# Alternate Systems

1. We use alternate systems which significantly change D&D 5E into a multilayered Grimdark game with Grizzly and Deadly Combat.

### No Rolling Initiative

1. In combat order is all functionally simultaneous, unlike a batting order or trading blow in 1800’s pugilism. Everyone declares their actions, including the Dungeon Master declaring the monster’s actions, and once a person has stated their action they’re locked into that action. Everyone then rolls the dice needed to complete their action, including any damage that are applicable should they succeed, also movement is handed as much as it can be before the dice results are arbitrated. The Players and Dungeon Master narrates the results of the die rolls. Since action is simultaneous characters are at a risk of taking damage from every foe they engage, and could die at any time, unless they are dropped at range combat before they get to melee reach.
2. Speaking of, here are some special situations: First is range combat, which is considered to happen first compared to melee combat and if able to drop the foe in one shot then the targets roll is void. Second is attacks from surprise, which makes the target unable to take an attack action in that turn as they didn’t know they were in combat. Third is spells count as ranged attacks, as spells are practiced, muscle memory to spellcasters in the same way shooting a bow is for an archer or a dagger throw is for a rogue. Finally, for instances where there is a direct contest, like races to hold open a door versus someone attempting to rush to slam and hold a door closed is the result of the appropriate ability check. There is no need to roll a die to see in what order other dice are rolled, the success and failure of the dice themselves determine the how the scene plays out.

### Player Character Driven Inspiration

1. Each a character has defined a Personality Trait, Bond, Ideal, and Flaw which was either chosen at during the character creation funnel or rolled randomly for a reward on Fate Points. Fate Points are covered in their own section. A player of a character may choose take Disadvantage on a particular roll in which the particular Personality Trait, Bond, Ideal, and Flaw of the character would be disadvantageous to completing the task the roll represent, this is called Claiming a Setback and it earns that character Inspiration. For tasks which a character has a Personality Trait, Bond, Ideal which would be advantageous, the player of that character may Spend Inspiration, which grants the roll to complete that action Advantage and is known as an Inspired Action. During role playing through Character Creation as a 0-Level character the Dungeon Master awards Ability Modifier for the relevant Ability for the Inspired Action or actions which the Player Claimed a Setback, until the character has the normal ability spread for a first level character as described in the Character Funnel section, at which point if the character has succeeded the Call to Adventure milestone, and has the secured the right to train from a Stronghold owner of somewhere the Class training is available, may train to gain 1st level in the Class available.

### Powerful Attack Replaces Extra Attacks

1. Every Class with the Extra Attack Class Feature instead gets Powerful Attack when they would have got Extra Attack.
2. Powerful Attack adds an extra d12 of the Slashing/Piercing/Bludgeoning damage or 2d12 for attacks made with Advantage as appropriate to the weapon or fist used for each time it is gained as a Class Feature. For example, an 11th Level Fighter would do 1d4 + 2d12 + Strength Modifier Bludgeoning with a hit with an ordinary Club, or 1d4 + 4d12 + Strength Modifier Bludgeoning if the attack has Advantage, such as all a Fighter’s Attacks done while using his 5 minute Action Surge. Like the Weapon’s primary damage die or dice this die’s damage is maximized during by Critical Hits, before the Critical Hit’s additional random d12 is added.

### Altered Action Surge

Action Surges no longer allow additional attacks. They may be spent to instead gain Advantage on all Attack rolls for the next five minutes. It now requires a Long Rest to refresh, and even when it may be twice between rests at 17th level they do not stack.

### High-Magic Dark-Ages Setting

Finster hart is a world with relatively high amounts of magic innate in how the world work with powerful supernatural forces flowing through and affecting details large and small. For example characters using magic don’t require spell slots to do so but they do require die rolls. However magic and supernatural forces are not physical laws to be exploited by those whom think themselves clever nor is magic something a finite mind could adequately comprehend in order to use magic safely. Using magic, divine or arcane carries heavy risks. Spells listed in various source material may or may not be in this setting, and if they are in this setting their rules may be significantly altered. Players will not be given access to the specific rules of any particular spell and must use the spell to find out what it is capable of. See the alternate magic rules section for additional details. In spite of, or some would say because of, the magical forces of the world being very powerful, the world is currently suffering from a dark age which has caused a massive loss of knowledge.

Strongholds and Followers

### Beyond Normal Maximum Damage Critical Hits

1. Instead of rolling damage dice twice and then adding damage modifier for Critical Hits, damage for Critical Hits are calculated as if the maximum possible result to the Damage Dice was rolled (Weapon Dice, Powerful Attack Dice, Sneak Attack Dice, Magical Bonus Dice) with damage Modifiers and then rolling a d12 additional damage. This is to prevent Critical Hits from being underwhelming due to being smaller than a merely rolling maximum damage. Also Critical Hits which total in damage half a creature’s Hit Point Maximum and the low Cap on Hit Point Totals within the Finster hart Setting means all but the most insignificant Critical Hits will require a DC 15 Constitution Save to avoid rolling on the Lingering Injuries table for taking greater than half the HP total of the target.

### Critical Shield Sacrifice

1. When a character proficient with and carrying a shield is struck with a Critical Hit they may choose to have their shield sundered if it is breakable by the attack (DM Discretion) to take the critical aspects away the hit, or if the shield is not breakable by the attack they opt to be disarmed of the shield and have it land significantly far away to take the critical aspects away the hit. If a character proficient with and carrying a shield is struck with a Critical Hit, the shield is not breakable by the attack and they have arranged it so the shield may not be disarmed (such as strapping it to their arm) they still take the Critical Hit but may opt for the Lingering Injury location to be predetermined as their shield arm.

### Certain Death Situations

In most dramatically dynamic life threatening situations the cumulative combination of physical and mental durability, the will to live, and luck which is represented by Hit Points with Death Saves and their loss is how someone dies. There are certain mechanics which bypass these and lead straight to death, and in the world of Finster hart this is expanded to more than the powers of specific monsters. The arbitration for these situations requires that at least two checks to cause the situation or it be entered willingly, neither of which are attack rolls (if an attack needs to be rolled, use Hit Points) either rolls loss by the victim or succeeded by the killer. For example being dominated to slit your own throat requires a spell casting roll and a failed Wisdom Save Throw. Having a dagger inserted into your lung so you can’t scream out successful Stealth Check by the murderer and then a Death Save by the victim penalized by the murderer’s weapon proficiency and Dexterity or Strength modifier. Someone held as a hostage in bondage with a knife to their throat was already subdued by previous rolls and only has a Death Save by the victim penalized by the murderer’s weapon proficiency and Dexterity or Strength modifier. Keep in mind, these are not situations of honorable or even dishonorable combat but cold-blooded murder. Also being dead is not merely being dropped to zero Hit Points, so when dead magic which merely restores Hit Points is not enough to bring back those killed.

### Critical Fumbles in Combat

To keep the thrill of potential combat complications but to differentiate the best combatants from the worst whereas in combat Critical Hits don’t require confirmation, Critical Fumbles must be confirmed by failing a second d20 roll with the same modifiers against the same Armor Class. Also there are only four types of fumbles based on if the target is high hardness or high mobility to justify its armor class and whether the attack as armed or not. High Hardness defense with Armed Attacks have the weapon break if it is able to be broken or if not then the handle shock from the strike causes it to be dropped. High Mobility defense with Armed Attacks have the weapon disarmed. High Hardness defense with an attack which is unarmed grants attacks of opportunity to everyone which can reach the attacker due to their exposure hitting a target which can essentially ignore them. High Mobility defense with an attack which is unarmed renders the attacker prone.

### On-Heels Condition

Some combat actions such as disarm, or knocking someone prone have no beneficial effect except to essential trade a standard attack action for part of an opponent’s move action, a bad trade in action economy. To remedy this on a round when attempting to pick up a weapon which is not carried or standing up from prone then the creature doing so has the On-Heels Condition which grants them Disadvantage on attacks on the round they retrieve their weapon or stand up in.

### Monsters Re-balanced

1. As shown later in this document Player Characters have Hit Point at 3rd level which significantly contributes to keeping death a constant danger to increase dramatic tension, and speed up combat. Monsters have likewise been re-balanced to speed up combat, with humanoids reflecting the same HP limitations the Player Characters have had to endure, with a Hit Point cap dictated by whether the being has transformed into a monster. Non-Humanoid Monsters are either created starting with or converted by the rules found in Five Torches Deep (page 35 -39), with very rare exception of monumentally immense titan-like creatures or monsters of legend (Krackens, Dragons, Ect…) which may have full normal Hip Points. Also Monsters will often be designed or altered using Damage Immunities instead of Damage Resistances and additional thematically appropriate Damage Resistances, coupled with the additional of Vulnerabilities and Weaknesses to make battling monsters more tactically, and dramatically interesting. This is meant to reward preparation and research before battles, allowing fast exciting combat which is especially risky for unprepared Player Characters, but also quickly lethal for dispatching monsters which are anticipated and equipped to deal with. It also rewards finding solutions without resorting to violence, diligence to be forewarned, and preparation before entering battles. Also boss monsters will be rebalanced away from adding more Hit Points and Armor Class towards Action economy with thematic bonus action, extra Reactions, Lair or Stronghold Actions, and Villainous or Legendary Actions when appropriate.
2. Due to the cosmology and metaphysics of this setting some monster and even monster Types work differently. Here are four examples: Dragons can’t interbreed with with non-dragons, and they all have the Shadow Dragon template due to them replacing the biblical Serpent. Fey spring to life fully formed as a type of abiogenesis caused by collective ecological energy and neither age nor sexual reproduce despite being material living beings which need to eat, breath and sleep. Goblinoids are fey instead of humanoid. Without the Funeral ceremony humanoids become undead naturally at the next new moon with the type depending on the circumstance of the soul and disposition of the corpse as part of “cursed is the ground for your sake” Fall from grace in Genesis 3.

### 4th Edition Inclusions

We are using the following useful 4th Edition Dungeons & Dragons mechanics:

#### Skill Challenges

To deal with a skill challenge, the player characters make skill checks to accumulate a number of successful skill uses before they rack up three failures and end the encounter.

**Example:** *The PCs seek a temple in dense jungle. Achieving six successes means they find their way. Accruing three failures*

**Encounters Have Consequences**

Skill challenges have consequences, positive and negative, just as combat encounters do. Success or failure in a skill challenge influences the course of the adventure—the characters locate the temple and begin infiltrating it, or they get lost and must seek help. In either case, however, the adventure continues. With success, this is no problem, but don’t fall into the trap of making progress dependent on success in a skill challenge. Failure introduces complications rather than ending the adventure. If the characters get lost in the jungle, that leads to further challenges, not the end of the adventure.

##### How Skill Challenges Work

Each character may only roll Skills for which they are Proficient, and once they roll a particular character has rolled a particular skill for a Skill Challenge they may not roll that again.

**Setup:** This is the description of that the Challenge is, and in rough terms states the stakes.

**Level:** This is the defining mode average Task Difficulty ranging from Very Easy to Near Impossible with associate Skill DC, Skills which meaningfully apply to the Challenge should only vary by one level on the chart of this if they have mechanical affects on the Challenge.

**Complexity:** This is the number Successes applied to advancing Victory required before rolling 3 Failures which apply to the Defeat.

Primary Skills: This is a list of skills which are readily applicable to the Challenge and how it affect the Challenge in a narrative and mechanical way, ranging to whether they can add successes to advancing Victory, removing Failures apply to Defeat, mitigating the individual affects of a roll Failure. There should be several Skills listed for the Dungeon Master with a variety of Skills whose Success add to Victory, some Skills whose Success has other interesting mechanical effect, and a few from this list should be told to the players to inspire them. Players are to be encouraged to suggest Skills and how they may affect the Skill Challenge beyond what is told to them, especially by telling them there are more ways then they were told, but the players must include narrative justification which is listed or that the Dungeon Master finds plausible.

**Success & Victory:** States the individual consequence for each success rolled, for the Skills above, and what is gained upon overall victory.

**Failure & Defeat:** States the individual consequence for each failed rolled, for the Skills above, and what is is inflicted upon the characters upon overall defeat.

#### Bloodied Condition

When a character or creature has their current Hit Points reduced to half of their total Maximum Hit Points they gain the Bloodied Condition. This Condition is shared with the Players via descriptive narration, giving them a gauge of where they are within the fight without resorting to explicitly telling Hit Points remaining. Additionally it acts as prerequisite to hang other triggered reactions, and various other borrowed mechanics upon.

#### Auras

An aura is a continuous effect that emanates from a creature. Unless otherwise noted, an aura uses the following rules.

* **Fills an Area:** The aura fills the creature’s space and each square that is both within a specified distance of the creature and within line of effect of it. For instance, an aura 1 affects each square adjacent to the creature. A creature is normally unaffected by its own aura.
* **Unaffected by the Environment:** The aura is unaffected by environmental phenomena and terrain, although blocking terrain blocks an aura. For instance, an aura of fire is unaffected by an area of extreme cold.
* **Overlapping Auras:** If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.
* **Deactivating an Aura:** A creature can take a bonus action to deactivate or reactivate one of its auras. However, certain auras have set durations and cannot be reactivated after they end.
* **Death or Unconsciousness Ends:** A creature’s auras end immediately when it falls unconscious or dies

#### Minions

Minion is a monster role which works functionally as a template.

##### To qualify the monsters should:

* Specializes at disposable front-line combat.
* Groups in large numbers to overwhelm the party.
* Is vulnerable in all types of combat, especially Area Of Effects.
* Usually is just composed of a large group of themselves.
* Individually should be no more than have the CR as the party's level

##### Change in Statistics:

* **Hit points:** 1, a missed attack never damages a minion.
* Otherwise same as base Creature

### Is This a Skill Challenge?

It’s not a skill challenge every time you call for a skill check. When an obstacle takes only one roll to resolve, it’s not a challenge. One Diplomacy check to haggle with the merchant, one Athletics check to climb out of the pit trap, one Religion check to figure out whose sacred tome contains the parable—none of these constitutes a skill challenge.

### Expanded Passive Checks

In addition for the Dungeon Master using Passive Perception and Passive Insight to determine the what a character notices by default, each character will have an Index Card which also has the Passive Check values for Knowledge and Social Interaction based Skills to help arbitrate what is known by each Player Character and NPC standard reaction to or initial impression of the Player Character.

### General Grappling

Instead of needing a special feat to do so anyone within a grapple may do the following: You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

### Flanking

Our version Flanking differs from the standard optional rule for flanking which greatly overshadows multiple other ways to produce Advantage, such as the Help action. Since Advantage doesn’t stack and Flanking doesn’t have an action cost besides movement into place it makes little sense to use actions to get Advantage. To still give incentive for tactical thinking in movement those in Flanking positions get a simple + 2 to their attack rolls.

### Ammunition Tracking

Due to the superiority of Ranged combat in terms of ability to switch targets, and avoid danger while attacking the cost of ammunition and potential of running out are part of the balancing aspects. Side note is ranged Cantrips which are effective ranged attacks with infinite ammunition, receive a bit of balance by way of Critical Failures being much more severe than Critical Fumbles in combat. Ammunition for ranged attacks are broken into three categories: Recoverable, Breakable, and Expendable.

**Recoverable Items:** This is spears and javelins and daggers – Are tracked without abstraction, but may be recovered. When you make an attack with a recoverable ranged weapon, you have to mark it off as spent. And when you have no more, you can’t attack with that weapon unless you run over to where it is and pick it up. And if your attack is a miss, the Dungeon Master decides where the ammo ended up its maximum range. Often, this isn't even needed unless a player tries to recover it mid-fight. That’s pretty rare. After battle there is no roll to recover these.

