.2.3 Expose Minds: Force your way into a creature's mind, becoming able to read their thoughts and some of their memories. By doing this, however, you expose your own mind to the same scrutiny by your target.

UTL, MND

2.2.4 Life Transfer: Allows you to transfer health across a short distance from a willing ally to you, or vice versa.

SPT, HLG

2.2.5 Unyielding Bolt: Begin blasting the enemy with a bolt of ghostly lightning using your off hand. This bolt does **1d10** damage each round. This continues until the creature you're targeting dies, or until you lose concentration, but ending the spell before the target dies for any reason deals **3d10** damage to you.

DMG

2.2.6 Call the Swarm: Summon a swarm of some number of insects at a cost of **1d4** hit points per 'unit' of insects. For each 'unit' the resulting swarm gains +1 to hit, and **+1d4** damage. The resulting swarm is under your control, and can be directed to attack a single target or can be split into multiple units attacking separate targets. While the summoned swarm can be killed, ending the spell early, the spell lasts at most the length of a **1d8** timer.

DMG, SMN

2.2.7 Dark Spirit: Unleash a small dark spirit, giving it a general direction. For the duration of a **1d6** timer the spirit will make an attack which deals **1d12** damage before bouncing to another nearby target more or less at

random you have no control over whether this spirit may attempt to attack your allies if they are too close.

DMG, SMN

- 2.2.8 Windfield:** A swirl of buffeting winds surrounds you. For several minutes all ranged attacks against you have **disadvantage(-2)**, but all ranged attacks you make are likewise disadvantaged.

DEF

- 2.2.9 Water Breathing:** For the duration of the spell, about an hour, your body adapts to breath water as opposed to air. This means you will suffocate in normal air, and you cannot dispel this effect until it fades naturally.

UTL

- 2.2.10 Caulterize:** Deal 1d6 damage to an ally, then after dealing the damage. Stabilize them.

SPT

- 2.2.11 Map of Memory:** Place your hand on a piece of paper. The paper is scrawled with a annotated interpretation of your own memory of the layout of a place. The map omits undiscovered locations, but is otherwise accurate. In doing so the memories are stripped from your mind and placed on the page, and while you have the map to find your way you lose all memory of your path otherwise.

UTL

- 2.2.12 Insatiable Fog:** Cough up a billowing swirl of black fog that surges towards your enemies. The fog acts as a **swarm summon** with **1d4** units where each unit provides **+1 to hit** and **1d6 damage**. The fog lasts for a **1d6** timer, but at the end of each round you must make **CHA** save to maintain control of the fog. If you lose control. All units of fog surge towards you and attack you for the remainder of the spell's duration.

DMG, SMN

- 2.2.13 Vitality Inversion:** Swap health with a willing ally. Doing so does not allow either party to exceed their maximum health, any excess health is discarded.

SPT

- 2.2.14 Watery Tomb:** Submerge a hand or foot in a body of water. Cast this spell and the water, without freezing, immediately becomes as solid as granite. This spell lasts **1d6** rounds. Note that since you have to submerge part of a limb to cast the spell, unless you dispel it early your chosen limb is trapped and unmovable. Though this spell can affect a

decently large body of water there is a limit to it's capability, generally an area about the size of a small pond or pool.

UTL

- 2.2.15 Projection:** Cast this spell. For several minutes your mind separates from your body. You appear as a mostly invisible ripple of energy that can pass through thin surfaces. You can see and hear, but can't lift or interact with objects. You cannot reattach to your body until the spell fades naturally.

UTL

- 2.2.16 Burning Fists:** Touch an ally, their fists ignite with colored flames that scatter along their weapons. All attacks they make deal an additional **1d8** damage. The number of attacks for which the power applies is dependant on how much power you give them. For each empowered attack you grant you take **1d4** damage in the casting.

DMG, SPT

- 2.2.17 Whispers of Madness:** You whisper telepathically to an enemy, channeling truths dangerous to even know, and all the more dangerous the harder your mind attempts to comprehend it. The enemy takes **1d12** damage for each point of **INT**, as do you for having spoken the words. Creatures with a negative modifier to **INT** are unaffected by the madness of knowledge.

DMG

- 1.2.18 Alchemist's Honey:** Touch a cauldron while making a potion. Casting this spell, the flavor of the potion is changed to be far more palatable. Potions affected by this spell can be made into bitters without requiring a **CON** save when downed. You only get one chance to cast this spell, however, and taste is a delicate matter. Fail to cast the spell and the resulting sickly sweetness can make the potion entirely unpalatable as a bitter, and requiring of a **CON** save even when downed normally.

UTL, ALC

- 1.2.19 Singularity:** Begin charging a powerful blast. At the end of each round you charge the spell, you must remake the casting check for this spell. Doing so increases the damage potential of the spell by **3d6**, up to a maximum damage of **12d6**. At any point you may choose to use your bonus action to fire the spell, unleashing it as a beam of chaos energy. If you commit to charging the spell and fail the casting check, however, the energy explodes and deals half the charged damage die rounded up in an AOE to you and anyone withing melee range of you.

DMG, AOE

- 1.2.20 Harsh Reconfiguration:** Heal your own wounds by forcibly rearranging the anatomy of the affected area. Deal **1d8** damage to yourself. At the end of each round for a **2d4** round timer heal by **1d4**.

SPT, HLG

- 2.3.1 Blood Oath:** Swear yourself and a **willing** other to an oath. For this oath to take place both parties must agree to the terms. One term that must be decided upon is the severity of the oath, which is a number of **d12** damage die of your selection. The other terms are completely variable. If either party breaks the terms of the oath they immediately take the agreed upon punishment and the oath is wholly broken, freeing both parties. If both parties are willing this damage number can be set so prohibitively high that to break the oath would mean almost certain death.

UTL

- 2.3.2 Dark Spike:** Transforms your off hand into a spike of black crystal for a **1d6** timer. This prevents you from taking any actions that require the use of your off hand but during this time the spike counts as a special **light** weapon which deals **1d10** damage on hit. Can be wielded as either a **DEX** weapon or as a **STR** weapon.