**Breakable ammunition:** This is arrows, bolts, shurikens, darts, and stones – These are tracked abstractly to compromise between bookkeeping and simulation and avoid unnecessary die rolls. For these carrying cases for these ammunition the following applies: A quiver, bolt case, pouch of darts or bullets or shurikens or whatever always has one more piece of ammo in it unless the last piece of ammo in it gets lost or broken. And ammo only gets lost or broken on a miss or on a critical hit. Oh, and your ammo bag is always empty whenever you have any downtime.

**Expendable Ammunition:** These are firearm ball shot, acid vials, holy water bottles, alchemical fire jugs, and oil flasks – Are tracked without abstraction, but are expended on each attack regardless of success, and may not be recovered. That makes this the most expensive items to fight with each attack.

### Non-Combat Critical Success and Failure

1. We use Critical Success for Ability Checks, Save Throws, and Skill Checks. These are rolls of a natural 20 which is also a Success within its own right. They get n additional benefit they would have not of otherwise got. Non-combat Critical success does not require conformation, same as a Critical Hit in Combat. Critical Failure must be confirmed with a second d20 roll with the same modifiers against the same DC and if it fails the second time an extra severe consequence will be applied.

### Why Critical Fumble & Failure Confirmation?

1. The reason Critical Fumbles and Failures require confirmation by needing to fail a roll again is for two reasons. One is to add a moment of dramatic tension as the roll that threatens a fumble comes without warning, thus needing to confirm gives the pause needed for a moment for anxious dread with the catharsis of relief or sting of consequence. Second is it balances Critical Failures and Fumbles so those likely to succeed an attack or action are not as likely as those likely to fail to suffer of skill to catastrophic consequence.

### Fate Points

1. Fate Points are specific to a Player, not characters. They are a tool for a player to guide the Fates of the characters in their Character Funnel, saving their favorites from being lost in particular situations. Fate Points are redeemable to save a favorite character from a killing blow (instead being reduced to 1 HP) and remain in the battlefield, to succeed a failed save which would remove a favorite character from Play in such a way that the character is still playable and under the Player's control, to survive a failed skilled check whose failure would normally kill the character, to have a favorite character escape a situation, scenario, or adventure where only Fate's intervention could free them in such a way as they are helpless during the process. A Player may have a maximum of 5 Fate Points in a Campaign, one for each Character Detail Category: Sex, Personality, Bond, Ideal, Flaw. Which they allowed random dice rolls to determine for all their Character Funnel characters.

### Level Advancement

Gaining levels is not based off of slaying monsters. Gaining the first level is described in Character Funnel and Player Character Driven Inspiration sections.

Gaining levels beyond 1st requires gaining 10 Experience Points. Each experience points represents one significant goal achieved or one significant obstacle overcome appropriate to your Level. Game Session typically average 3-5 Experience Points each, Once your character has gained the 10 Experience Points needed to progress to the next step the character loses the ability to gain more experience until they have gained their next level after the next two steps. After gaining the tenth Experience Point the character must achieve a special goal or overcome a special obstacle, known as a Milestone, which act as a capstone, thesis paper, the masterwork demonstrating you’ve reached the top of that level. These are Dungeon Master defined and are explained in greater detail in the Milestones and the Call to Adventure section. After completing your Milestone for your current your level, you then secure Training for the next Class level at a suitable Stronghold for that type of Training, and then complete the needed downtime. The owner of the Stronghold, PC or NPC has ultimate power over whom may be trained there and this is the fundamental source of power within the setting, the gatekeepers of Class progression, and the influence that grants over those whom have benefited from that Training and may need further Training. (Please note it costs the Stronghold owners to allow people to train at their Stronghold, so all expect loyalty, payment and/or service in return.)

Where Classes give the choice to add to an Ability Scores or for a Feat, we eschew both, and instead gain a 3 Hit Die Hench, of one of the four categories listed in Five Torches Torches Deep (page 34).

Level Advancement

| Level | Proficiency Bonus |
| --- | --- |
| 1 | +2 |
| 2 | +2 |
| 3 | +2 |
| 4 | +2 |
| 5 | +3 |
| 6 | +3 |
| 7 | +3 |
| 8 | +3 |
| 9 | +4 |
| 10 | +4 |
| 11 | +4 |
| 12 | +4 |
| 13 | +5 |
| 14 | +5 |
| 15 | +5 |
| 16 | +5 |
| 17 | +6 |
| 18 | +6 |
| 19 | +6 |
| 20 | +6 |

Due to the uneven distribution of Class Features among Classes, multiple Classes being front loaded, potential for unforeseen complex rule interactions, and the nature of Class is represented in world as a trained specialization requiring specific trials, specific training gain at a Stronghold with permission of the Stronghold’s owner, we are eschewing the optional Multiclass rules.

### Milestones and the Call to Adventure

Each Class level gained has a goal or obstacle specific to an individual character which must be overcome, and this is called that Class level's Milestone. Milestones increase in scale and scope as Class levels increase, at low levels it may be running the thieves guild's gauntlet maze for a Rogue, or retrieving a mentor's lost wand for a Wizard and at high levels may include Building a Keep for a fighter or repairing and reconsecrating a ruined and defiled temple for a Cleric. Milestones must happen before you qualify for training for the next level, and act as a final thesis proving you've mastered the level you're on. Also not everyone in the world an Adventurer. Most adventurers either die, end up physically and mentally scarred, an/or fall prey to their vices to cope with the horrors they've experienced. Even Adventurer whom are beloved. In order to become an adventurer at all a character must succeed a type of Milestone which isn't class specific, which is called the Call to Adventure. This Milestone, gaining enough ability scores by role playing the character's Personality Trait, Bond, Ideal, and Flaw, qualify a character for Class Training for their first Class Level, which they must do at a Stronghold and it always has a price though not necessarily in coin.

**Examples of Calls to Adventure Call:** Avoiding capture as your friends are taken by roving monsters, Discovering a dangerous Cursed family heirloom, Delivering a message requesting urgent help, Finding a secret entrance to a mysterious and dangerous place, Being abducted by monsters and escaping, Be actively engaged in a military skirmish, Completing an initiation trial or quest of an Order or Guild which trains a specific type of adventurer.

### Inhuman Corruption

Races do not work like standard 5th Edition D&D. Within this world of Finster hart, the term ‘Demihuman’ is a collective designation for half-orcs, elves, dwarves, gnomes, halflings, and tieflings. These are covered in the Corruption section, because while it is possible for people to be born as a Demihuman, that is merely inherited Corruption from your ancestors, whom if you traced each branch of your lineage far enough back would have been human and exposed to a magical pollutant known as Corruption which warped them into a Demihuman in the first place. This also means you can begin play as human and be exposed to Corruption and become a Demihuman. Different sources of Corruption cause you to become a different type of Demihuman. The term Demihuman is only applicable for those with only enough exposure, either directly or as a descendant, to have a single point of Corruption. If exposed further to more severe thresholds of Corruption a humanoid progresses away from humanity into full orcs, dark elves, derro, duegar, gremlins, munchkin, then to worse things which likely aren’t even humanoid and more, such as ogres, drider and so on. See the Corruption section for more details.

### Campaign Specific Class and Sub-Class Option Restrictions

Due to the interaction of the Stronghold Rules, and the Training requirements to even become a member of a Class and specifically able to advance towards or within a Sub-Class is limited to Strongholds which can host such Training, the Dungeon Master fine toon what Classes and Sub-Classes are available for the local their game is set in when they design the Settlement and its collection of Strongholds from which the PCs will be tied to for their initial and lower Level training. As a List of Classes and Sub-Classes available through the whole Setting starting on the Table on the next page and a half:

| Class | Sub-Class Options |
| --- | --- |
| Artifacer | Alchemist |
|  | Artillerist |
| Barbarian | Berserker |
|  | Juggernaut |
|  | Totem Warrior❦ |
|  | Zealot |
| Bard | Glamour |
|  | Lore |
|  | Satire |
|  | Swords |
|  | Symphony of the Sphere |
|  | Valor |
|  | Whisper |
| Cleric | Ambitionψ |
|  | Arcaneψ |
|  | Bloodψ |
|  | Deathψ |
|  | Destructionψ |
|  | Elder Sign† |
|  | Emptinessψ |
|  | Knowledgeψ |
|  | Life† |
|  | Lustψ |
|  | Nature❦ |
|  | Order† |
|  | Oozesψ |
|  | Plagueψ |
|  | Protection† |
|  | Solidarityψ |
|  | Strengthψ |
|  | Tempestψ |
|  | Trickeryψ |
|  | Warψ |
|  | Zealψ |
| Druid | Black Goatψ |
|  | Deep Herdsψ |
|  | Dream❦ |
|  | Land❦ |
|  | Shepard❦ |
|  | Sporesψ |
|  | Twilight❦ |
| Fighter | Arcane Archer |
|  | Banneret§ |
|  | Brute |
|  | Battle Master |
|  | Cavalier§ |
|  | Champion |
|  | Eldritch Knight |
|  | Monster Hunter |
|  | SamuraiƩ |
|  | Scout |
|  | Sharpshooter |
| Monk | Drunken Master |
|  | Four ElementsƩ |
|  | KensaiƩ |
|  | Long DeathƩ |
|  | Open Hand |
|  | Shadow |
|  | Tranquillity |
| Paladin | Conquestψ |
|  | Crownψ |
|  | Devotion†§ |
|  | Elder Sign†§ |
|  | Oath Breakerψ |
|  | Treacheryψ |
| Ranger | Beast Master❦ |
|  | Gloom Walker❦ |
|  | Horizon Walker❦ |
|  | Hunter❦ |
|  | Monster Slayer❦ |
|  | Primeval Guardian❦ |
| Rogue | Arcane Trickster |
|  | Assassin |
|  | Inquisitive§ |
|  | Mastermind |
|  | Scout |
|  | Swashbuckler |
|  | Thief |
| Warlock | Archfey |
|  | Celestial |
|  | Fiend |
|  | Great Old One |
|  | Hexblade |
|  | Nyarlathotep |
|  | Shub-Nigurath |
|  | Yog-Sothoth |
| Wizard | Abjuration |
|  | Conjuration |
|  | Divination |
|  | Eldritch Scholar |
|  | Enchantment |
|  | Evocation |
|  | Illusion |
|  | Necromancy |
|  | Theurgy❦†ψ |
|  | Transmutation |

Note there are 5 Sub-Class Options which are marked with the Ʃ symbol which designate them as Elladan culture only. There are 5 Sub-Class Options which are marked with the § symbol which designate them as Shwaren culture only. Divine Spellcasting Sub-Class Options marked with a ❦ symbol are from an Ecological Divine Magic source. Divine Spellcasting Sub-Class Options marked with a † symbol are from the Holy Divine Magic source. Divine Spellcasting Sub-Class Options marked with a ψ symbol are from a Profane Divine Magic source. If the Sub-Class Option lists all three then the source is the same as the Domain emulated.

The Corruption mechanics conceptually overlaps with the idea inherited power of being a Sorcerer, the distinct a lack of viable breeding between living creatures which don’t even share the same class much less order, family, genus, or species within this setting, and that Class Level progression is not an expression of discovering innate talents but rather earned through accomplishment, and training done within a societal system, the Class is not in this setting because it does not fit the world.

### Languages

1. This Game is not set in a standard D&D cosmology nor history.

* **The following Standard Languages are not available in this setting:** Common, Deep Speech, Drow, Dwarf, Elven, Giant, Gnoll, Gnome, Halfling, Orc, Undercommon
* **The following Standard Languages are used in this setting, but are “Exotic” for background choice:** Abyssal, Aquan, Auran, Celestial, Draconic, Druidic, Ignan, Infernal, Primordial, Sylvan, Terran
* **“Standard” Languages which are new to this setting:** Üblich Shwaren, Alt Shwaren, Einfach Shwaren, Forschung Shwaren, Uralt Shwaren, Delphinian, Malevosian, Fidian, Pikrían, Estían. Elladan Glóssa

Üblich Shwaren is also know as Low Shwaren and literally translates as 'customary Shwaren' is spoken by the Plebeians and Bourgeoisie from Isle of Zuflucht. It is the every day language of the everyday people of the Old World. Alt Shwaren is also know as High Shwaren and literally translates to 'traditional Shwaren' is spoken by the Bourgeoisie and Nobility from Isle of Zuflucht. Both Einfach Shwaren and Forschung Shwaren are Shwaren culture's languages of the much younger nations on the Volcano Mainland east of the Isle of Zuflucht known as Vulkan Festland. Einfach Shwaren translates to simple Shwaren and is the common tongue for Shwaren culture nations on Vulkan Festland. It is ill-suited for poetry and technical speech or writing. Forschung Shwaren translate to 'research Shwaren' and expands both the vocabulary and complexity of grammar to be capable of brutally beautiful literary metaphor and finely technical nuance. Uralt Shwaren is a dead version of the Shwaren languages and is the commonly shared precursor language to the modern dialects, including immemorial documents of historical note on the Isle of Zuflucht or inscriptions chiseled into stone on ruins of fallen Shwaren empires on Vulkan Festland. Since the Sharen Language is so fragmented that communication without sharing a dialect isn't guaranteed but share common roots which allow Int checks to understand. If the communication is with an interactive person whom may speak and gesture to deliberately ease understanding as much possible, their attempts require a DC 10 Charisma Check to Help, allowing Advantage on the listeners Intelligent Check.

Shawren Dialects

|  |  |
| --- | --- |
| Shwaren Language | Int DC |
| Üblich Shwaren | 10 |
| Alt Shwaren | 15 |
| Einfach Shwaren | 5 |
| Forschung Shwaren | 20 |
| Uralt Shwaren | 20 |

Elladan Glóssa was the language of humans whose empire across the Volcano Mainland rose and fell before the rise of the Shwaren Culture and is the precursor of the three dialects spoken by the Demihumans their descendants were Corrupted into becoming. Delphinian is a version of Elladan Glóssa language which was over the centuries influences by interacting with Fey beings speaking Sylvan and is the native tongue of those born as an Elf into an Elven nature communes within the Chalan League, and Tezulian League. Delphinian is also the native tongue of Halflings born into Halfling shires within the Haman League (due to Fey Hag influence). Pikrían is the language of the Drow and Driders, and their various spider-demon interbreeding-ilk which is a bitter and harsh language suited for expressive sarcasm, cruelty and multifaceted insults in the Akrillian Despotate. Malevosian is a language descended from the Elladan Glóssa language heavily influenced by the Abyssal. The language simplifies communicating non-vulgarities in order to better specialize in communicating concepts and acts so foul most intelligent creatures couldn't imagine them; think of the most foul, evil depraved act that you can think of which has no real world word for it, there's likely a Malevosian word for it. This mockery of language is the native tongue of those born as an orc or half-orc into an orc and ogre warcamps worshiping their preferred Demon Prince or Queen within the Stranaisian Despotate. For cities within the Republic of Pithia with gates leading to hell which survived the brutally painful and mind boggling tragic extinction of the rest of their civilization by making infernal pacts and the native tongue of their descendant Tieflings is known as Fidian and was shaped heavily by interactions with Devilish diplomats with forked-tongue friendly pronunciation and tilt towards being extremely litigious in their dialect of the Elladan Glóssa. Estían is a languaged descended from Elldan Glóssa which has been heavily influenced by Ignian and Terran and is spoken in Dwarven Citidels in the Karolian Empire, and translates to Hearth Tongue. It is bold, passionate, and rich which lends itself to epic sagas and technical description of forging and stonecraft. Since the Language is so fragmented that communication without sharing a dialect isn't guaranteed but share common roots which allow Int checks to understand. If the communication is with an interactive person whom may speak and gesture to deliberately ease understanding as much possible, their attempts require a DC 10 Charisma Check to Help, allowing Advantage on the listeners Intelligent Check.

Elladan Dialects

|  |  |
| --- | --- |
| Elladan Language | Int DC |
| Delphinian | 10 |
| Malevosian | 5 |
| Fidian | 20 |
| Pikrían | 15 |
| Estían | 10 |
| Elladan Glóssa | 20 |

Zuflucht translates to mean Refuge in the Shwaren languages, and the Isle of Zuflucht truly has been a bastion for the uncorrupted lineages of the human race. Murg and Weil are the two kingdoms on the Isle of Zuflucht, a Washington state sized island, where human civilization has been established over a thousand years, never experiencing the apocalyptic upheavals, collective societal sanity frenzied collapses, and mass Corruption cataclysms which cyclically snuffed out three separate eras of mainland human empires. That these eras of human empires existed is recorded historic fact in the Shwaren Calendar. Despite having this rich historic record to help educate their perspective, residence of Isle of Zuflucht must only face the threats which manifest in a civilization so stable and lands so well settled. As a safe people they near uniformly lack the imagination needed to empathize with plights truly unlike their own overly safe, overly privileged, and overly educated status and continually seek to be caring, thoughtful and brave while risking nothing, sacrificing nothing of their own, and not really thinking anything to its logical conclusion. The Volcanic Mainland east of the Isle of Zuflucht is known as Welt der Finster hart in Forschung Shwaren, it is known as Finster hart when spoken in Einfach Shwaren and those whom had not endured living there call it Vulkan Festland in either Üblich Shwaren or Alt Shwaren. The Forschung Shwaren name translate world of grim darkness, while in Einfach Shwaren the name Dark hard conveys the soul of the place. Vulkan Festland literally translate to Volcano Mainland. This is a land of real danger, where death can come for you and perhaps your whole city at any time, and you may be called to die to defend your beliefs or perhaps just those you love.

# Character Creation

The world this campaign is set in is commonly known as Welt der Finster hart or Finster hart for short by the Shwazen culture. Shwazen culture is the last slowly fading ember of civilized Culture. It has not completely succumb to dark forces of Corruption, Insanity, Chaos, Evil, and Violence which are devouring the world. Character creation in a Finster hart Campaign is a grimy, grisly, malodorous affair like the lives of the common folk whom inhabit this world, from whom players draw their characters from. These characters are not cosmically empowered chosen ones of destiny, of legitimate royal blood, nor have any claim to inherited power and are merely those whom have survived a harsh world of famine, pestilence, violence, corruption, and madness through their own wit, will, and a bit of luck. Even those whom are fortunate enough become heroes will continue to be vulnerable to being cut down with a lucky critical strike, and easily butchered if their tactics allow them to fall into a position where they are out matched, outnumbered, or a small run where the fates smile upon their foes instead of them. There isn't a guaranteed recipe to for a long meaningful life except to put in the effort on your behalf and to have the fortune of having prerequisites for that outside of your control align as well.

## Individual Character Creation

Each Character begins at 0-level, in essence going from zero to hero in the course of play (if they survive) and may die or go permanently unplayable mad before play. We don't use Ability Scores and instead we just use Ability Modifiers. Each Character initially begins Player with their Sex, Background (with associated Trait, Proficiencies & Equipment), a +1 for a single Ability Modifier, a -1 for a single Ability Modifier, 1d4 + Constitution Modifier of Hit Points, 10 + Dexterity Modifier in Armor Class, 1d4 + Wisdom for their Stress Threshold, chose or roll for the Player's Character Personality, Bond, Ideal, and, Flaw which able to provide character Advancement and everything else is determined in play. To determine which Ability Modifier get +1 and which gets -1, roll 2d6 of two colors declaring which color is positive and which is negative, re-rolling doubles, 1= Strength, 2= Dexterity, 3= Constitution, 4= Intelligence, 5= Wisdom and 6= Charisma. Background is rolled on 1d100 on the Background Ability Check Result Table and then make a Check of the Ability listed for that row at the DC listed gaining the Success Background if the Ability Check passes, or the Failure Background if they don’t pass the check. A Player may either opt to Roll for the sex of their characters, with 01-50 being female and 51-00 being male and claim a Fate Point, or they may choose to reserve the right to choose the results for a particular category and forfeit the Fate Point reward. Finally the Player may either opt to Roll for the Personality, Bond, Ideal, and/or Flaw on their respective Tables in the Finster hart Campaign Setting for the characters they are creating and claim a Fate Point, or they may choose to reserve the right to choose the results for a particular category and forfeit the Fate Point reward.

## Character Funnel

In order to simultaneously world build, set tone for a brutal unforgiving world for both the players and Dungeon Master, and give the players a chance to both experience different types of characters and end up with one that suits their roleplay and game style each player goes through a round of rapid initial character creation for 4-8 characters each depending on group size. They will round-robin play these characters through some event, like a festival, a tournament, or something else which showcases some of their initial character development. This is even where each a character define a Personality Trait, Bond, Ideal, or Flaw each round-robin play for an example which becomes immediate relevant to play for either Claiming a Setback to earn Inspiration or Spend Inspiration to perform an Inspired Action. During this phase of role playing through Character Creation before a 0-Level character has gained the two +2, Two +1, and their -1 Ability modifiers which is required to qualify to train for first level, the Dungeon Master awards Ability Modifier for the relevant Ability for the Inspired Action, which the player ask to be different if there is a reasonable to interpret the Inspired Action or Claimed Setback in that light. A Dungeon Master is not to assign such Ability Modifiers bonuses in a manner which would end up with with a character with anything other than two +2 Ability Modifiers, two +1 Ability Modifiers, 0 Ability Modifier and their -1 Ability Modifier (barring gained Corruption and Race Modifiers). For each of the following Character Detail Categories when using a character funnel a Player may choose to either roll on the applicable table for all the characters for that particular category, and claim a Fate Point as a Reward, or they may opt to reserve the right to choose their result for a particular category for some or all of the characters for that category and eschew the Fate Point reward.

Characters whom have 0 HP due to rolling a 1 when they have a -1 Constitution Modifier die of pestilence or famine before game begins but still existed in the campaign setting and may have character ties through Bonds or Personality for other player’s characters. Characters with a Stress Threshold of 0 due to rolling a 1 when they have a -1 Wisdom Modifier go mad and become NPCs for the Dungeon Master.

Fate Points are specific to a Player, not characters. They are a tool for a player to guide the Fates of the characters in their Character Funnel, saving their favorites from being lost in particular situations. Fate Points are redeemable to save a favorite character from a killing blow (instead being reduced to 1 HP), to survive a failed save which would remove a favorite character from Play in such a way that the character is still playable and under the Player's control, to survive a failed skilled check whose failure would normally kill the character, to have a favorite character escape a situation where only Fate's intervention could free them. A Player may have a maximum of 5 Fate Points in a Campaign, one for each Character Detail Category: Sex, Personality, Bond, Ideal, Flaw. These define what Inspired Actions (for Advantage on that action) a Character may spend their Inspiration on, and how they may Claim a Setback (to opt into Disadvantage or similar consequence) to regain Inspiration. They also drive character development from starting 0-level to first level, their application determining three of the five points worth of ability Modifier.

### Personality

Roll on this table to generate a significant Personality forming event from your past which makes you who you are today. For each Personality event, name a unique NPC, faction, or place — either create your own to add something new into the world, or use existing lore to help anchor your character to the campaign setting. When spending Inspiration based on this, the Inspired Action should be towards fitting the type of person this Personality makes you, and when Claiming a Setback to gain Inspiration from your personality it should be because your roleplaying your Personality would reasonably grant disadvantage. Personality is one of the most versatile ways to spend and gain Inspiration. Personality change is something that requires a significant paradigm shifting event and requires Dungeon master Approval.

Character Personality

|  |  |  |
| --- | --- | --- |
| d100 | Personality | Description of Event |
| 01-20 | Achievement Based | A goal you helped complete |
| 21-40 | Conflict Based | Someone opposed you |
| 41-60 | Friendship Based | A close bond forged or tested |
| 61-80 | Loss Based | Something precious was taken |
| 81-00 | Love Based | A love gained or lost |

### Bond

There is something your character is obligated or earnestly seeking to accomplish in the short term, either through their own desires or because someone has compelled them to which is interconnected with a named unique NPC, faction, place or other aspect of the setting. Your Bond may be tied to your motivation or one of your character's significant memories. Roll on the Character Bond table to see what theme your initial Bond takes. You can decide the exact details of your task with your DM. When spending Inspiration based on this, the Inspired Action should be towards accomplishing the Bond, and when Claiming a Setback to gain Inspiration from your Bond it should be because you roleplaying your focus on your pursuit of fulfilling your Bond would reasonably grant disadvantage. Bonds change as they are accomplished, but are always either obligated or self-defined goals which interact with aspects of the setting.

Character Bond

|  |  |  |
| --- | --- | --- |
| d100 | Bond | Description |
| 01-10 | Acquire | To take possession of a particular item |
| 11-20 | Craft | To create an item or art piece |
| 21-30 | Deliver | To bring something somewhere |
| 31-40 | Destroy | To destroy a precious object |
| 41-50 | Discover | To find a person, place, or thing |
| 51-60 | Explore | To map out a location |
| 61-70 | Justice | To apprehend someone |
| 71-80 | Learn | To gain specific knowledge |
| 81-90 | Meet | To find someone |
| 91-00 | Vengeance | To take revenge on someone |

### Ideal

Roll to see what your character's guiding Ideal in life is. This may explain why they became an adventurer, how they react to situations, or what their general goal is. You can choose exactly how this Ideal manifests in your character's actions. When spending Inspiration based on this, the Inspired Action should be towards fulfilling your Ideal, and when Claiming a Setback to gain Inspiration from your Ideal it should be when roleplaying the limitations inherent in your Ideal would reasonably grant disadvantage. How you can spend and gain Inspiration from your Ideal are fairly specific, but acting out your Ideals hugely define who you really are and changing your Ideal is something worth doing of a series of adventures and requires Dungeon master Approval.

Character Ideal

|  |  |  |
| --- | --- | --- |
| d100 | Ideal | Description |
| 01-06 | Achievement | To become the best |
| 07-12 | Acquisition | To obtain possessions or wealth |
| 13-18 | Balance | To bring all things into harmony |
| 19-24 | Beneficence | To protect, heal, and mend |
| 25-30 | Creation | To build or make new |
| 31-36 | Discovery | To explore, uncover, and pioneer |
| 37-42 | Education | To inform, teach, or train |
| 43-48 | Hedonism | To enjoy all things sensuous |
| 49-54 | Liberation | To free the self and/or others |
| 55-60 | Nobility | To be virtuous, honest, and brave |
| 61-66 | Order | To organize and reduce chaos |
| 67-73 | Play | To have fun, to enjoy life |
| 74-79 | Power | To control and lead others |
| 80-85 | Recognition | To gain approval, status, or fame |
| 86-91 | Service | To follow a person or group |
| 92-97 | Understanding | To seek knowledge or wisdom |
| 98-00 | Worship | To revere spiritual force or forces |

### Flaw

Everyone has a little flaws of some sort that they may or may not be aware of —speaking too loud, constant fidgeting, collecting weird knickknacks, etc. Roll on the Character Flaw table below to see what Flaw your character has picked up during their life. When spending Inspiration based on this is extremely situational, the Inspired Action should only be allowed if that particular Flaw would be useful enough to justify advantage given the circumstances, but however when Claiming a Setback to gain Inspiration from your Flaw is inherently easier since it is just a matter of figuring out in what way it grants disadvantage. How you can spend and gain Inspiration from your Flaw are very specific, but can changed with the work of 3 weeks of Downtime Actions and requires Dungeon master Approval (Which allows you to pick a different Flaw which you developed while working on getting rid of your other Flaw).

Character Flaws

|  |  |
| --- | --- |
| d100 | Flaw |
| 01-03 | Humming |
| 04-06 | Dancing |
| 07-09 | Sleepwalking |
| 10-12 | Facial tics |
| 13-15 | Fingernail biting |
| 16-18 | Daydreaming |
| 19-21 | Talking in sleep |
| 22-24 | Whistling |
| 25-27 | Name dropping |
| 28-30 | Constant grooming |
| 31-33 | Foot tapping |
| 34-36 | Lip biting/licking |
| 37-39 | Coin flipping |
| 40-42 | Chewing |
| 43-45 | Knuckle cracking |
| 46-48 | Collects odd things |
| 49-51 | Singing |
| 52-54 | Snacking |
| 55-57 | Pacing |
| 58-60 | Counting |
| 61-63 | Snoring |
| 64-66 | Beard/hair stroking |
| 67-69 | Nose picking |
| 70-72 | Apologizing |
| 73-75 | Exaggeration |
| 74-78 | Superstitious |
| 79-81 | Belching |
| 82-84 | Repeating others |
| 85-87 | Smelling things |
| 88-90 | Teeth picking |
| 91-93 | Swearing |
| 94-96 | Telling secrets |
| 97-99 | Repeating yourself |
| 00 | Correcting others |

## Sex

* 1. A Player may either opt to Roll for the sex of their characters, with 01-50 being female and 51-00 being male and claim a Fate Point, or they may choose to reserve the right to choose the results for a particular category and forfeit the Fate Point reward. Our setting treats the difference between men and woman as mutually beneficial complimentary sexual dimorphism. Males get an additional +1 bonus in Strength, Constitution, and Intelligence and females get a +1 bonus in Dexterity, Wisdom, and Charisma. To reflect females are child-bearers and typically shielded from occupations that are dangerous they roll the d100 twice for Background and take the higher result before making their ability check (as safer occupations have been put higher on the table).

## Backgrounds

Backgrounds that are marked with an Asterisk (\*) are automatically Literate in Languages they know. Otherwise whether a character is Literate or not is determined as a percentage chance based on settlement of origin, with some places having a higher likelihood of being Literate. Those whom are not Literate due to either their Background nor their chance for Literacy from their settlement of origin must acquire it when gaining Levels at the cost of gaining a Skill Proficiency. Backgrounds marked with a † symbol switch when rolling characters for a coastal settlement (ie Farmer-Cityworker & Fishmonger-Sailer switch places in importance of food production and their representation in the demographics).

Background is rolled on 1d100 on the above Table and then make a Check of the Ability listed for that row at the DC listed gaining the Success Background if the Ability Check passes, or the Failure Background if they don’t pass the check. On a Critical Failure on the Ability Check that character begins play with 1d6 Stress Points and has no starting Gold Pieces, Silver Pieces or Copper Pieces to reflect their occupation’s misfortunes and the Stress that causes. If the Check is a Critical Success it counts as a pre-level 1 Character development moment and unless it is also the Ability you have the -1 Ability Modifier then the Dungeon master should increase the Modifier by 1. Should it also be the same ability as the one which has the -1 Ability Modifier then the Dungeon Master should give the +1 to your only other existing +1 Ability Modifier because you must have been relying upon your Strengths to overcome your weaknesses and it neatly deals with this edge case arbitrarily.