DMG

- 2.3.3 Volatile Power:** Charge a creature you can touch with a volatile power. When the creature dies, it explodes dealing **4d6** damage to every creature nearby.

DMG

- 2.3.4 Darkblade:** Enchants a weapon you are holding with a shadowy after-image. When in darkness the blade gains a bonus damage die. If brought into light while under the effect of this spell the weapon's damage is reduced by a damage die. And if the light is bright enough it can even damage or destroy the blade if the blade is not unnaturally durable.

DMG

- 2.3.5 Overwhelming Fear:** You make a simultaneous competing check against every creature nearby. Your allies gain an **advantage(+2)** to the roll but are not exempt. Any creature that fails the check is caught in mortal fear of you for the duration of the spell, which lasts several minutes before fading.

SPT

- 2.3.6 Expand Mind:** For a moment, expand your mind to gain knowledge of everything with a large radius of yourself. This period of expanded intelligence can also be used to quickly solve or deduce truths that would otherwise elude you. The strain this places on your mind, however, is

intense, and always inflicts magerot, this is in addition to the ordinary magerot roll that inflicts a second level if failed.

UTL, MND

- 2.3.7 Test of Strength:** Select one of the 6 base stats. Challenge an opponent to a test of that stat. Make repeated competing rolls until one of you fails 2 times against the other. The loser takes **6d6** damage.

UTL

- 2.3.8 Blood of the Masses:** You blast forth attacking an enemy with a beam of energy. For each ally nearby (up to 6) that you can convince to willingly sacrifice **1d6** of their own health for the spell, the beam does **1d12** damage, up to **6d12**.

DMG

- 2.3.9 Weapon of Annihilation:** Enchant a non-magical weapon. For a **1d4** timer all attacks with that weapon deal a bonus damage die, but at the end of the spell the strain of the spell upon the blade destroys it almost completely, rendering it totally useless.

DMG

- 2.3.10 Dead Air:** Render all the air in the vicinity completely unbreathable. All creatures near you including yourself begin to suffocate if they require normal air to breathe. You can maintain or dispel this effect at any point.

SPT, DMG

- 2.3.11 Deep Fog:** Summon forth a deep fog in the air around you. It centers primarily on you and follows you for about an hour unless dispelled. This fog is incredibly thick, obscuring vision beyond even a short distance.

UTL

- 2.3.12 Ocean's Fury:** All the water around you grows furious. It will begin to actively attempt to capsize small boats and drag any swimmers into the depths. The effect lasts about a minute, but makes no distinction between friend and foe, and would even drown you if given the chance. Note that it cannot be dispelled once cast.

UTL, SPT

- 2.3.13 Shatter:** A great vibration surges through the air around you. Almost all glass or similar fragile objects that are not protected or padded shatter.

UTL

- 2.3.14 Warp Intentions:** For a **1d6** timer you become impossible to target with magic that is not manually aimed, or based on touch. All attempts to curse or apply an effect directly to you fail, both friendly and hostile.

SPT

2.3.15 Volatile Servant: You summon a vaguely humanoid specter to fight for you. The specter's touch deals **4d8** damage, and has **4d8** health. You do not control the specter directly, but it will not attack your allies. It is still dangerous, however, as at the end of the specter's **1d4+1** timer it explodes, dealing **4d8** damage to all within 10ft.

DMG, SMN

2.3.16 Centrifugal Explosion: Hold out your hand and create a swirling, spinning sphere of powerful energy. This sphere lingers where you cast it and spins and swirls faster and faster for a **1d4** timer, before exploding. Each round it took to 'charge' grants **3d6** damage. When the timer runs out the sphere explodes in a large radius and deals its charged damage to all creatures caught in the violent blast.

DMG, AOE

2.4.1 Telekinetic Tempest: All around you **3d4** randomly selected targets are hurled in random directions by erratic waves of force. These forces can toss human sized creatures up to **1d6** squares and if a wall or surface interrupts that movement the creature takes **1d6** damage for each square of movement they couldn't take.

DMG

2.4.2 Contest of Wills: Challenge your opponent to a contest of wills. Your minds interact and challenge each other. Make a competing check with each mental stat against the enemy. The loser, either your or your opponent, immediately takes 8d10 psychic damage. You may half this damage.

DMG, MND

2.4.3 Dark Avatar: Become shrouded in dark power. For a **1d4** timer, all casting checks succeed, and you temporarily don't take magerot effects. The moment that the spell duration ends, however, you take a level of magerot for every spell you cast during the effect.

SPT

2.4.4 Awaken Shadows: The shadows nearby awaken and attempt to consume the living. All creatures around you that are in shadow take **5d6** damage each round for a **1d6** timer. Be cautious what light you trust to when this spell begins, as the weight of the hungry shadows can extinguish weak lights.

DMG

2.4.5 The Ocean of Shadows: Drag yourself and willing creatures you can touch into the ocean of shadows, an extra-dimensional space just beyond reality. The interior of this space is near pitch black, and filled entirely with a dark water-like liquid. In this space you can swim to another

location, and a relatively slight motion in the ocean will take you considerably farther in the real world. One must be very cautious traversing the shadow, however, as to return without drowning you *must* successfully recast the spell to return to the real world. Traversal through the ocean is nearly undetectable from the outside and bypasses most physical and magical barriers.

UTL

- 2.4.6 Crystalline Armor:** A lightweight armor of pure crystal erupts from your skin. This armor deals **1d10** damage to you when you create it, but grants **+3 absorb** for its **1d6** timer while also acting as **light armor**. Casting this spell while wearing other armor may damage or destroy that armor, or failing that, harm you more as the crystals struggle free.

DEF

- 2.4.7 Death Glare:** Fire a blast of pure energy from your eyes. Deal **6d12** damage to every enemy in a line. Doing so blinds and deafens you for **1d4** rounds.

DMG, AOE

- 2.4.7 Seed of Compulsion:** Compete wills with a target to plant a seed of compulsion deep in a target's mind, encoded with a singular command. This spell has no immediate effect, but day by day this compulsion will become stronger and stronger. If left to grow for months the compulsion will become so overwhelming that it becomes the only thing the target can think about. This spell can be removed by effects that can remove curses, and dissipates if or when the target fulfills the compulsion.

UTL, MND

- 2.4.8 Contained Annihilation:** Begin taking **1d8** damage at the start of each round. (including one when you first begin to cast this spell.) If fired directly after casting the blast of energy it produces deals **1d12** damage to all enemies in a line. Each round that you maintain the spell though, the number of damage die doubles, until it automatically fires after reaching **8d12** damage potential.

DMG

- 2.4.9 Fragile Mirror:** Split yourself into two identical copies. Each of these copies carries all the spells and abilities you normally bear but each has only half your normal health, and you must distribute inanimate things like weapons and armor. You must also take care to be cautious with these mirror images as the death of either, the shock of that death and regaining of full consciousness in the survivor, will render your true self, the survivor, comatose for the rest of the day. The two copies will automatically fuse again after about an hour.

DMG, UTL

2.4.10 Soul of the Beast: Unleash physical power at the cost of your mind. For a **1d10** timer, your physical stats are all treated as 5, you gain +2 absorb, and you have immense physical strength. During this time, however, you cannot use magic, all your mental stats are reduced to 0 if they would ordinarily be higher than that, and you aren't capable of speech or rational thought beyond a simple objective you focused on when casting the spell.

SPT

2.5.1 Dark One: Summons a powerful dark entity for a **1d6** timer. This entity can take many forms but will always be able to deal **up to 5d12** damage through some combination of their attacks. While this creature understands your intentions, they are not strictly bound to them. They will prioritize attacking your enemies, but also may attack you or your allies if they have no other targets or if you or your allies are in the way. This creature is banished early if it takes **6d8+** damage.

DMG, SMN

2.5.2 Chain Lightning: Blast up to two enemies with a powerful bolt of Lightning. These initial bolts will arc to up to **1d4** creatures nearby, selected randomly. Each target takes **2d8** damage.

DMG

2.5.3 Seed of the Hungering Fog: When you cast this spell it lays a swirl of pitch black fog on the ground. After a brief delay the fog begins to expand and consume. The fog seeks out life and does **3d10** damage to every living thing it touches every round. The fog, once unleashed is impossible to stop until it takes a human soul, at which point the fog consumes it and is sated.

DMG

2.5.4 Unbreaking Armor: For a **1d4** timer, become entirely invulnerable to damage. After the effect of this spell ends, you cannot cast it again for a **1d6** timer, during which time you take double damage from all sources.

DEF

2.5.5 Blood Vault: Target a creature that has been incapacitated or greatly weakened. Choose some number to permanently reduce your maximum health by. The creature is dragged into an extra-dimensional vault which is sealed with a powerful spell. As long as the seal holds, your maximum health remains reduced, but if the seal is broken the lost health is returned to you. The difficulty of the check to break the seal, either from the inside or from the outside, is equal to the number of hit points that you sacrificed. As long as they are sufficiently weakened when the spell is cast, this prison can hold even the most powerful creatures, and the seal does not evaporate even upon your death. You may share the health penalty with up to four other willing creatures to strengthen the seal. **ritual**

UTL

- 2.5.6 Chalice of Fealty:** Enchant a chalice. It fills with a black, viscous liquid. If someone drinks this liquid they gain access to one of your level 1-4 powers for one day. During this time you cannot use that power.

SPT

- 2.5.7 Death Chant:** Speak ancient forgotten words of power as you look into the eyes of a creature. If you have more health than them, or are equal in health, they die. If they have more health than you, you are rendered unconscious and either reduced to 0 health, or killed if you are already unstable.

PIOUS

Piety is often confused with its cousin arcana, the power of the bonded. but the truly pious recognize a difference between two powers. The bond of piety involves devoting oneself to a god, as opposed to some mortal power. The resulting power is less personal, as swearing fealty to a mortal power will often make someone one of only a very small handful of bonded warlocks which serve that being, while creating a bond of piety simply requires that one is among many who religiously follow the precepts and beliefs of that god. Creating the bond is far from easy, it doesn't require a distinct moment in which the caster swears their service, but is instead a general devotion to the ideals of a god that can often go years with no distinct return of power for the budding cleric.

The pious gain their spells through meditation and consistent ritual. Each long rest, as long as they have the materials, the pious may perform a ritual honoring their deity. This initiates a **1d20** roll which, on a critical success, grants them a new prayer of some level they can cast for which they haven't already received the maximum number of prayers. These maximums are 4 at level 1, 3 at level 2, 2 at level 3, and 1 at level 4.

The key to being an effective pious spellcaster is learning to harness lack of control. Almost none of the pious' spells grant them *complete* control over the outcome of the spell, leaving part of the magic to their deity. This aspect of the spell is entirely up to the GM's caprices or random chance, and the caster shouldn't always expect their desired outcome from the magic. Even spells without variable results make use of *hidden timers*, known only to the GM. Mastering the inconsistency is key.

Pious utilize WIS for casting

GM Note:

Having a pious caster in the party will mean a lot of decisions on your part. It is recommended that for minor or inconsequential things, you just leave it to chance, and then for more interesting decisions, develop some kind of personality for the deity that defines their decisions. Also don't assume that the player's deity will always give them the best possible result from the spell. Mortal lives are small things to gods, and just dealing with sub-optimal spell results is part of the challenge of the class.

Abilities

11.1 Initiate: Can call on all level 1 prayers.

Have faith, and let your prayers find answers in the halls of the gods.

11.2 Acolyte: Can call on all level 2 prayers.

As faith grows stronger, so will the desires your god will deign to grant.

11.3 Hold to Faith: A number of times per day equal to your **WIS** modifier, you may resist a magerot effect instead of taking it.

The madness that twists the minds of other casters takes no hold on the holy.

11.4 Devotee: Can call on all level 3 prayers.

True devotion grants untold power.

11.5 Meditative Ritual: Can cast ritual spells at a cost of 10 minutes per spell level as opposed to 1 hour per level.

A practiced hand can perform their benedictions with as much precision as any soldier can sharpen their blade.

11.6 Adherent: Can call on all level 4 prayers.

Unshakable faith begets unshakable power.