Background Ability Check Result

|  |  |  |  |
| --- | --- | --- | --- |
| D100 | Success | Failure | DC |
| 01-05 | City Guard\* | Executioner\* | Con 10 |
| 06-13 | Smith | Miner/ Quarrier | Str 15 |
| 14-18 | Engineer\* | Construction Worker | Int 20 |
| 19-48 | Farmer †1 | City Worker †2 | Wis 5 |
| 49-53 | Shipwright/ WagonWright\* | Woodcutter | Wis 20 |
| 54-65 | Fishmonger †1 | Sailor †2 | Wis 5 |
| 66-73 | Oil Maker\* | Hunter | Wis 10 |
| 74-75 | Bonecarver\* | Scavenger | Dex 10 |
| 76-77 | Cook\* | Barmaid/ Bartender | Wis 15 |
| 78-89 | Maid/Butler | Janitor | Chr 15 |
| 90-94 | Seamstress/ Tailor\* | Prostitute | Dex 15 |
| 95-96 | Plague Doctor\* | Piss Prophet | Int 20 |
| 97-98 | Acolyte\* | Entertainer | Wis 15 |
| 99 | Academic\* | Proctor\* | Int 20 |
| 00 | Coiner\* | Smuggler | Chr 20 |

### Academic\*

You written treatise on subject on a historical era, event, group or trend as it relates to another.

**Skill Proficiencies:** History and Pick one of the following based on area of expertise (Arcana, Medicine, Nature, Religion)

**Tool Proficiencies:** Calligrapher's supplies

**Languages:** One of your choice, exotic or standard

**Equipment:** Calligrapher's supplies, a book (the first copy of your book), a blank book, a bottle of black ink, a quill, a set of common clothes, and a belt pouch containing 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Published Academic

Your published treatise has particular significance to some of your readership. You have amassed a reader base, which might be widespread and casual or small and devoted. You are always somehow running into those that have read your work that can help you, or at least willing to put you up for the night, even if it's to get a sneak peak at your next book or get an autograph. Professionally you can teach or tutor on the topic of your expertise, or gain an institution of learning act as a patron for your research.

### Acolyte\*

You have spent your life in the service of a temple or shrine Dedicated to the Light.

**Skill Proficiencies:** Insight, Religion

**Languages:** Two of your choice

**Equipment:** A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

### Barmaid/Bartender

You have spent your days serving alcohol while babysitting belligerent drunkards while trying desperately to earn a living.

**Skill Proficiencies:** Persuasion and Intimidation

**Tool Proficiencies:** An instrument or game set, and your choice of one of the following: brewer's Supplies, calligrapher's Supplies, or cook's utensils.

**Equipment:** A barmaid or bartender outfit, a weighted club, a flask filled with mead or hard cider, an instrument or game set, and a pouch with 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Plastered Persuasion

After spending years tending to the regular drunkards and new faces in the establishment you work in, you have become an expert at getting what you want from the drunk, the tipsy and the plastered. You gain advantage on any charisma skill check on a target, if that target is considered drunk.

### Bonecarver\*

In a world where much of the populace can’t read or have the skill to carve messages, and images into bone to be carried between sea ports to the lower rungs of society is an amazing blessing, especially since paper or parchment are much less weather resistant. Others comes to you to capture their hearts meaning into glyphs and images in bones sent away on ships to loved ones in nearby port.

**Skill Proficiencies:** Survival and Insight

**Tool Proficiencies:** Scrimshawing tools

**Languages:** Two Standard Languages of your choice

**Equipment:** A set of Cartographer’s tools, Scrimshawing tools, a map of your home line and a coin pouch containing 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Everyone's friend

After years of practice and work you have found that city layouts generally share similarities. You can easily find your way around most cities and you are capable of getting information and work from that city's post office, from locations of notable people, to places of intrigue and local happenings. Additionally, you are able to use your position to deliver bonecarvings to mid to low income locations without suspicion.

### City Guard\*

You have been tasked with city patrols and standing guard to keep the city safe. (Note Prison Guards fall under Executioner instead of this Background)

**Skill Proficiencies:** Athletics or Acrobatics and Insight or Investigation

**Tool Proficiencies:** Musical Instrument - Horn

**Languages:** Choose one Standard Language

**Equipment:** Instrument-Horn, Spear, a set of common clothes, Hooded lantern, City Insignia on a necklace, pair of shackles and 2 keys, Guards Cloak and a belt pouch containing 1 Gold Piece, 29 Silver Pieces and 10 Copper Pieces.

**Feature:** One of the Guard:

When in a city or town of your Nation you can always find food and a place to sleep with the local guards garrison. The local Guards will be hesitant to start a fight with you and are likely to come to your aid in a fight, the guards will also believe you except in the face of overwhelming evidence or under the command of a superior. For this effect to apply you must be in a city that you would fit in as a Guard, and have taken the City Guard oath administered by the local government.

### City Worker

Every city has tedious, dirty jobs that need to be done. You do those jobs for little pay, and are often ignored or looked down upon by others.

**Skill Proficiencies:** You are proficient in Perception and Stealth.

**Tool Proficiencies:** One gaming set.

**Languages:** You know Thieves' Cant.

**Equipment:** A broom, a shovel, 15 ft pole, a hooded lantern, common clothes, and a pouch containing 2 Gold Pieces, 28 Silver Pieces and 20 Copper Pieces.

**Feature:** In the Background

People have a tendency to ignore you. You can utilize this to slip into crowds or hide in plain sight. Also, people are less likely to suspect you or question your movements.

### Coiner\*

You are part of the guild which creates coins, measures precious metals, and evaluate coins for forgeries.

**Skill Proficiency:** Persuasion, Insight

**Languages:** Two languages of your choices

**Equipment:** An ink pen, Fine Clothes, a bottle of ink, 10 sheets of parchment, an accounting book, a taxroll and a pouch containing 23 Gold Pieces and 20 Silver Pieces

**Feature:** Struck It Rich

Your dealings have made you rich before you ever embarked on the life of an adventurer. And although the assets you obtained are not easily convertible into currency, they do allow you to live a life free of material want. As long as a banking house can be found in the city you currently reside in, you can maintain a wealthy lifestyle without expending money.

### Construction Worker

Your fellow citizens placed their trust in you to complete the greatest of tasks: making them places to stay.

**Skill Proficiencies:** Athletics, Perception

**Tool Proficiencies:** Carpenter's tools, mason’s tools

**Equipment:** Carpenter's tools, an empty 3 inch by 5 inch toolbox, a set of common clothes, and a pouch containing 10 gp.

**Feature:** Structural Analysis

You can make an Investigation check to determine if a construct is likely to collapse in the near future. If said construct is made primarily out of your specialized material, rolling a 10 or higher will be enough to determine this with absolute certainty. Otherwise, a 15 or higher would be needed.

### Cook\*

You are more than someone capable of preparing food, you are someone able to elevate food to a delight to enjoy and an art worth being paying for.

**Skill Proficiencies:** Insight, Performance

**Tool Proficiencies:** Cook's Utensils

**Languages:** A standard language of your choice, from which you derive your cullinary terminology and techniques.

**Equipment:** A mess kit, a bottle of cooking oil, a spice kit, several recipe books, a tinderbox, an iron pot, costume or fine clothes, an electrum spook or plans for kitchensmith tools, and a belt pouch containing 2 Gold Pieces 28 Silver Pieces 20 Copper Pieces.

**Feature:** Through Their Stomachs

You are able to earn a comfortable living for free during your downtime, by working as a cook. In addition you are able to feed your adventuring companions modest meals each day for free, unless the DM discerns that you are in a barren place devoid of anything edible for miles, such as a desert or dungeon. You are also able to use your talents to arrange meetings with anyone interested in a free meal. By offering to a cook a free meal for someone who would appreciate it, you are able to have audience with them over that meal, or they may otherwise simply owe you a small favor.

### Engineer\*

You have have studied the principles of engineering, potentially unlocking the ability to design anything ranging from siege engines, clocks in clocktowers, including the heights of engineering; airships.

**Skill Proficiencies:** You are proficient in Investigation and one of the following: History, Arcana or Perception.

**Tool Proficiencies:** You have proficiency in Tinker's Tools and an artisan tool of your choice.

Equipment: Common clothes, Tinker's tools or one type of artisan's tools you are proficient with, 1D4 books on Engineering, small pouch containing 15 gold.

**Feature:** Mechanically-Inclined Mind

Your experience with Engineering gives you an edge when it comes to machines that might confound the common man. You have advantage on History skill checks related to mechanic and electronic devices. You also have advantage on Intelligence checks and saving throws related to operating mechanical devices.

### Entertainer

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them.

**Skill Proficiencies:** Insight, Performance

**Tool Proficiencies:** Disguise kit, one type of musical instrument

**Equipment:** A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, a backpack, a hidden belt pouch containing 5 Gold Pieces 40 Silver Pieces 5 Copper Pieces, and an obvious belt pouch with 50 Copper Pieces.

**Feature:** By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

### Executioner\*

You had been tasked with the duty of carrying out death sentences, corporal punishments, imprisonments, and possibly also torture. It is a dirty work that doesn't make you popular.

**Skill Proficiencies:** Choose two from Athletics, Intimidation, or Investigation

**Tool Proficiencies:** Poisoner's Kit

**Languages:** Choose one Standard Language

**Equipment:** Hempen rope (50') already knotted to a noose, a sharpened 10' pole (to display heads on), a sack (chopped-off head optional), common clothes including a black hood and a butcher’s frock and knife, the farewell letter of an infamous criminal (or wrongly accused convict) and a belt pouch containing 2 Gold Pieces 20 Silver Pieces 20 Copper Pieces.

**Feature:** Scharfrichter's Stare

Both commoners and criminals are afraid of your reputation. Neither will report if you overstep the legal lines a bit (such as by not paying for your food, or bruising a captive), and both kinds will be more likely to spill the beans just to get rid of you (or in the case of criminals, to keep you from scraping the beans out of them with a red hot hook). Those who have some standing in the community will not be so easily impressed by some dingy executioner, but maybe their servants will speak freely to you if you block their way in the right dark alley...

### Farmer †

You were what most common non-coastal folk are, a farmer.

**Skill Proficiencies:** Animal Handling and Nature

**Tool Proficiencies:** Land Vehicles and Farm Implements

**Equipment:** A farm implement (such as a pitchfork or shovel), a set of work clothes or common clothes, a wide brimmed hat, a sack containing 5 gp worth of trade goods, and a belt pouch containing 2 Gold Pieces 28 Silver Pieces 20 Copper Pieces.

**Feature:** Of the Land

You lack the formal education of the higher classes, but for how little you may know there is a great deal that you understand. You have a practical, working knowledge of astrology and meteorology, and can easily track the time and date as well as predict the weather within a few hours, or days if you're lucky. You understand the "secrets of life"; the needs of life (water, light, air, salt, etc.), the patterns of physical inheritance, and the connections between different plants and animals.

At the DM's discretion, this can be represented by allowing a farmer to cast commune with nature once per long rest, except that the range is limited to environments common to you within 10 feet and you can only choose one of the first two choices.

### Fishmonger †

You both harvest the bounty of the sea, rivers, inlets and occasional lake and sell your catch at the dockside markets.

**Skill Proficiencies:** Athletics, Perception, Survival or Nature.

**Tool Proficiencies:** Fisherman's Tools, Vehicles (Water)

**Equipment:** Fishing tackle, fishing instrument (net, crab trap or harpoon), 50ft of silk rope, traveller's clothes, a wide-brimmed hat and pouch containing 10gp.

**Feature:** Getting a Bite

While others would see a body of water as simply a means to sate their thirst and refill their waterskins, you see an endless supply of sustenance for you and your party. Provided the water supports life, you can feed yourself and five other people for as long as you're in the vicinity of the water source, and everyone can carry one ration apiece when you leave.

Alternatively, if you're in range of civilization, and you and your party aren't eating what you catch, you can afford a comfortable lifestyle off your bounty.

### Hunter

You are a hunter. Whether you hunt oddities or normal animals, you have become adept at tracking, predicting, and killing your chosen prey.

**Skill Proficiencies:** Choose two from Animal Handling, Nature, Stealth, and Survival

**Tool Proficiencies:** Leather worker's tools, and Herbalism kit or Poisoner's kit

**Languages:** Language of your chosen prey (Sylvan-Goblins or other foul Fey, or Draconic- Kobolds), if your prey does speak choose one Standard Language.

**Equipment:** Herbalism kit or Poisoner's kit, Skinning knife, Leather worker's tools, a trophy from your best hunt (i.e. a bear's claw or deer antlers), and an animal companion.

**Feature:** Hunter Merchant

You know how to sell pelts, antlers, heads, and meat from your prey for the most you can get out of them. (sell them for twice the normal price) Alternatively if not near civilization, you also know how to scavenge and use every part of an animal, you can cook and eat the meat, make knifes out of antlers, and make clothes and blankets out of pelts. You also can make them into rations easily. It takes you half the time to make rations than someone else. Creating the rations requires a fire (for smoking meat) nuts and berries, and some sort of package.

### Janitor

You've cleaned for a large portion of your life, since you were born or since you reached adulthood. You tended to a structure or building in any way possible: cleaning, repairs, occasionally guarding, etcetera.

**Skill Proficiencies:** Persuasion, Investigation

**Tool Proficiencies:** two sets of artisan's tools, or one set of artisan's tools and a gaming set

**Equipment:** A sponge, a mop, a jar of homemade cleaning fluid, a sketch of the site you worked at, two sets of artisan's tools or one set of artisan's tools and a set of bone dice or deck of cards, a set of common clothes, and a pouch containing 6 Gold Pieces, 24 Silver Pieces, and 20 Copper Pieces.

**Feature:** Leave No Trace

With your experience as a janitor, you can make a messy room or area look absolutely clean, like if no one has been in that area before. You can spend an hour in a room or area cleaning blood and stains, removing bodies and other suspicious objects, closing and re-locking containers, basically doing anything to make the room look undisturbed. Your DM might rule that some things are impossible to clean or fix, or might increase the time you'll spend if the area is extremely messy.

### Maid/Butler

As a servant to a noble or a high ranking family, you spent your time as their faithful retainer. Your daily chores might have included laundry, helping others dress, cooking, taking care of animals, gardening, mending worn out clothes, cleaning, playing with kids as a babysitter, shopping, and other tasks given by your master.

**Skill Proficiencies:** Investigation and Perception

**Tool Proficiencies:** Cook’s utensils or Brewer’s supplies

**Languages:** You can optionally pick one additional language, It must be the same language your master is able to speak.

**Equipment:** A fine maid dress (equivalent to Fine Clothes), a signet ring given to the servants of the family you worked at and a pouch containing 6 Gold Pieces, 24 Silver Pieces, and 20 Copper Pieces.

**Feature:** Secret of a Well-Run House

Due to the many years of servitude to your master, you have learn how to perform tasks that a servant could do, such as fetching things, cleaning, Mending, folding clothes, lighting fires, serving food, and pouring wine. Because of this it takes you half the time to learn tool proficiencies.

Additionally, you've been initiated by house brownies (small fey which secretly serve the homes of the wealthy) so that you gain the ability to cast Mending and Prestidigitation which only work when unobserved if you leave out a days worth of food on a ceremonial plate. The food magically disappears and this ceremony must be renewed after a Short Rest, or you lose the magical abilities until you renew it immediately following a Short Rest.

### Metal Worker

You grew up with a hammer in your hand and fire at your back. Having grown up with the business of metalcraft as a constant, you are very learned in the ways of metal mining, smelting, casting, forging, and finishing, even if you are not necessarily personally practiced in those various crafts.

**Skill Proficiencies:** Athletics, Insight

**Tool Proficiencies:** Smith's tools

**Languages:** Estían

**Equipment:** A set of Smith's tools, a sledge hammer, a merchant's scale, a set of common clothes, a work apron, a pair of elbow-length leather gloves, an eye patch, and a belt pouch containing 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Knowledge of the Trade

You can start and keep a roaring fire with ease, and can arrange materials to concentrate the heat in a fire, as if it were a forge. You know and recognize all manner of metalworking tools, and can recognize when an area has been used as part of a metalworking operation. You can identify geological features created by mining, such as yellow boy, slag heaps, tailings, and spoil tips. You can also assess the quality of a metal object from its color, feel, weight, and (if you worked with steel or brass) sound, and you can use this knowledge to identify frauds and assess value. You know how to care for metals such as to protect them from corroding as easily from normal use. You have advantage on any skill checks relating to crafting an item that relates to the specialization you chose.

### Miner/ Quarrier

You grew up excavating and searching for hidden mineral wealth, and cutting out stone to build with.

**Skill Proficiencies:** Investigation, Survival

**Tool Proficiencies:** Prospector's kit

**Languages:** Estían

**Equipment:** A prospector's kit, one set of travelers clothes, a whetstone, a wheelbarrow, and a beltpouch containing 6 Gold Pieces, 24 Silver Pieces, and 20 Copper Pieces. You also have a map to a lost mine, although the specific location of the mine is detailed, the general location is ambiguous (Once you get there, you will know that you have finally found it).

**Feature:** Geological Knack

You have an uncanny knack for ascertaining the features of the underlying geology and bedrock based on surface soil and plant conditions. You understand which types of rock are likely to yield precious metals and minerals. Although this knack will not lead you directly to the mythical pot of gold, it may be able to point you in the right general direction. This geological knowledge might possibly also come in handy in predicting where lava and underground water might be found.

### Oil Maker\*

You have worked in a town or a city as an Oil Maker, pressing olives and/or rendering down blubber. Working with oils and ointments has given you a large array of knowledge of how to make such concoctions. Using these skills you can make oils, deadly poisons, or ointments.

**Skill Proficiencies:** Arcana and Survival

**Tool Proficiencies:** Alchemist's Supplies

**Languages:** One of your choice

**Equipment:** Alchemist's supplies, 1d4+2 Books on Alchemical Formula, a belt pouch with 6 Gold Pieces, 24 Silver Pieces, and 20 Copper Pieces and common clothes

**Feature:** Experimenter and Brewer

Based on your previous experiments, you can easily identify the uses of any component you acquire after examining it with your alchemist's supplies during a week Downtime Action. During the course of a day of Downtime you may make an Intelligence check to make a potion which is listed as an oil or ointment of any rarity. The DC of this roll depends on the rarity of the potion you intend to make(Magic items): DC 10 for common, DC 15 for uncommon, DC 20 for rare, and DC 25 for very rare. You must be unbound and have access to your alchemical supplies to make use of this ability. Before attempting to make any potion which is listed as an oil or ointment, you must have immediate access to the material components (if any) of the spell that the potion most resembles, and herbs from the Materia Medica if a poison or healing ointment (potion of healing = cure wounds for example).

### Piss Prophet

You have studied the myriad illnesses and ailments of the mortal body as well as the treatments for each and know which herbs can soothe a fever and which oils can help prevent the pox. Not all medicine is good for the body, though: you have also learned which plants can be harvested to make toxins to stop the heart or drive a man to madness. You make a living dispensing tonics and tinctures made by others to those you've diagnosed with your particular talent.

**Skill Proficiencies:** Medicine, Nature

**Tool Proficiencies:** Herbalism kit.

**Languages:** One of your choice.

**Equipment:** Herbalism kit, a merchant’s scale, a set of common clothes, and a belt pouch containing 8 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Medical Profession

You have a reputation as a healer of the sick, and are often called upon by those who are diseased or injured. You can usually gain an audience with anyone who needs treatment — even if protocol would normally prevent you from doing so — simply by agreeing to offer your assistance. By spending a few moments examining a sample of a creature or person’s urine, you can determine any diseases, or conditions that being may have, as well as its sex, type, and species (if previous encountered).

### Plague Doctor\*

You have sworn to fight the coming plague and pestilence which destroy entire communities, treating those afflicted with mercy and keeping those unaffected healthy. To uphold your oath you must offer aid in the above manner regardless of social standing of the patients and to refrain from taking human or Demihuman life.

**Skill Proficiencies:** Medicine, Investigation

**Tool Proficiencies:** Medicine Kit

**Languages:** One of your choice

**Equipment:** Doctor's Tools, 2-man tent, bedroll, blanket, Book (About anatomy, disease, apothecary, or surgery), common clothes, Plague Doctor's Outfit, five bars of soap, sack containing potpourri (to refill plague mask), a belt pouch containing 10 Copper.

**Feature:** Burden of Life

Due to your vow, you are expected to cure the ill, regardless of morals or prejudice, even if they are your enemy. It is considered a horrid evil to intentionally kill a doctor for no reason. As such, intelligent enemies are less likely to target you, (Provided they are not frighteningly evil in a manner that would be inappropriate for younger audiences) and even your enemy patients will at least not attack immediately while under your care. What happens after they leave your care...? Well you can't decide their fate. Restored individuals may be grateful, or feel some form of life-debt to you. Enemies may repay you by specifically choosing not to kill you, or they may give free information, or a scout you once saved may turn a blind eye to your presence.

Provided you stay true to your vow, (as best as you can) you can make use of any hospital or medical facility, (typically located in churches, noble estates, universities, and other places of higher learning) as temporary residence for yourself, your patient(s), and your companions if there is room for them. Plague Doctors will put you up at a lifestyle one step below their own if you can maintain a good relationship with them.

However, if ever you are proven to have broken your vow, you will be fully and publicly discredited as a plague doctor, and other plague doctors who pay attention to medical society will recognize you as such. You and all who are with you will be turned away from mundane medicine and the places it is provided. Because you swore on your life, breaking your vow is technically a personal death sentence, though no plague doctor true to his vows is free to enact it upon you. Even so, more enlightened nations are likely to have laws regarding the treatment of doctors and their vows, and enlightened does not necessarily mean "kind" or "gentle".

### Proctor\*

You have spent most of your adult life enforcing contracts between people and acting on others' behalf. Providing a sense of balance between multiple disputing parties as an independent intermediary.

**Skill Proficiencies:** Insight or Persuasion and Investigation

**Tool Proficiencies:** Forgery Kit

**Languages:** Two languages

**Equipment:** a small knife, a set of fine clothes, a uniform, a personal document seal, a package of quality paper, ink, and pens, a pouch containing 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Bureaucrat

All those years of digging through and shuffling papers has lead to you having a better understanding of sorting methods for different kinds of documents, developing both a keen eye for finding specific documents in piles of similar ones, you also know where to scan for the most important pieces of information contained within the papers. Especially in the case of well-kept records, you are in your element, able to sort through almost anything to find the records you seek. Your profession has taught you to better sort through and discover documents, granting advantage on investigation checks to find documents such as Records, biographies, etc... about a specific person as well as granting advantage on insight checks for discovering useful information from said documents. When a skill check is needed to research and it involves documents, you have advantage. Also, the simple act of asking for documents on a person is much less conspicuous for someone of your profession than a layman asking for sensitive information, even from a foreign court, you are unlikely to be questioned as heavily about your inquiries for information in most cases.

### Prostitute

You serve patrons in exchange for money. You have experienced different types of humanoids of various alignments and perhaps lived in various places due to changes in the law in regards to prostitution. Other times you are unable to move out and have to break the law in order to survive, though living comfortably at least with high rates for such services even if the business in this field is low. You are able to gather new clients as well as maintain them with your years of seduction as well as performing niche sex acts with ease.

**Skill Proficiencies:** Performance, Persuasion

**Tool Proficiencies:** Disguise kit or one type of musical instrument or gaming set

**Languages:** One of your choice

Equipment: A set of fine clothes, the favor of an admirer (perfume, manacles, mirror or a trinket), a costume, and a belt pouch containing 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Desired One

Patrons of all walks of life will want you and will be willing to pay if they can to have fun with you. You do not pay lifestyle expenses as long as you service your patron(s). Otherwise, you pay if no one pays you for your looks and/or services. Also, some humanoids may be hostile towards your way of life as a sex worker. Some from different levels of society may be jealous of how many try to gather around you for your affection. Your patrons may aid you when you are under attack and will help you and allies of yours get to safety from danger or the law, depending on patrons alignment and how much affection the person has for you.

### Sailor †

**Skill Proficiencies:** Athletics, Perception

**Tool Proficiencies:** Navigator's tools, vehicles (water)

**Languages:** One standard language of your choice.

**Equipment:** A belaying pin (club), 50 feet of silk rope, a lucky charm such as a rabbit foot or a small stone with a hole in the center, a set of common clothes, and aa belt pouch with 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces

**Feature:** Ship's Passage

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your DM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

### Scavenger

Battlefields, and shipwrecks are everywhere, and countless items are left behind or wash ashore. Many people avoid them, for fear of the undead or evil curses, but some very brave, or incredibly foolish, individuals risk everything to gain riches beyond their wildest imaginings by plundering these sites.

**Skill Proficiencies:** Perception, Investigation

**Tool Proficiencies:** one tool set of your choice, vehicles (land) or vehicles (water)

**Equipment:** A trinket scavenged from a battlefield or wreckage (i.e, a sword hilt, a dented helmet, a scrap of cloth from a banner), a set of common clothes, a warm blanket, a leather sack, one set of ramshackle tools, and a pouch containing 8 Gold Pieces 18 Silver Pieces 20 Copper Pieces.

**Feature:** Keen Eye

Whenever you see something that could be of value, you have a vague estimate of its worth, as well as some interesting information about the item, if there is anything interesting to know. If you fail any checks to identify the value of an item, you learn of someone or someplace where you can have the item's value measured, unless the DM deems the item too rare or obscure.

### Seamstress/Tailor\*

You know how to hem, stitch, and embroider to make outfits ranging from the simple and sturdy to the truly exquisite delicate master piece.

**Skill Proficiencies:** Persuasion, Insight

**Tool Proficiencies:** Disguise kit, Sewing Kit

**Languages:** One of your choice.

**Equipment:** Disguise kit, Sewing Kit, Traveling Trunk with 3 Common Sets of Cloths, 3 Costum Sets of Cloths and a Single Traveler’s set, and a belt pouch with 12 Gold Pieces 18 Silver Pieces 20 Copper Pieces

**Feature:** Everyone needs a suit

You can always find someone who needs a suit or a new piece of clothing and as such in any major city you will be able to find someone to buy a new tailor made outfit or piece of clothing given you have the time and materials. You can only use this feature once between short rests.

### Shipwright/Wagonwright\*

You are a craftsman who has been working with ships or wagons long enough to be considered an expert.

**Skill Proficiencies:** Choose two from: History, Investigation, Nature, & Survival.

**Tool Proficiencies:** Artisan's tools and Choose one from Vehicles (water) and Vehicles (land).

**Languages:** Common and one other standard language of your choice.

**Equipment:** Common clothes, one type of artisan's tools, a manual on ship or wagon maintenance and additions, a symbol of your experience as a shipwright or wagonwright (consult with DM to customize this symbol), and a pouch containing 16 Gold Pieces, 24 Silver Pieces, and 10 Copper Pieces.

**Feature:** Visionary

Whenever you attempt to conceptualize a repair or an upgrade to a water vehicle (if that was your chosen Tool Proficiency) or land vehicle (if that was your chosen Tool Proficiency) that requires special materials, you know of said materials and where to find them, but dependent on the materials or what they will be used for, the DM may rule their rarity/difficulty when it comes to obtaining them. Additionally whenever you attempt to fix a vehicle of your preferred sort, make an upgrade or an addition, you have advantage on the ability check being made.

### Smuggler

You have spent your life hiding in the darkness, making shady deals behind closed doors, and profiting from the movement of goods and people whom are not legally transported.

**Skill Proficiencies:** Deception, Sleight of Hand, or Stealth (choose 2)

**Tool Proficiencies:** Forgery kit and Vehicles(either land or water, choose one)

**Languages:** One of your choice

**Equipment:** One set of hooded common clothes, backpack with hidden compartment, forgery kit, and a belt pouch containing 6 Gold Pieces, 24 Silver Pieces, and 20 Copper Pieces

**Feature:** Careful Selection

Some close brushes with the law have taught you that not every city guard can be bribed, and some people are simply too keen to miss minute discrepancies. This feature allows you to study a person and gain insight into whether or not they would accept a bribe, or to pick up on whether they are exceptionally more perceptive than you. It does not reveal how expensive a bribe may be for a given situation, however.

### Woodcutter

Woodcutter, Lumberjack, Woodsman, whatever title they go by the profession is the same; To cut and chop wood for themselves or to sell. You live among the trees and forest critters, learning the best ways to do what they love, chopping down trees.

**Skill Proficiencies:** Athletics, Nature

**Tool Proficiencies:** Lumberjack's tools, Vehicles (land)

**Equipment:** A set of work clothes or common clothes, lumberjack's pack and a belt pouch containing 5gp or 1d8 gp.

**Feature:** TIMBEEERRRRR!

You know your way around a good tree, what material it is good for, what it can make, and how sturdy it would be. You know how a tree will fall, if it is old or young. You know what a good quality tree and wood is and people would be hard pressed to fool you with rotten material. Because the wooden sense you have guarantees you a good quality batch of lumber, when you sell wood, people are willing to pay more for it.

# Mortality and Ethos

1. Our game does not take relativistic view on neither Morality nor Ethos.
2. Widespread Goodness is a necessary foundation for burgeoning happiness and thriving of intelligent creatures, their societies, and their environment, while evil sows all forms of misery, quickly reaps current prosperity from the coffers of the future, and slowly poisons its environment.
3. Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.
4. "Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.
5. "Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

Every character starts on Zero on a track ranging from + 2 (Representing being a living Saint) to -2 (Representing to being a depraved sadist). At -2 a Player Character become NPCs under the Dungeon Master’s Control.

### Good Acts:

* Defending those less capable of defending themselves without compensation in a significant and self-risking way.
* Sacrificially generous charity
* Granting gracious mercy with wisdom when in position of power

### Evil Acts:

* Murder (as opposed to mere killing)
* Torture (as opposed to hurting)
* Abuse of Power or Oppression

1. Widespread Law is a necessary foundation to maintain any society and if chaos and its inherent permissiveness are allowed free reign the consequences are always that society’s inevitable collapse with the accompanying pervasive tragedy, suffering, and atrocities.
2. Lawful characters respect society, tell the truth, keep their word, obey authority, honor tradition, and judge those who fall short of their duties.
3. Chaotic characters do whatever is right in their own eyes, resent being told what to do, scoff at tradition, and do what they feel like it regardless of anything they may have previously said.
4. "Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmental self-righteousness when not tempered with goodness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.
5. "Chaos" implies recklessness, resentment toward legitimate authority, actions against traditional values, and irresponsibility. On the upside, chaos can include adaptability, lack of boundaries and flexibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully. Their naive idealized notions that they are somehow infinitely wiser than generations before them disregard every reality test which clearly demonstrate *unfettered* freedom in the long term collapses every society which tries it. Frequently those who that support rebellion on general principle inadvertently bring about a tyranny of brutal oppression after the gestalt of their communal lack of insight or historical understanding causes a cataclysmic savage anarchy.

Every character starts on Zero on a track ranging from + 2(Representing being a living Axiom of Lawfulness) to -2 (Representing to being no better than a Brigand or Bandit). At -2 a Player Character become NPCs under the Dungeon Master’s Control.