11.7 Avatar of Divinity: Once a day for a **1d6 timer**, can cast all spells with guaranteed success and no magerot. Also ignore all previously obtained magerot effects. At GM discretion have near complete control over your god's area of influence. Afterwards go comatose for **1d4** hours

Spells

3.1.1 Prayer of Disguise: Your deity conceals form, disguising you in a false face. The specifics of the new appearance are chosen by your deity.

UTL, ILU

3.1.2 Prayer of History: You catch glimpses, provided by your deity of the past events in a location you are in, though you have little control over what you see, and how distinct it may be.

UTL, DVN

3.1.3 Prayer of Echoes: You can send a telepathic message to someone, regardless of your distance from them. The recipient does not receive your initial words, however, but instead a set of quick impressions or images interpreted through the lens of your deity.

UTL

3.1.4 Prayer of Combat: Your deity grants you either a **+2 to hit** OR a **+2 to dodge** for a **1d8** timer.

SPT

- 3.1.5 Prayer for Nature's Guidance:** Your deity grants you the limited ability to speak to a nearby plant or animal of their choosing, which will use what knowledge it has to try to answer your questions.

UTL

- 3.1.6 Prayer for Nature's Aid:** Plants and small animals surge to aid you, distracting or slowing enemies or otherwise helping you in some way to achieve your goals.

UTL

- 3.1.7 Prayer of Recollection:** Your deity aids you in remembering something you know, but have forgotten.

UTL

- 3.1.8 Prayer for Tools:** Your deity manifests for you one or several small objects of use. Expect objects like torches, candles, and lock-picks at your god's discretion.

UTL

- 3.1.9 Prayer of the Echoing Dead:** You pray over the corpse of something that has died. Your deity grants you a vision of the circumstances of creatures death, either the time just before, just after, or during.

UTL, DVN

- 3.1.10 Prayer of Sending:** Fold up a small written message on a piece of paper. Focus on a location and the message will be transported to that location. You cannot target a person unless you know their exact location, and they may or may not find the note.

UTL

- 3.1.11 Prayer of Greed:** With your deity's assistance, enhance existing feelings of greed and envy within the mind of a target. While you cannot control what their greed will desire, the feelings will be based on their existing emotions.

UTL, MND

- 3.1.12 Prayer of Performance:** Your deity aids you in a performance. The effect is subtle, and can vary in strength depending on to what extent the performance pleases your deity, but is useful for gaining a few coins if you have an instrument to play.

UTL

3.1.13 Prayer of Sensation: Your deity significantly expands your use of one of your five senses for several hours. This can let you see sharply at vast distances, or it could let you taste even a touch of ordinarily flavorless poison in a drink before ingesting it.

UTL

3.1.14 Prayer of Storage: Hold up an object as you cast the prayer. If the prayer succeeds the object is whisked into the air itself, vanishing. Your deity decides when to give the item back. If you demand the item back you have at least a **1d6** chance of getting it back, but otherwise it may be returned to you at any time.

UTL

3.1.15 : Prayer of the Wounded Priest: After a delay of a hidden **1d4** timer. Your deity heals you by **3d6**

SPT, HLG

3.2.1 Prayer for Healing: Distributes **5d6** healing among your allies. The particular target(s) are selected by your deity.

SPT, HLG

3.2.2 Prayer of Growth: Your deity causes a small grove of edible or otherwise useful plants to spring up around you.

UTL

3.2.3 Prayer for Strength: Your deity grants you a boon, doubling your effective bonus to one stat. The stat provided is decided upon by your deity.

SPT

3.2.4 Prayer of Charming: Turns a creature into a tenuous ally. They will treat you as a friend, but this spell does not amount to mind control, and can prove fragile if pressed.

SPT, MND

3.2.5 Prayer of Guidance: Your deity reveals an indication of a path forward, though this path may not always be the safest or most direct.

UTL, DVN

3.2.6 Payer of Smiting: Your deity strikes a nearby enemy with a bolt of pure power that deals **1d12** damage.

DMG

3.2.7 Prayer for Armaments: Your deity provides you a weapon useful to you, formed of crystalline light. This weapon acts like a normal weapon of the type provided by your deity. This weapon lasts for several minutes

but becomes more fragile as it approaches its limit, until it eventually crumbles into nothing.

UTL

- 3.2.8 Prayer for a Challenge:** Your deity highlights a gleaming mark over one nearby enemy. The player that kills that enemy gets. **3d10** healing immediately.

SPT, HLG

- 3.2.9 Prayer of Winged Flight:** You focus on a location. Glowing wings flare to life on your back and carry you away at a speed several times that of the average horse. These wings will carry you towards that destination for about a day's time unless the prayer is recast. You do not have specific control over the wings, which fly on their own, and place you somewhere near the destination.

UTL

- 3.2.10 Prayer of Warding:** Your deity creates a subtle ward around you and your allies, which diverts the attention of creatures that would mean you harm. The strength of the ward can vary greatly, and there's no distinct way to tell how powerful the created ward will be.

UTL, DEF

- 3.2.11 Prayer of the King's Draught:** Enchant a beverage with your deity's power. When drunk, the drink grants the drinker a **+2** to one of their 6 base stats for several hours. This spell cannot be recast during that time.

SPT

- 3.2.12 Prayer of Nourishment:** The GM rolls **1d4** this roll determines whether your deity provides nothing, enough water to nourish a small group of people for a day, enough food for the same, or both.

UTL

- 3.2.13 Prayer of the Living Blade:** Your deity selects one weapon carried on your person. The weapon animates, pulling free from your hand and striking at the enemy. For a **1d6** timer the weapon acts as a summon under your deity's control with the damage die and capabilities of the weapon but with your **WIS** stat substituted for the weapon's ordinary key stat. At the end of the time span the weapon returns to your hand or pack.

DMG, SMN

- 3.2.14 Prayer of the Hawk's Eye:** Summon a flock of birds that scatter into the air in all directions. After about an hour, the birds will begin to return, and grant flashes of what they saw. While their search is not

comprehensive it is one of the quickest ways to gain intelligence on all things of importance in a large radius.

UTL, DVN, SMN

- 3.2.15 Prayer of the Butterflies:** Summon a cloud of glowing butterflies. These act as a **swarm summon** with **1d8** units. For a **1d6** timer this summon flutters around to allies, drawn to recently felt pain. Wherever they land each unit provides **1d4** healing.

SPT, SMN, HLG

- 3.2.16 Prayer of the Goliath:** Your deity selects either you or one of your allies and they grow incredibly large for a **1d6** timer. The average person affected by this spell will stand about 12 feet tall. In this state **STR** and **absorb** are doubled.

SPT

- 3.2.17 Prayer of Transformation:** Your deity transforms you for a few minutes into a small animal. While the animal is less dangerous than you in your human form it can grant you useful abilities such as flight, keen sight, or water breathing. Taking damage in this form transforms you back into your human form, passing all damage through to you.

SPT

- 2.2.18 Unveil Allegiances:** Your deity makes visible, only to your eyes, countless dimly glowing colored threads. Each thread represents an alliance, friendship, or allegiance. Threads of the same color represent the same type of allegiance, and the glow of a strand represents the strength of that bond. Only your deity knows for certain what the colors, lights and threads specifically indicate.

UTL, DVN

- 3.3.1 Prayer of Prophecy:** Your deity gives you a brief glimpse of the likely future. This can address a general question you have, or can be more general in nature.

UTL, DVN

- 3.3.2 Prayer for Restoration:** Your deity selects one ally they feel is most 'in need'. Heals that target by **6d8**.

SPT, HLG

- 3.3.3 Prayer of the Wild:** Your deity temporarily transforms you into an animal to aid you in accomplishing some purpose. While in this form, your body and any gear is entirely transformed, though your mind remains intact. Reducing this creature to 0 health reverts you back to your human state, and the transformation only lasts for a short time regardless.

UTL

3.3.4 Prayer of Escape: You and any allies you are touching begin to be taken by the spell. You must remain within 5ft of them for them to be taken with you, and a **1d4** timer after you began casting, unless you cancel the spell, you are whisked to a safer location nearby of your deity's choosing.

UTL

3.3.5 Prayer of Harm: Create **3d4** glowing beams of power which track enemies and deal 1d4 damage each. The distribution of these bolts is controlled by your deity.

DMG

3.3.6 Payer of Farsight: Your deity grants you a glimpse of present event in some distant location. While you can direct the location or attempt to target a specific individual or object, but cannot direct the sight more specifically than that.

UTL, DVN

3.3.7 Prayer for a Guardian: Your deity creates an animal spirit for your protection. This spirit exists only to protect you or another ally you direct it to protect. The spirit, regardless of the form it takes, acts independently other than to protect your chosen target, and is always capable of taking hits on behalf of others and disrupting the attacks of enemies. The spirit possesses **3d6** health.

DEF, SMN

3.3.8 Prayer of the Dream Sanctum: Your deity pulls you and willing others of your choosing nearby into a dreamlike trance of your deity's design. In this trance space you can speak freely to the others in the dream without being overheard, and cannot be watched by magical means. While you are mostly in the trance, you do still maintain a slight awareness of your surroundings outside, and while the trance can last several minutes any participant can choose to leave at any time.

UTL

3.3.9 Prayer for Salvation: Your god lays a blanket of protection over the party. As long as they remain near you, the first of them to be reduced to negative health to the point of death will be stabilized at exactly their max health in the negative instead. This effect only applies to the party only for a few hours.

SPT

3.3.10 Prayer of Hallowing: Your deity hallows the ground around you with their power for several hours. The area becomes dense with your deity's power, making spellcasting easier. While on hallowed ground you have **advantage(+2)** to all casting checks and you do not take magerot. This spell may **only** be cast as a **ritual**.

SPT

- 3.3.11 Prayer of Advantage:** Your deity inhibits your opponents. This prayer will, for a **1d6** timer, either give your enemies a **disadvantage(-2)** to all attacks, half their movement speed, give them a **disadvantage(-2)** to all checks, or lower their **dodge** by 2.

SPT

- 3.3.12 Prayer for Shelter:** Your deity creates a shimmering sphere of protection somewhere nearby. Only you and your allies may pass into the sphere, and the sphere acts as solid to enemy creatures, all spells from both sides, and all inanimate objects not being actively held by an ally. The sphere itself has **10d10** health before it shatters.

SPT, DEF

- 3.3.13 Prayer of Banishment:** Your deity banishes one enemy threatening you for a **1d4** timer.

SPT

- 3.3.14 Prayer for Finery:** A prayer that exists purely for vanity, with this spell your deity transforms everything near you into a finer, more luxurious version of itself for several hours. Cheap ale becomes fine wine, wooden stools become padded chairs. For a few hours the cheapest room in an inn can seem fit for a king. The spell does not, however, create anything truly new, and at the end of the spell's duration, everything even things consumed while under the effect of the spell transform back to their original forms.

UTL

- 3.3.15 Prayer of the Traveler:** Your god provides you with a vehicle suitable for travel with a small group, such as a carriage, small boat, or the like, relevant for travel through the local terrain. The limits of the types of vehicles this can produce depend on the type of vehicles available in the world.

UTL

- 3.4.1 Prayer of the Champion:** Your deity selects one champion from among your allies. This champion, for the duration of a **1d4** timer, gains **3d6** healing at the top of each round, as well as a **+2 to dodge, absorb, and to-hit**. Recasting this spell may refresh the duration of the effect, or may change the champion, but only one person can hold this effect at a time.

SPT, HLG

- 3.4.2 Prayer of the Dreamwalker:** Your deity brings you and up to several others into the mind of a sleeping creature, allowing you to explore and potentially discover secrets concealed within their mind. **ritual**

UTL, MND

3.4.3 Prayer of Construction: Your deity constructs a building for you from materials nearby. The specifications of this structure can be generally guided by you, although your deity handles the specifics. The level of control you have allows you to request some specific rooms, such as a dining room or a forge, or a kitchen, but not to guide specific layout or demand particulars. **ritual**

UTL

3.4.4 Prayer of Belief: Target a large group of people. Your deity aids you in instilling in those people a belief in one defining thought you keep fixed in your mind. Once instilled you cannot manipulate this belief, and you cannot necessarily control how the targets will individually react to this belief, but the belief will be strong, and will override any prior-held conflicting beliefs. Initially this belief will be overwhelming, but over the course of about a day the belief may fade in some while remaining in others, depending on how apt the individual would be to believe that idea regardless of the spell.