### Lawful Acts:

* Accepting the surrender of a hated foe or criminal and ensuring they are escorted alive to an appropriate Authority.
* Bringing to light the crimes of and turning someone dear to you (including yourself) to the proper Authorities to be held accountable, without compensation.
* Obeying a command from someone in authority to give you such a command which is particularly burdensome.
* Ensuring justice is enacted while in positions of Authority when it is troublesome to do so.

### Chaotic Acts:

* Killing someone protected by law such as citizens and those that surrender.
* Stealing from someone with property rights within your culture
* Attempting to undermine those in authority.

Both of these scores add together to form the character’s Reputation Modifier. In these dark time icons of Law and Goodness shine like radiant beacons against the forces of darkness while those known for lacking principles or redeeming virtue inspire contempt and hatred.

# Hit Points and Hit Dice

1. Your character’s hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice).
2. When level advancing character gain a new Hit Die for gaining a level they also roll that die and add their Constitution Modifier until they reach 3rd level, after which point they only add a 1 for each additional level. They continue to gain Hit Dice for the purposes of Short Rests or spending for spells or class abilities.

## Gritty Magical Healing

Disregard anything relating to Magical Healing in the core Book and Amend it to the following:

### Types of healing spells:

**Magical Triage:** Healing spells cast in this fashion do not remove damage, but instead provide Temporary hit points (That can NOT go over the target maximum) This is like magical life support, keeping you going and fending off future injuries. You are still in pain, you are still bleeding. Declare you are casting a healing spell as “Magical Triage” before rolling for HP. These Temporary HP Expire 1 minute after the end of combat

**Instant Magical Healing:** The healing spells are cast the same, but heal the actual damage, quickly, but not cleanly. Bones will not set, organs will not mend well and mangled limbs will still be mangled. But you will no longer be bleeding to death and they are not at immediate risk of dying. Your scars will be horrible, you will be disfigured. It pretty much just heals any injury, in the bluntest to the point way possible. If under 50% health, healing in this fashion generates a Scar based on a Constitution Save Throw whose DC is the amount healed.

Scarring Save Throw Table

|  |
| --- |
| Critical Failure on Constitution Save Throw to avoid Scaring |
| **Painful Scar.** You have a scar which gets painful whenever it rains, sleets, hails, or snows. Whenever you attempt an action in combat and your scar is giving you pain, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can’t use reactions until the start of your next turn. The injury heals if you receive magical healing. |
| Failure on Constitution Save Throw to avoid Scaring |
| **Horrific Scar.** You have disadvantage on Persuasion skill checks and advantage on Intimidation skill checks. Only magical healing of 6th level or higher, such as heal and regenerate, removes the injury. |
| Failure on Constitution Save Throw to avoid Scaring |
| **Minor Scar.** The scar doesn’t have any adverse effect, but chicks dig it. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar. |

Note if the Instant Magical Healing which causes the above scarring also addresses damage which caused Lingering Injury that also heals incorrectly and these scars acrue with the adverse effects of improperly treating that Lingering Injury.

**Spellbound Healing:** Once combat is over, Spellbound Healing can be used. By combining mundane healing skills with magical healing spells, grievous wounds can be tended to and healed quickly. First, a person with the Medicine skill makes any required healing skill checks to perform first aid and more advanced medical procedures. (Setting bones, sewing up wounds, surgery to repair internal damage, etc) Next, someone with magical healing ability then casts a healing spell upon them. This will restore a number of HP equal to the amount the spell would normally restore, plus the Medicine proficiency score (Proficiency bonus + Spell Casting Ability Bonus + other modifiers) of the person who performed mundane healing on the target. Additionally, if the medicine roll was a critical success, double the amount of HP restored. If Instant Magical Healing was used on the target, Spellbound Healing may not be used, without re-injuring the subject (As their wounds are technically healed.) Add +5 to all difficulties for Medicine skill checks made to undo the Scarring or Lingering Injuries penalties left behind after Instant Healing Magic.

## Other Types of Healing:

### Lay on Hands:

Lay on hands is like any other magical healing (Triage, Instant, and Spellbound.) If the Lay on Hands is used as Triage and it has a non-standard duration, and it is referred to as Divine Warding. When a Paladin may lay a Divine Warding upon a person, it protecting them from damage longer than normal Triage. The pool of magical healing of the three types they may give a target is 5 Hitpoint times their Paladin Level, which they may spend up to the maximum amount remaining in their pool. Unlike normal Triage the Temporary Hitpoints from this power last until they are used or until the target completes a Short Rest. This pool behaves otherwise normally. The non-Hitpoint based effects of Lay on Hands remain unchanged.

### Healing Potions:

Healing Potions work as Instant Magical Healing if used in battle, but can also be used for Spellbound Healing. They cannot be used for Magical Triage

### Wands of Healing:

Can be used for Magical Triage, Instant Magical Healing and for Spellbound Healing

### Second Wind:

The Hitpoints provided by Second Wind counts as Temporary Hitpoints

## Additional Rules:

Clerics with the Life Domain: Add Ritual Casting to all standard healing spells

## Resting

Heroic though they might be, adventurers can’t spend every hour of the day in the thick of exploration, Social Interaction, and Combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for Spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of either a secure camp, their private residence, or while in lodging, a long rest while within lodging or a private residence within civilization or their own stronghold supported by NPCs staff, and an extended rest within their own Stronghold. The three types of resting are defined in downtime actions, including the opportunity for healling they offer.

## Lingering Injuries

There are many ways for a person or creature to be altered by receiving significant hit point damage even without special powers or effect distinct to the attacker.

### Causes of Lingering Injuries

These are the ways a character or creature risk gaining Lingering Injuries, and also defines the circumstances where an attacker can deliberate inflict Lingering Injuries.

* The target loses half their maximum hit points in a critical strike must succeed a DC 15 Constitution save throw or roll on the Expanded Lingering Injuries Table and follow those and its subsequent Save Throw.
* The target loses half their maximum hit points from a critical ability or skill check fumble or success which inflicts damage must succeed a DC 15 Constitution save throw or roll on the Expanded Lingering Injuries Table and follow those and its subsequent Save Throw.
* The target loses half their maximum hit points in critical save throw failure against a spell, magical, or trap effect that deals damage to the creature, must succeed a DC 15 Constitution save throw or roll on the Expanded Lingering Injuries Table and follow those and its subsequent Save Throw.

When you score a critical hit by attacking a paralyzed or unconscious creature within 5 feet of you and you inflict half of the target's maximum Hit Points, that creature doesn't get a save throw to avoid having a lingering injury, also you can choose the 1d8 result which defines the Injury Location your target is struck instead of rolling on the Extend Lingering Injuries Location table. The target still gets their Constitution Save Throw to define the severity of the scar.

Expanded Lingering Injuries Location Table

|  |  |
| --- | --- |
| Roll | Location |
| 1-2 | Legs/Feet |
| 3-4 | Torso |
| 5 | Items |
| 6-7 | Arms/Hands |
| 8 | Head/Face |

After the injury location has been decided make a Constitution Save with a DC equal to the damage inflicted and check the location.

## Locations

Please note some creature with very different body plans have an alternate Expanded Lingering Injuries Location Table, may have location types not even list here (like Wings, Tails, Tentacles, Ect…), or be completely immune to Lingering Injuries (like many Oozes), the DM will be the source of that information during his prepared Adventures and Random Encounter Tables.

### Legs/Feet

On a Critical Failure on the above save gain the following:

**Lose a Foot or Leg.** Your walking speed is halved and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Only magic such as the regenerate spell can restore the lost appendage.

On a Regular Failure on the above save gain the following:

**Broken Foot or Leg.** Your walking speed is halved and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and needs re-broken for a chance to heal properly (essentially inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing, or alternative the injury heals after six successive Recuperation Downtime Actions if someone with a healer’s kit that is proficient in either medicine and/or the healer’s kit sets the bone beforehand with a DC 15 Wisdom (Medicine) check.

On a Success on the above gain the following:

**Limp.** Your walking speed is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Instant Magical Healing, Spellbound Healing, and Spending Hit Dice to Heal during a short rest removes the limp.

### Torso

On a Critical Failure on the above save gain the following:

**Punctured Lung.** You can take either an action or a bonus action or your turn, but not both. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and needs surgery for a chance to heal properly (essentially re-inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing. The seriousness of this injury is beyond medieval mundane medicine alone, and will not heal naturally. If you puncture both lungs your hit points drop to 0 and you immediately begin dying.

On a Regular Failure on the above save gain the following:

**Internal Injury.** Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can’t use reactions until the start of your next turn. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and needs surgery for a chance to heal properly (essentially re-inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing, or alternative the injury heals after two successive Recuperation Downtime Actions if someone with a healer’s kit that is proficient in either medicine and/or the healer’s kit tends to the injury beforehand with a DC 15 Wisdom (Medicine) check.

On a Success on the above gain the following:

**Broken Ribs.** This has the same effect as Internal Injury above, except that the save DC is 10, and only a single Recuperation Downtime Action.

### Items

Break an Item. A randomly determined nonmagical item you hold, wear, or carry on your person is broken or ruined. On a critical failure of the above save the item a weapon. On a regular failure the item is armor or shield. On a success it is an item that’s not armor, a shield or weapon.

### Arms/Hands

On a Critical Failure on the above save gain the following:

**Lose an Arm or a Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. You also have the Open Wound Condition until it is resolved by Instant Magical Healing, Spellbound Healing, or successful Medical Treatment. Only magic such as the regenerate spell can restore the lost appendage.

On a Regular Failure on the above save roll 1d the following:

**Lose a Finger.** You have disadvantage on Sleight of Hand checks and Dexterity checks to use fine tools (such as thieves’ tools) using the hand with which you lost the finger. You also have the Open Wound Condition until it is resolved by Instant Magical Healing, Spellbound Healing, or successful Medical Treatment. Only magic such as the regenerate spell can restore the lost finger. If you lose all the fingers from one hand, then it functions as if you had lost a hand.

On a Success on the above save roll 1d4 the following:

**1-2 Broken Arm or Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and needs re-broken for a chance to heal properly (essentially inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing, or alternative the injury heals after six successive Recuperation Downtime Actions if someone with a healer’s kit that is proficient in either medicine and/or the healer’s kit sets the bone beforehand with a DC 15 Wisdom (Medicine) check.

**3-4 Break a Finger.** You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves’ tools) using the hand with the broken finger. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and needs re-broken for a chance to heal properly (essentially inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing, or alternative the injury heals after two successive Recuperation Downtime Actions if someone with a healer’s kit that is proficient in either medicine and/or the healer’s kit sets the bone beforehand with a DC 15 Wisdom (Medicine) check.

### Head/Face

On a Critical Failure on the above save gain the following:

**Skull Fracture.** Whenever you attempt an action in combat, you must make a DC 20 Constitution saving throw. On a failed save, you lose your action and can’t use reactions until the start of your next turn. You also have the Open Wound Condition until it is resolved by Instant Magical Healing, Spellbound Healing, or successful Medical Treatment. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and needs re-broken for a chance to heal properly (essentially re-inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing, or alternative the injury heals after six successive Recuperation Downtime Actions if someone with a healer’s kit that is proficient in either medicine and/or the healer’s kit sets the bone beforehand with a DC 15 Wisdom (Medicine) check.

On a Regular Failure on the above save roll 1d8 the following:

**1-2 Lose an Eye.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Only magic such as the regenerate spell can restore the lost eye. You also have the Open Wound Condition until it is resolved by Instant Magical Healing, Spellbound Healing, or successful Medical Treatment. If you have no eyes left after sustaining this injury, you’re blinded.

**3-4 Lose an Ear.** You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on hearing. You have advantage on Charisma (Intimidation) checks. You also have the Open Wound Condition until it is resolved by Instant Magical Healing, Spellbound Healing, or successful Medical Treatment. Only magic such as the regenerate spell can restore the lost ear.

**5 Lose Nose**. You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on smell. You have advantage on Charisma (Intimidation) checks. You also have the Open Wound Condition until it is resolved by Instant Magical Healing, Spellbound Healing, or successful Medical Treatment. Only magic such as the regenerate spell can restore the lost nose.

**6-8 Teeth Knocked Out.** You have disadvantage on Persuasion checks. When you cast a spell with a verbal component there you have disadvantage on the spell casting roll. If the spell fails, you still used your action to try to cast it, but the spell and either Roll for Burnout or take you penalties for failing spell rolls past your Faculty or Piety. If the injury is healed with Instant Magical Healing the previous penalties remain as it heals wrong and the gums needs gouged open bloodily for a chance to heal properly (essentially inflicting the Open Wound Condition). It heals properly heals if you receive successful Spell Bound Magical healing, but without magic your teeth won't grow back and continue to suffer disadvantage on Persuasion and spell casting rolls for spells with verbal components.

On a Success on the above save roll 1d4 the following:

**1-2 Blurred Vision.** You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. The injury heals if you receive Instant Magical Healing, Spellbound Healing, or alternative the injury heals after a single Recuperation Downtime Actions.

**3-4 Ringing Ears.** You have disadvantage on Wisdom (Perception) checks that rely on hearing. The injury heals if you receive Instant Magical Healing, Spellbound Healing, or alternative the injury heals after a single Recuperation Downtime Actions.

### The Dangers of Quackery

If a Medicine Skill check on a target with a lingering wound, stabilizing from death rolls a meet the following prerequisites that target makes a Constitution Save Throw vs DC 15, on a failure you gain the Festering Wound Disease below.

* The healer is using a proper healer’s kit and are proficient with a healer’s kit and/or Medicine. The Medicine skill check critically fumbles.
* The healer either lacks the both aforementioned proficiencies or isn’t using a proper healer’s kit. The Medicine skill check merely fails.
* The quack, who has no business doing type of care, both lacks any of the applicable proficiencies and isn’t using a proper healer’s kit. The Medicine skill check merely fails. The patient has disadvantage on the Constitution Save Throw to avoid the Festering Wound disease.

**Festering Wound.** Your hit point maximum is reduced by 1 every 24 hours the disease persists. If your hit point maximum drops to 0, you die. This persists until magic remedies the disease or if the injury is reopened, and someone with a healer’s kit that is proficient in either medicine and/or the healer’s kit can tend to the infection and make a DC 15 Wisdom (Medicine) check once every 24 hours. If the Constitution Save Throw to avoid a Festering Wound was a Critical Failure, also make a Save Throw to avoid Scarring against DC 15 with disadvantage. After ten success, the disease heals.

### New Condition

**Opened Wound.** You lose 1 hit point every hour the wound persists. The injury heals if you receive Instant Magical Healing, or Spellbound Healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every hour. After ten success, the injury heals.

# Stress

This is a grim, dark, and unforgiving world where mental fortitude is attacked and worn down as surely by the horrors of war, the trials of your values, exposure to things-man-was-not-meant-to-know, and psychic assaults upon our mind as talons, fangs, falls and blades whittle away your physical well-being. As Hit Points and Damage represent your physical endurance so your Stress Threshold and Stress Points do the same for your mental endurance.

## Stress Threshold

All creatures have a stress threshold, which represents their willpower, mental capacity to withstand hardships such as of the peril of combat, suffering grievous injuries, being exposed terrors, and even otherworldly forces assaulting their sanity. Creatures with higher stress thresholds are more resilient in the face of grim horrors of protracted battle campaigns or explorations of the terrifying abodes of dread needing only occasional respite, while those with low stress holds are easily broken and need to frequently seek either worldly diversions or spiritual solace to maintain their grip on reality.

For creatures with class levels their initial Stress Threshold at first level is equal to the starting hit points for their class, plus their Wisdom modifier. When level advancing creatures gain a new Hit Die for gaining a level they also roll that die and add their Wisdom Modifier until they reach 3rd level, after which point they only add a 1 for each additional level. For creatures without a class they roll their Hit Dice (or use their assigned die roll value) and adding their Wisdom Modifier for each Die.

For Example a Barbarian with a Wisdom Modifier of +1 would start with a stress threshold of 13 (as the starting hit point value for a barbarian is 12) at first level. At 2nd level, they roll 1d12 and get a 6 adding their wisdom modifier of +1 for a total of 7, increasing their stress threshold to 20. Contrast a nameless zero level noble with a -1 Wisdom for whom was rolled 1 on their d4 stress threshold would essentially be born mad, with their 0 stress threshold ensuring they have 5 Insanities by the time they could form full sentence and walk. Such NPC unfortunates act both as prey and predators helping make the world a darker place filled will inhumane cruelty.

All creatures start with zero stress points. When a character gains a stress point they become closer to reaching their stress threshold. When a creature has enough stress points to reach their stress threshold, they must make a DC 16 Virtue/Affliction check. On a result of 16 or higher they gain the Virtue listed on the Affliction and Virtue table corresponding to their modified roll. On a fail they gain the Affliction listed on the Affliction and Virtue table corresponding to their modified roll.

## Gaining Stress

A creature starts on zero stress points, but stress can be gained in the following ways:

* When a creature suffers Psychic damage, that creature gains stress points equal to the amount of damage they suffer.
* Whenever a creature suffers damage from a critical hit, they also gain stress points equal to the amount of damage dealt by that attack.
* When a creature is conscious in an unfamiliar environment where they cannot sense their surroundings, such as a creature without Darkvision, Tremorsense, or Blindsight being underground with no light, they gain 1d4 stress every ten minutes that they spend in the environment.
* When a creature has the Frightened Condition towards a creature, the afraid creature gains stress points equals to the other creature’s hit dice when in a combat scene against it.
* When a creature has the Frightened Condition towards situations or environments, the afraid creature gains 1d4 stress points every ten minutes that they spend in the environment or situation.
* When a creature is reduced to zero hit points, they immediately gain stress points equal to half their stress threshold.
* When a creature becomes aware that an ally is killed, that creature immediately rolls the dice used to calculate their ally’s hit points and gains the results as stress points.
* When a creature learns mind-bending secrets beyond what is safe to bear for their cosmic significance, they roll the dice they use to calculate their hit points and gain that as stress damage.
* When a creature rolls a critical failure while spell casting, using a spell-like, or a supernatural ability they gain 1d8 stress points per level of the spell or a DM arbitrated amount for miscellaneous supernatural abilities. For divine spellcasters this manifests as crisis of faith, while those wielding arcane, psionic or innate magic experience as backlash.
* A player whose character has an applicable Ideal, Bond, or Flaw exposed to an event which would be suitable traumatic given that character’ Ideal, Bond and Flaw may request the Dungeon Master to roll 1d8 stress points damage and receives 1 Inspiration Point as reward should the Dungeon Master decide to oblige.

Additionally the Dungeon Master may choose for other events to trigger characters gaining stress, such as a failed attack at a critical time, encountering especially disturbing environments, or enduring mentally difficult hardships not otherwise described here.

## Affliction and Virtue

*“Injury and despondence set the stage for heroism, or cowardice.”*

When a creature has enough stress points to reach their stress threshold, they must make a DC 16 Virtue/Affliction check. On a result of 16 or higher they gain the Virtue listed on the Affliction and Virtue table corresponding to their modified roll. On a fail they gain the Affliction listed on the Affliction and Virtue table corresponding to their modified roll. An Affliction remains until the character is reduced to zero stress points, a Virtue remains until the character completes a long rest. While a character has an Affliction or a Virtue they cannot gain another of either kind.

The primary modifiers to Virtue/Affliction check is that a creature gets a -1 cumulative for every point of Insanity or Corruption it has.

1. Affliction and Virtue

|  |  |
| --- | --- |
| d20 | Result |
| 1-3 or less | **Irrationality (Affliction)** You Treat all creature hostile or allied as a source of both the Charmed and Frightened Conditions. You must move out of any creature’s Reach (Disengaging is allowed) before you are allow actions other than moving out of Reach of other creatures. Your speech is rendered nonsensical word salad and automatically fail spell casting which requires Verbal components. |
| 4-5 | **Paranoid (Affliction)** You count as a Hostile creature for all creatures attempting to move into or through your space or those with the Fearful Affliction, and are compelled to spend your reaction making attacks of opportunity for those beings that try. You also may not willing be the recipient of any spell, effect, or ability from another creature and must always attempt a save throw to resist if possible. |
| 6-7 | **Selfish (Affliction)** You cannot cast spells or use supernatural abilities which are not offensive on any creature other than yourself, you may not use help actions, and you may not give items or administer potions to your allies. |
| 8-9 | **Abusive (Affliction)** You count as a Hostile creature for all game effects and rules, including the Fearful Affliction, to all other creatures. This does not prevent you from also being treated as an Ally another Creature but each another creature does something that would be dependent on you being their Ally they suffer 1d4 Stress as your irrepressible emotional affect of burning contempt, profound disgust, and cutting scorn for them lashes out in a way unnatural to the mentally well that even a blind and deaf being couldn’t fail to notice and be upset and hurt by. You may also treat other willing beings as Allies, but you suffer 1d4 Stress Points each time you do so in a way that depends on them being an Ally as you can’t help but imagine a phantasmal mirror of your own emotional state coming back from them. |
| 10-11 | **Fearful (Affliction)** You gain the Frightened Condition in which you treat all creatures which are Hostile or count as Hostile as a source of the condition. |
| 12-13 | **Hopeless (Affliction)** You cannot gain advantage on any rolls. When you gain stress you gain an additional 1d6. When you are resistant to Stress Point Loss while you have this affliction. |
| 14-15 | Masochistic (Affliction) You cannot take the disengage action in combat. Also attack rolls against you gain Advantage. However taking damage from Critical Hits against you doesn’t inflict Stress Points while you have this Affliction and if you have the Reckless Attack class ability must use that every turn in which you attack instead of merely granting Advantage to those attacking you. |
| 16 | **Powerful (Virtue)** You vent your incredible frustration and mental anguish on your foes, rolling damage dice twice and take the higher the two results. |
| 17 | **Courageous (Virtue)** When you gain this Virtue remove any Frightened Conditions you may have which do not return until combat is over if caused by a phobia. While you have this Virtue you gain advantage on save throws to resist the Frightened Condition. |
| 18 | **Stalwart (Virtue)** When you first gain this Virtue reduce your Stress Points by one half. While you have this Virtue you are Resistant to gaining Stress Points. |
| 19 | **Valorous (Virtue)** You become a beacon of hope to your Allies as you fight. Every time you score score a critical against a creature you and your Allies within 20ft that can sense the strike which they share being Hostile towards, your Allies reduce their Stress points by 1d4 as long as you have this virtue. |
| 20 or greater | **Focus (Virtue)** You double your proficiency bonus on attack rolls. If the d20 roll you make for an attack is 18, 19, or 20, it is considered a critical hit. |

### Affliction

1. *“Reeling, Gasping. Taken over the edge into madness.”*
2. A character that gains an Affliction uses the rules of that Affliction presented here during their turn while in combat until they no longer have that Affliction. Outside of combat for Afflictions which mention a ‘trigger’, that occurs every 10 minutes instead.

### Virtue

1. *“Many fall in the face of chaos, but not this one, not today.”*
   1. A character that gains a Virtue uses the rules of that Virtue presented here during their turn while in combat until they no longer have that Virtue. Outside of combat for Virtue which mention a ‘trigger’, that occurs every 10 minutes instead.

## Further Stress and Insanity

When a creature reaches their Stress Threshold and gains Afflictions or Virtue, they can still gain Stress Points. When a creature’s total stress points reach double their stress points they gain an Insanity Point, an Insanity assigned by the Dungeon Master to represent that point, and then reduce their stress points back down to their stress threshold again. From here their stress points can either be reduced or continues to build up until they gain another Insanity Point and Insanity. Each Insanity gained is not arbitrary and always fit the circumstance of the stress point gain that caused it, from a certain, sometimes ironic or perverse, perspective. the Upon reaching 5 Insanity Points a creature is no longer sane enough to be a player character and becomes either a catatonic or a criminally insane serial killer NPC run by the Dungeon Master.

## Relieving Stress

Normally reducing stress points is is much more challenging than recovering hit points. The four general routes Stress relief include the results of certain Virtues offer (like gaining Stalwart or being near a Valorous Ally making critical hits against a shared foe), class features listed below in Stress and Class Abilities which reduce Stress, a variety seeking spiritual solace down time actions or indulging in worldly diversions down time actions.

## Stress and Class Abilities

Using these variant rules, some class abilities can have effects on creature's stress points, listed as follows:

### Barbarian

**Rage.** While raging, you gain 1d4 stress points at the start of each of your turns. When you end your rage, you reduce your stress points by a number equal to your proficiency bonus plus your barbarian level.

### Bard

**Bardic Inspiration.** A creature may roll its Bardic Inspiration die to remove a number of stress points equal to the number rolled plus the creature's Wisdom modifier.

### Cleric

**Divine Intervention.** On a successful divine intervention, immediately reduce your stress points to zero.

### Druid

**Wild Shape.** When you use your Wild Shape ability, all creatures within 20 feet of you must make a Wisdom saving throw equal to your spell save DC. On a failed save, a creature gains 1d4 stress points. You retain any stress points gained while outside of wild shape when you take on your wild shape, and any stress points you have in Wild Shape form are retained when you return to your normal form.

### Fighter

**Second Wind.** When you use your Second Wind ability, you lose stress points equal to the amount of damage healed.

### Monk

**Stillness of Mind.** As part of this ability you may use an action to reduce your stress points by 1d8 plus your Wisdom modifier.

### Paladin

**Lay on Hands.** You may use this ability to reduce a creature’s stress points instead of heal a creature’s hit points.

**Aura of Courage.** All creatures within range of this ability reduce the amount of stress points gained by your Charisma modifier.

### Ranger

**Favoured Enemy.** You reduce the amount of stress points gained from enemy attacks and abilities by half when fighting your Favoured Enemy.

**Natural Explorer.** When gaining stress points in your Favoured Terrain, reduce the amount of stress points you gain by an amount equal to your proficiency bonus.

### Rogue

**Uncanny Dodge.** When halving damage suffered, also halve the amount of stress points you would gain from that attack.

### Warlock

**Eldritch Invocation.** When an Eldritch Invocation would affect a creature other than yourself, that creature also gains stress points equal to your proficiency bonus.

### Wizard

**Spellcasting.** When you copy a necromancy spell into your spellbook, you gain 1d6 stress points if necromancy is not your arcane tradition.

# Insanity

There are many ways to go mad, corruption from the critical failure of using arcane magic or foul divine magic can cause the gain of Insanity Points and their associated Insanities, some diseases add Insanity Points and associated Insanities, as do some poisons as well, but the leading cause of Insanity Point gain and their associated Insanities is reaching twice a creature’s Stress Threshold.

## Sample Insanities:

### Phobias

There are nearly infinite versions of these Insanities. For each phobia a creature gains the Dungeon Master chooses a relatively specific category of creature, situation, or environment which is a source of the Frightened Condition when the character encounters it. The Frightened Condition persists as long as exposed to the source and 10 minutes thereafter. (**Examples:** *Creature-*Creatures that appear to be Humanoids in the Old or Venerable Age Category A.K.A. Gerontophobia; *Creature-* Creatures that appear to be Spiders A.K.A. Arachnophobia; *Situation*-Squeezing or having Restrained Condition A.K.A. Claustrophobia; *Environment*-Areas of Dim Light and Darkness A.K.A. Nyctophobia)

### Compulsions

There are nearly infinite versions of these Insanities. For each compulsion a creature gains the Dungeon Master chooses a relatively specific action a character must perform every four hours they are awake or suffer involuntarily-self inflicted 1d4 Psychic Damage unless the creature already has 5 Insanity Points, in which case it suffers involuntarily-self inflicted 5d10 Psychic Damage.(**Examples:** Washing, cleaning and scrubbing; Stealing small items; Collecting and hoarding new worthless refuse; Blurting out uncomfortable truths; [*For R-rated games and those with a more mature audience/table*] Specific types of Sexual activities; Using Mind-Altering Substances; Inflicting minor self-harm) **Dungeon Master Note:** If Stress Point gain from this Psychic Damage causes another Insanity Point to be gained often the new Insanity will be a Phobia applicable to the reason they were unable to act out their compulsion.

# Inventory

In a dark and dangerous world having the right gear at the right time can make all the difference between life and death.

Great emphasis is placed on your inventory—what you carry and where you carry it are important things to keep track of. This chapter introduces new systems to help track and manage your inventory easily.

## Slot-Based Inventory

Inventory is managed using item slots, not item weight. These abstract slots represent the combined storage capacity of your bags/belts/weapon sheaths/etc—the more item slots you have, the more items you can carry.

### Your Inventory Capacity

To calculate your character's inventory capacity, first check your character size—the bigger you are, the more space you have about your person to carry items.

Character Size

|  |  |  |  |
| --- | --- | --- | --- |
| Size | Slots | Size | Slots |
| Tiny | 9 | Large | 21 |
| Small | 15 | Huge | 27 |
| Medium | 18 | Gargantuan | 39 |

Next, check your character's strength—the stronger you are, the more items you can carry. You gain (or lose) a number of item slots equal to your STR modifier. Finally, check the type of armor you are wearing. Armor is big and bulky—the bigger the armor, the less inventory space you have for other gear.

Character Armor

|  |  |  |  |
| --- | --- | --- | --- |
| Armor | Slots | Armor | Slots |
| None | 0 | Medium | -6 |
| Light | -3 | Heavy | -9 |

Examples

* *Valiant, a human cleric, is a medium-sized creature (18 slots) with +2 STR (+2 slots) wearing heavy armor (-9 slots). He can carry 11 slots of additional gear.*
* *Crackle, a Gremlin wizard, is a small creature (15 slots) with -1 STR (-1 slot) and no armor. It can carry up to 14 slots worth of equipment.*

### Basic Food, Water & Coin

In addition to item slots, your character can freely carry one ration box, one waterskin, and one purse. These don't occupy any slots and can store a small amount of basic supplies—food, water, and money.

* **Ration box:** Stores up to five basic food rations.
* **Waterskin:** Holds enough liquid for five drink rations.
* **Purse:** Holds up to 100 assorted coins.

While these extra containers don't occupy any item slots, they can still be affected by NPCs and monsters—stolen, damaged, destroyed, etc—so beware.

### Worn Items

Worn items, such as gloves, boots, hats, bracers, etc—with the exception of armor—don't occupy any inventory space until you unequip them and put them back into storage.

### Encumbrance

If you find yourself carrying more than your inventory capacity allows, you are encumbered. While you are encumbered:

* You have disadvantage on all rolls.
* Your speed is halved
* You gain hunger, thirst, and fatigue at twice the rate.

### Inventory Interactions

You must draw an item from your inventory before you can use it. During your turn, you may use your one free object interaction (PHB p190) with your inventory to:

* **Add/sheathe one item** (or collection of tiny items).
* **Remove/draw one item** (or collection of tiny items).

To make a second change to your inventory during the same turn, or to interact with another character's inventory, you must take the Use an Object action.