UTL, MND

3.4.5 Prayer of Elemental Fury: Your deity riles the elements into a fury around you. This spell will target all nearby enemies with **5d6** damage of some element, with additional effects based on the elemental sources your deity chooses to inflame.

DMG, ELM

3.4.6 Prayer of the Healing Spirit: A powerful healing spirit under the command of the deity appears behind you. It will travel between your allies, granting them 3d6 healing each. The spirit acts on its own, prioritizing the most badly wounded allies.

SPT, SMN, HLG

3.4.7 Payer of the High Beasts: Your deity summons an echo of a mighty beast, such as a dragon, or other magical creature to fight on your behalf. The creature will be able to deal roughly **6d8** damage in a round of attacks, and will likely bear at least one powerful magical ability related to the echo your deity summons. The echo has **6d8** health and can be dispelled if it dies, but otherwise lasts for a **1d4** timer.

DMG, SMN

3.4.8 Payer of Vast Illusion: You specify an intention for a vast illusory pattern, and utilizing your power your deity begins to manifest many illusions within a wide radius of you. For example. The intention to make the enemies overestimate your forces could produce a vast illusion of a whole army making camp, or could simply form illusory monsters at your side which appear very powerful. The specific execution is the task of your

deity. The effect of these illusions lasts for several hour before beginning to fade, but this prayer can be recast to extend the time.

UTL, ILU

OATHSWORN

Some people learn magic through hundreds of hours of study, others learn it by swearing themselves to some higher force. The oathsworn, however, gains magic simply with a force of will so strong the aether responds by coercion. This magic is often simplistic, but broadly applicable, granting the bonded a variety of abilities that aid them in fulfilling their convictions. In addition the magic often relies on passive effects and near-automatic uses of their power as opposed to intentional 'casting'.

The oathsworn have an excellent mix of player choice, utility, and damage magic. Counterbalancing this, however, is the fact that you may not mix and match spells between oaths, and must adhere to the spirit and letter of any oath to maintain your powers. Any oath breaking initiates an "oath test". This means making a CHA save equal to 10 plus the level of the highest level powers you've unlocked. At GM discretion for serious incidents or unavoidable ones advantages or disadvantages can be applied to this roll. By default, a failed oath test causes you to lose access to all Oathsworn abilities until the next long rest.

Oathsworn utilize CHA for casting.

GM Note:

If a player has a custom oath in mind, feel free to pick the most relevant or related power set from the given oaths, and then alter the wording of the oath to fit their idea.

Abilities

12.1 The First Oath: Gain access to **level 1** powers and a new **oath**

Bind yourself to a conviction. Something that matters more than anything.

12.2 Burgeoning Power: Gain access to **level 2** powers

Embrace living life by an unshaken code.

12.3 Triply Sworn: Gain access to **level 3** powers and another **oath**.

Your code is your life. Breaking it is a second form of death.

12.4 Unshakable Oaths: Do not gain any magerot if you have not **tested** any of your oaths since the last long rest.

If you keep to your code no force can alter your course.

12.5 Remnant Oath: Even if you fail an *oath test* you retain **level 1** powers.

Even when your conviction wavers never lose heart.

12.6 Undying Oath: Cannot destabilize if your oaths have not been **tested** since your last long rest.

Even death cannot take you if your cause is sound.

12.7 Total Law: Gain access to **level 4** powers. If any of these powers are used, then until the next long rest a failed oath test means either immediate death or being brought to the very brink of death at GM discretion.

True power comes when you bind your soul itself to the oaths you've made. This bears risks, but only to the uncertain.

Spells

4.1.1 Oath of Speed: "I swear to always strike first, and retreat last."

To fulfill this oath the oathsworn must always be the first member of the party to strike in combat, and the oathsworn may not begin to retreat until all their allies have already begun to escape.

- i. **Rushing Wind:** While moving, cast to double movement speed. **reaction**
- ii. **Blink:** Upon taking the **dodge** action, cast to add a short range teleport to your action. **reaction**
- iii. **Swirling Tempest:** Focus to become one with the wind and fly as a gust of wind at incredible speed for a short time.
- iv. **Lightning Swift:** Accelerate your thoughts and motion until time seems to freeze. Gain an additional 1d4 primary actions this round. **bonus action**

4.1.2 Oath of Armaments: "I will never be without my weapon, and I will never let my blade be broken."

To fulfill this oath the oathsworn must never relinquish their weapon, to give it up at any point counts as an oath test, even if it was not the oathsworn's choice. Being disarmed is not considered an oath test if the weapon is still nearby and recoverable. If the oathsworn carries multiple weapons they can define with the DM which weapons they consider vital to their oath. Only these weapons will trigger oath tests if lost, but also only these weapons are eligible for the following spells.

- i. **Recall:** Cast to call your weapon back to your hand from a point nearby. **reaction**
- ii. **The Unbroken Blade:** Cast to render your weapon entirely unbreakable for several minutes. **bonus**
- iii. **Weapon of Light:** Cast to magically extend the range of a melee weapon to about 15ft, and to add your **CHA** stat to the damage of the weapon. **bonus**
- iv. **Smiting Blade:** Unleash incredible power, adding an additional damage die to all attacks with your weapon for a **1d8** timer.

4.1.3 Oath of Defense: "I fight in the defense of others. I will only strike those who have harmed my allies."

*To fulfill this oath, an oathsworn must never initiate a fight against those who have not attacked their allies or innocent bystanders. This must be taken on an individual basis (i.e. if the party is ambushed by bandits the oathsworn may only strike against those who have **successfully** landed a hit on an ally.) Note that this means that it is an oath test for the oathsworn to fight in defense of themselves if their allies have not been harmed.*

- i. **Ward of Power:** Cast to double the defensive bonus of a shield for a **1d6** timer. **bonus**
- ii. **Animated Shield:** Release a shield which begins to levitate around you or an ally. For a **1d6** timer the shield provides its defensive bonus to that individual without occupying their hands. This effect can stack with a normal shield being held by that individual, but only one such guardian can be active at a time.
- iii. **Ward of Force:** Cast and hold still to create a wall of force before you. You must remain still, and in contact with the wall, but in return this wall is **incredibly** difficult to break.
- iv. **Explosive Armor:** Grant yourself **1d6** absorb upon casting. Each time you are hit this absorb reduces and a piece of the armor explodes and if the attacker is in melee range they take **2d12** damage.

4.1.4 Oath of the Magekiller: "I will end the lives of any who use magic for evil, from me they will earn no quarter."

To fulfill this oath the oathsworn must go to any effort to try and kill evil magic users or evil magic creatures. To allow surrender is to test their oaths. It is also an oath test to willingly allow escape or to not attack them immediately, though these oath tests may be necessary to avoid making a very bad decision.

- i. **Counterspell:** As a **reaction** when about to be hit by a spell, contest the caster to block the spell. Only works against physical manifestations targeted directly at you.

- ii. **Sever the Arcane:** Cast on hit to attempt to shatter and dispel the effects of a magical boon applying to the enemy. **reaction**
- iii. **Disrupt Magic:** Cast to attempt to rob a human spellcaster of their ability to focus and cast spells for a **1d4** timer.
- iv. **Anti-Magic Field** All magic retreats from a radius around you. You cannot use your other powers, but all other magic also dispels near you for a **1d6** timer.

4.1.5 Oath of Power: "I will never swear my fealty to any mortal man. I never willingly allow another to have power over me."

To fulfill this oath, the oathsworn must never swear to follow or obey another. They may acquiesce to single requests but they may not swear general obedience. In addition it is an oath test to be forced into obedience, even if this is out of the oathsworn's control. For instance, there is an oath test if the oathsworn is successfully bound and captured. The oathsworn need not test their oaths if the power imbalance is highly temporary (i.e. they are momentarily bound by an enemy spell).

- i. **Piercing Shot:** Cast upon drawing to fire a ranged attack. All arrows fired this round are piercing beams which pass through enemy armor and travel in a straight line. **reaction**
- ii. **Binding Grapple:** Cast repeatedly while grappling an enemy to begin binding them to the earth. The number of castings it takes to bind an enemy depends on the enemy's strength.
- iii. **Death Charge:** After killing an enemy, cast this spell to begin charging a mysterious power over their body. After waiting a few rounds you may return to the body and claim the power. The power heals you by one hit die, and boosts the damage of your next attack that lands by one damage die for each round you let the power charge, up to 4 rounds. **reaction**
- iv. **Flood of Power:** While grappling with an enemy, cast this spell and flood them with an immense amount of energy. They take **6d6** damage and then take an additional **2d6** damage each round that you continue to grapple them.

4.1.6 Oath of Honor: "I will fight with honor, never striking at an enemy who cannot fight back, or who is not expecting an attack. I will always accept surrender from my enemies."

To fulfill this oath the oathsworn must not strike at an unconscious, trapped, bound, or otherwise disabled enemy. They also must never strike at an enemy who is unaware of them. If an enemy surrenders it is an oath test to take any action or allow others to take any violent action against them.

- i. **Hold to the Fight:** Enemies within a moderate radius of yourself become unable to willingly flee or leave the area, though they are not compelled to fight. This effect lasts for a **1d8** timer

- ii. **Prisoner's Charm:** Can place your weapon against a willing enemy (i.e. one who has surrendered to you) and they are wreathed and bound in magical threads. These threads prevent them from moving and using magic, but also protect them from some level of outside harm, making them easier to transport. These threads will last for up to a day unless dispelled or renewed.
- iii. **Compelled Duel:** Upon getting close to an enemy, cast this spell. A magical force binds them to a duel. All external attacks have disadvantage to target either of you, and neither of you can target anyone save for each other until you both choose to retract the duel, or until one of you is dead. This can be resisted if the enemy win a CHA competition against you.
- iv. **Mirror Warrior:** Split into 2 identical copies of oneself for a **1d4** timer. During this time both characters have the same actions as a full version of yourself, and you are simultaneously in control of both individuals. **bonus**

4.1.7 Oath of the Healer: "I will never abandon the sick or dying if they can be saved. I will never allow a death of my allies to occur without every attempt to reverse its course."

*To fulfill this oath the oathsworn must **always** stay with and attempt to heal the sick or dying if there is any reasonable chance to save them. This means incurring an oath test even if they are leaving the sick because they are too numerous to help or because there are more important matters to attend to. There is not a separate oath test however for each individual. If there are hundreds of sick in a town, and the party must leave that town, it would require a single oath test to make the choice to leave. In combat if an ally is close to death, it is an oath test to choose any action that does not directly attempt to preserve the life of your ally. If an ally dies and the oathsworn never took action to save them, it is an oath test.*

- i. **Spare from Death:** Stabilize an ally you can touch. **bonus**
- ii. **Cure Sickness:** Purge a person of disease and infection, as well as any poisons. Does not affect curses brought upon by magic.
- iii. **Healing Force:** Touch an ally and bless them with regeneration. They gain **1d4** health immediately, **1d6** at the beginning of their next turn, and finally **1d8** the following turn.
- iv. **Channel Healing:** Give yourself and anyone touching you a surge of **4d8** instantaneous healing.

4.1.8 Oath of Gravitas: I shall treat my words with the utmost weight. I will never break a vow I have made, nor will I break from any task to which I have committed myself, regardless of the cost.

*To fulfill this oath the oathsworn must **never** break an oath or promise they have made. At GM discretion, implicit promises may or may not be*

included in this oath. Any task they have verbally committed themselves to also requires an oath test to deviate from.

- i. **Modulate Mass:** For several minutes, weigh either only a tenth of your usual weight, or double.
- ii. **Invert Gravitation:** Upon striking an enemy, invert gravity's affect of them, causing them to fall upwards for several seconds. **reaction**
- iii. **Terminal Velocity:** As a **reaction**, upon seeing an enemy fall from some height, cause them to accelerate impossibly fast, doubling existing fall damage.
- iv. **Control Gravity:** Change the direction, and magnitude of gravity within a wide radius of you in whichever way you wish. You may choose to omit yourself or other creatures at your discretion.

4.1.9 Oath of the Tempest: When I strike my enemies, I strike as the storm. I will remain in constant motion, never stopping for more than a moment.

To fulfill this oath, in combat, the oathsworn will always make some use of their movement action or dodge action. This does incur an oath test even if the halting of their motion is not their choice.

- i. **Unbindable:** Become momentarily near-impossible to contain. In this state you can effortlessly escape grappling, bonds, and small spaces, although some truly extraordinary escapes may require a check, and the spell fails against magical restraints.
- ii. **Static Charge:** For a **1d4** timer every strike you land ripples lightning to all enemies within 5ft. This lightning deals one of the weapon's **damage die** with no other bonuses. **bonus**
- iii. **Lightning Bolt** Fire a bolt of lightning from your weapon. This bolt of lightning deals **6d6** damage in a straight line.
- iv. **Channel the Storm:** Call forth a mighty storm above your head. For a **1d6** timer you can call down lightning as a **bonus action** that does **6d6** damage in a 5ft AoE.

4.1.10 Oath of the Bold I will never wear armor, nor bear a shield, relying on the strength of my body and the power of my blade.

Fulfilling this oath only requires that the oathsworn never choose to don protective armor or a shield in their off hand. An oath test may allow them to use a shield for a short time.

- i. **Iron Flesh:** Your flesh hardens. For several minutes you have a natural **+2 absorb** that does not impair movement.
- ii. **Strength of the Mind:** Add your favored mental stat to the effective values of all of your physical stats for a **1d10** timer.

- iii. **Stone Skin:** Stony carapace covers your skin, gain **+5 absorb**, each hit this armor takes shatters it by 1 point.
- iv. **Liquify Armor** While grappling an enemy, begin to liquefy and tear apart their armor. Shatters enemy armor value by **1d8**.

4.1.11 Oath of the Historian: I treasure history above all other things. I will go to any extent to protect historical works, books, and relics, regardless of the cost.

To fulfill this oath, the oathsworn must not allow the destruction, willingly or unwillingly of books statues, engravings, or any other relic or structure of historical importance. To allow any such destruction is an oath test.

- i. **Copy Information:** Place an unmarked book or scroll next to one you wish to copy, and by focusing all markings in the targeted text will be perfectly copied to the empty paper. This spell can also copy etchings, but only if you have an unmarked stone to etch the result into.
- ii. **Mind Vault:** Freeze a piece of information in your mind. Once this spell is cast, that piece of memory will not degrade, and can be recalled perfectly. It 'unfreezes' if you use this spell on a different piece of knowledge.
- iii. **Immediate Comprehension:** Focus on a text. In a few moments your mind is flooded with the sum total of all information in that text. This is only technical knowledge, and not capability to perform any actions described in the text. Furthermore, one should take great caution performing this technique on knowledge of power, like books of spell-craft, lest it shred your mind.
- iv. **Tome of Memories:** Touch a willing target in one hand, and a large tome in the other. All of the memories and knowledge of that target, except information the target specifically withholds is copied in very fine script to the target paper. You can reduce the mass of information by focusing on a specific topic, like the target's knowledge of a particular artefact. You can also force a competing mental check to force out all information regardless of the target's willingness.

Optional Mechanics

Travel

The long-distance travel system in Men Among Gods is an optional ancillary system used to handle when the players are expected to travel overland great distances, or are expected to travel for shorter periods of time but through consistently harsh terrain. While this system can be totally ignored, A Men Among Gods campaign is likely to both expect of the party long journeys from place to place, and to aim for a more cinematic, less granular feel, and as such this system can be useful to apply. The goal of the system is to make travel feel cinematic, to avoid skipping it entirely and rendering it forgettable, but also to avoid dwelling on it. It allows players some choices, some options for how to get from place to place, and allows you to remain consistent on how many days various journeys require.

To use the system start by calculating the party's collective stamina. This is equal to 10 times the **CON** modifier of the player with the lowest **CON** (minimum stamina of 10.) Moving through one square or hex on the map requires 10 stamina, modified by various factors, some examples of which are outlined below. When the party stamina runs out, a day passes and the party is forced to camp.

Stamina Modifiers(Ideas)

Boons	Discount	Challenges	Cost
Mounts	-5	Rough Terrain	+5
Road/River	-5	Impassable Terrain	+10
Carriage	-10	Poor Weather	+5
Water Travel	-5	Terrible Weather	+10
		Combat	N/A
		Wounded	+5

Summarized Fights

During travel sections, or other parts of the campaign there may arise the need to depict fights in a way that takes only a brief moment, evoking a montage-like feel to the sequence of battles. This can be done easily using the 'summarized fights' system. This system simplifies a fight down to a single skill check without fully sacrificing combat abilities or actions.

When a summarized fight starts the DM gives a simple description of the scenario in which the combat arises. The players then each provide a single action. This action can be a skill check, but it can also be a combat action, like swinging a sword or casting a spell. This action is not necessarily meant to represent only a single user of that action but a general course of actions throughout the fight. (i.e. the player makes a single sword attack to represent an intention to spend the fight attacking directly with their blade) The value of this roll plus any relevant bonuses is added to a running total without rolling damage. When all players have 'acted' the total is compared to a previously decided difficulty number for the fight. If the players exceed the difficulty value they beat the fight without issue. Otherwise, assuming this a fight during travel, the difference is subtracted from the party stamina. Outside of travel penalties for failure are decided in the moment by the GM.

Another important aspect of this system is encouraging the right type of thinking during summarized fights. Left alone it's likely that players will fall into a pattern of using the same abilities every time. This can be countered by offering several different advantages that the players are aware they can obtain. The first is advantage for originality. If players are using a new or novel technique they may roll two dice and take the higher value. Players can also receive an advantage for teamwork, the use of team strategies allows one member of the team to re-roll and take the higher value. Finally they can receive a similar personal advantage for leveraging some specific detail of the encounter environment or enemies.

Notice that there is no direct way to die or really lose a summarized fight. This is by design. Summarized fights are not intended truly for life or death encounters but instead for harassing attacks beneath the player's individual notice but dangerous as a collective.