Example

* *Krazak wants to draw out his axe and charge forward, bashing open a door in his way. To do this, he must use his free object interaction to grab the axe from his inventory, his movement to rush forward, and the Use an Object action to bash open the door.*
* *Viridian, meanwhile, wants to draw both a sword and a healing potion from his bag on his turn. He draws the sword as his free object interaction, and uses his full action to take out the potion.*

## Containers

The point of this inventory system is to help form the mental image that the things written down on the sheet represent physical objects within that game world and affects the description of those carrying them so that they are not forgotten and may remind interaction is possible. For that reason the granular system of inventory management that puts focus on item placement, is Containers.

Characters divide their total number of item slots into distinct containers—bags, belts, sheathes, etc—that they name, categorise, and place about their person. These containers describe where an item is on your character.

Example

* *Viridian has 11 item slots in his inventory. He divides this into a 4-slot weapon sheath (for his war pick and shield), a 3-slot belt (for his healer's kit and torch), and a 4-slot bag (for his prayer book and bedroll).*

### Container Categories

Containers can be broadly separated into 4 categories. When creating your inventory containers, assign a category to each—you can mix and match categories however you like, or rename them to something more fitting to your character (purse, bandolier, backpack, etc). Some containers can only hold items of a particular size, or require more time to retrieve an item—so pick the right containers to suit your needs.

**Bag:** A bag holds items of any size. You can draw an item from a bag with a full action.

**Belt:** A belt can hold only small and tiny items. You can draw an item from a belt with a free action.

**Sheath:** A sheath holds weapons and shields. You can draw an item from a sheath with a free action.

**Quiver:** A quiver stores bows, crossbows, arrows, quarrels, and javelins. You can draw an item from a quiver with a free action.

Example

* *Krazak wants rapid access to his weapons—he puts them in a sheath so he can draw them as a free action. His downtime equipment—cooking tools, gaming sets, whetstones, etc—is unlikely to be needed at sudden notice, and can be stashed safely away in a bag.*

### Changing Containers

Characters can change their containers for free during a short rest, providing they have access to basic supplies and commodities via a village, town, or city.

Example

* *While in town, Viridian swaps out a 6-slot bag for a 4-slot bag and 2-slot belt to hold his healing potions.*

### Equipping Characters

To demonstrate how containers work, here is a new characters who—after buying equipment—divide up her item slots into appropriate containers.

Example

***Chansi, Halfling Ranger***

*Chansi, a halfing ranger with -1 STR, can only carry 14 item slots due to her small size and strength—humans have it so easy. Rolling 12, she starts with 120 gp.*

*Some decent leather armor is a must when ranging*

*through the wild forests—animals have sharp claws.*

*Chansi favors the trap and shortbow, but carries a*

*sword and dagger for times when her prey gets too close.*

Chansi’s Inventory

|  |  |  |
| --- | --- | --- |
| Container | Type | Contents |
| 1 | Quiver (3) | Shortbow (25 gp, 2 slot) Arrows (1 gp, 1 slot) |
| 2 | Sheath (3) | Shortsword (10 gp, 2 slots) Dagger (2 gp, 1 slots) |
| 3 | Bag (5) | Hunting Trap (5 gp, 2 slot) Rope (1 gp, 1 slot) |
| — | Worn (3) | Studded Leather (45 gp, 3 slots) |
| — | Ration Box | Basic Ration (5) |
| — | Waterskin | Clean Water (5) |
| — | Purse | 31 gp (31 coins) |

*The armor was costly, but it's saved Chansi's life on more than one occasion—well worth the price, and there's always work for a talented ranger nowadays.*

### Magical Containers

Some containers have magical—or otherwise enhanced —properties that change their capacity or durability:

* **Bag of Holding:** This magical creation works much like a normal bag, but can hold many more items. Equipping a Bag of Holding gains you +6 item slots.
* **Handy Haversack:** This magical bag acts like an improved Bag of Holding. Equipping a Handy Haversack gains you +12 item slots.
* **Portable Hole:** This magical object can be carried as a small item, occupying 1 item slot. When folded out, a Portable Hole acts as a separate bag with 18 slots.

A character can only equip one Bag of Holding or Handy Haversack at a time, and—while equipped with one—cannot store a Portable Hole in their expanded inventory without destroying both items (DMG p185).

Example

* *In the ruins of the Arcane Sanctum, Valiant is fortunate enough to find a Bag of Holding—still intact after all these years. He replaces his ordinary leather bag with it, increasing his total inventory space by +6 slots.*

## Item Sizes

Item size is measured in slots, telling you just how much space an item requires in your inventory. Items generally fall into one of four sizes: tiny, small, medium, and large.

Descriptions of Item Sizes

|  |  |  |
| --- | --- | --- |
| Size | Description | Slots |
| Tiny | Very small (smaller than a hand); Can hold many in one hand. | 0.2 |
| Small | Short length (up to a handspan / 9 inches); Held comfortably with one hand. | 1 |
| Medium | Medium length (up to an arms-length / 2ft); Held with one hand. | 2 |
| Large | Long length (longer than an arm); Requires one or two hands to hold. | 3 |

When categorizing an item, consider the overall size of it against the average person—don't worry too much about weight unless there's good reason to.

### Opportunities for Drama and Conflict

**DM:** *Clanda, inside the chest you find 300 silver coins and a small marble carving of a horse.*

**Clanda:** *Brilliant. I'll pour it all into my bag.*

**DM:** *300 coins will take up 3 slots, and the statue another 1 slot. What's your load?*

**Clanda:** *Damn it, 4 slots puts me way over my limit. Hey, dwarf—you have room, carry this for me.*

**Krazak:** *Sure thing, witch. For a price.*

**Clanda:** *Son of a...*

### Stacking Items

You can store up to 5 tiny items, 5 gemstones, or 100 assorted coins in a single item slot.

### Extra-Large Items

Some items may be extra-large—a big water barrel, a giant's sword, a stone boulder. When deciding the size of these items, use multiples of 3 slots—6, 9, 12, etc.

Armor

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Armor Class (AC) | Cos | Size |
| Light, Padded | 11 + DEX | 5 gp | L, 3 |
| Light, Leather | 11 + DEX | 10 gp | L, 3 |
| Light, Studded Leather | 12 + DEX | 45 gp | L, 3 |
| Medium, Hide | 12 + DEX (Max 2) | 10 gp | XL, 6 |
| Medium, Chain Shirt | 13 + DEX (Max 2) | 50 gp | XL, 6 |
| Medium, Scale Mail | 14 + DEX (Max 2) | 50 gp | XL, 6 |
| Medium, Breastplate | 14 + DEX (Max 2) | 400 gp XL, 6 |  |

Armor

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Armor Class (AC) | Cost | Size |
| Medium, Half Plate | 15 + DEX (Max 2) | 750 gp | XL, 6 |
| Heavy, Ring Mail | 14 | 30 gp | XXL, 9 |
| Heavy, Chain Mail | 16 | 75 gp | XXL, 9 |
| Heavy, Splint Mail | 17 | 200 gp | XXL, 9 |
| Heavy, Plate Mail | 18 | 1,500 gp | XXL, 9 |
| Shield | +2 | 10 gp | M, 2 |

Weapons

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Damage | Cost | Size |
| Battleaxe | 1d8 slashing | 10 gp | L, 3 |
| Blowgun | 1 piercing | 10 gp | S, 1 |
| Club | 1d4 bludgeoning | 1 sp | M, 2 |
| Crossbow, Hand | 1d6 piercing | 75 gp | S, 1 |
| Crossbow, Light | 1d8 piercing | 25 gp | M, 2 |
| Crossbow, Heavy | 1d10 piercing | 50 gp | L, 3 |
| Dagger | 1d4 piercing | 2 gp | S, 1 |
| Dart | 1d4 piercing | 5 cp | T, 0.2 |
| Flail | 1d8 bludgeoning | 10 gp | M, 2 |
| Glaive | 1d10 slashing | 20 gp | L, 3 |
| Greataxe | 1d12 slashing | 30 gp | L, 3 |
| Greatclub | 1d8 bludgeoning | 2 sp | L, 3 |
| Greatsword | 2d6 slashing | 50 gp | L, 3 |
| Halberd | 1d10 slashing | 20 gp | L, 3 |
| Handaxe | 1d6 slashing | 5 gp | M, 2 |
| Javelin (5) | 1d6 piercing | 5 sp | L, 3 |
| Lance | 1d12 piercing | 10 gp | L, 3 |
| Light Hammer | 1d4 bludgeoning | 2 gp | S, 1 |
| Longbow | 1d8 piercing | 50 gp | L, 3 |
| Longsword | 1d8 slashing | 15 gp | L, 3 |
| Mace | 1d6 bludgeoning | 5 gp | M, 2 |
| Maul | 2d6 bludgeoning | 10 gp | L, 3 |
| Morningstar | 1d8 piercing | 15 gp | M, 2 |
| Musket | 1d12 piercing | 500gp | L, 3 |
| Net | — | 1 gp | S, 1 |
| Pike | 1d10 piercing | 5 gp | L, 3 |
| Pistol | 1d10 piercing | 250gp | S,1 |
| Quarterstaff | 1d6 bludgeoning | 2 sp | L, 3 |
| Rapier | 1d8 piercing | 25 gp | M, 2 |
| Scimitar | 1d6 slashing | 25 gp | M, 2 |
| Shortbow | 1d6 piercing | 25 gp | M, 2 |
| Shortsword | 1d6 piercing | 10 gp | M, 2 |
| Sickle | 1d4 slashing | 1 gp | S, 1 |
| Sling | 1d4 bludgeoning | 1 sp | S, 1 |
| Spear | 1d6 piercing | 1 gp | L, 3 |
| Trident | 1d6 piercing | 5 gp | L, 3 |
| War Pick | 1d8 piercing | 5 gp | M, 2 |
| Warhammer | 1d8 bludgeoning | 15 gp | L, 3 |
| Whip | 1d4 slashing | 2 gp | S, 1 |

Animals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Animal | Size | Speed | Cost | Capacity |
| Camel | Large | 50ft | 50 gp | 21 slots |
| Donkey or Mule | Medium | 40ft | 8 gp | 18 slots |
| Elephant | Huge | 40ft | 200 gp | 27 slots |
| Horse, Draft | Large | 50ft | 50 gp | 21 slots |
| Horse, Riding | Large | 60ft | 75 gp | 21 slots |
| Mastiff | Medium | 40f | 25 gp | 18 slots |
| Pony | Medium | 40ft | 30 gp | 18 slots |
| Warhorse | Large | 60ft | 400 gp | 21 slots |

Equipment Packs

|  |  |  |
| --- | --- | --- |
| Pack | Cost | Total Size |
| Burglar's Pack | 16 gp | 15 slots |
| Diplomat's Pack | 39 gp | 9 slots |
| Dungeoneer's Pack | 12 gp | 11 slots |
| Entertainer's Pack | 40 gp | 10 slots |
| Explorer's Pack | 10 gp | 10 slots |
| Priest's Pack | 19 gp | 7 slots |
| Scholar's Pack | 40 gp | 5 slots |

Adventuring Gear

|  |  |  |
| --- | --- | --- |
| Name | Cost | Size |
| Abacus | 2 gp | S, 1 |
| Acid (vial) | 25 gp | T, 0.2 |
| Alchemist’s Fire (flask) | 50 gp | S, 1 |
| Ammo, Arrows | (20) 1 gp | S, 1 |
| Ammo, Bolts | (20) 1 gp | S, 1 |
| Ammo, Bullets (20) | 4 cp | S, 1 |
| Ammo, Needles (50) | 1 gp | S, 1 |
| Antitoxin (vial) | 50 gp | T, 0.2 |
| Arcane Focus, Crystal | 10 gp | S, 1 |
| Arcane Focus, Orb | 20 gp | S, 1 |
| Arcane Focus, Rod | 10 gp | S, 1 |
| Arcane Focus, Staff | 5 gp | L, 3 |
| Arcane Focus, Wand | 10 gp | S, 1 |
| Ball Bearings (1,000) | 1 gp | S, 1 |
| Barrel | 2 gp | XXL, 9 |
| Bedroll | 1 gp | M, 2 |
| Bell | 1 gp | S, 1 |
| Blanket | 5 sp | S, 1 |
| Block & Tackle | 1 gp | S, 1 |
| Book | 25 gp | S, 1 |
| Bottle, Glass | 2 gp | S, 1 |
| Bucket | 5 cp | M, 2 |
| Caltrops (20) | 1 gp | S, 1 |
| Candle | 1 cp | T, 0.2 |
| Case | 1 gp | S, 1 |
| Chain (10 ft) | 5 gp | S, 1 |
| Chalk (1 piece) | 1 cp | T, 0.2 |
| Chest | 5 gp | XL, 6 |
| Clothes, Common | 5 sp | S, 1 |
| Clothes, Costume | 5 gp | M, 2 |
| Clothes, Fine | 15 gp | M, 2 |
| Clothes, Traveler’s | 2 gp | S, 1 |
| Component Pouch | 25 gp | S, 1 |
| Crowbar | 2 gp | M, 2 |
| Druid Focus, Mistletoe | 1 gp | S, 1 |
| Druid Focus, Staff | 5 gp | L, 3 |
| Druid Focus, Totem | 1 gp | S, 1 |
| Druid Focus, Wand | 10 gp | S, 1 |
| Fishing Tackle | 1 gp | S, 1 |
| Flask or Tankard | 2 cp | S, 1 |
| Game, Cards | 5 sp | S, 1 |
| Game, Dice | 1 sp | S, 1 |
| Game, Dragonchess | 1 gp | S, 1 |

|  |  |  |
| --- | --- | --- |
| Name | Cost | Size |
| Game, 3 Dragon Ante | 1 gp | S, 1 |
| Grappling Hook | 2 gp | S, 1 |
| Hammer | 1 gp | S, 1 |
| Hammer, Sledge | 2 gp | L, 3 |
| Holy Symbol, Amulet | 5 gp | S, 1 |
| Holy Symbol, Emblem | 5 gp | S, 1 |
| Holy Symbol, Reliquary | 5 gp | S, 1 |
| Holy Water (flask) | 25 gp | S, 1 |
| Hourglass | 25 gp | S, 1 |
| Hunting Trap | 5 gp | S, 1 |
| Ink | 10 gp | T, 0.2 |
| Ink Pen | 2 cp | T, 0.2 |
| Instrument, Bagpipes | 30 gp | L, 3 |
| Instrument, Drum | 6 gp | M, 2 |
| Instrument, Dulcimer | 25 gp | L, 3 |
| Instrument, Flute | 2 gp | S, 1 |
| Instrument, Horn | 3 gp | M, 2 |
| Instrument, Lute | 35 gp | M, 2 |
| Instrument, Lyre | 30 gp | M, 2 |
| Instrument, Pan Flute | 12 gp | S, 1 |
| Instrument, Shawm | 2 gp | M, 2 |
| Instrument, Viol | 30 gp | M, 2 |
| Jug or Pitcher | 2 cp | S, 1 |
| Kit, Climbers | 25 gp | S, 1 |
| Kit, Disguise | 25 gp | S, 1 |
| Kit, Forgery | 15 gp | S, 1 |
| Kit, Healer’s | 5 gp | S, 1 |
| Kit, Mess | 2 sp | S, 1 |
| Kit, Poisoner’s | 50 gp | S, 1 |
| Ladder (10 ft) | 1 sp | L, 3 |
| Lamp | 5 sp | S, 1 |
| Lantern, Bullseye | 10 gp | S, 1 |
| Lantern, Hooded | 5 gp | S, 1 |
| Lock | 10 gp | S, 1 |
| Magnifying Glass | 100 gp | S, 1 |
| Manacles | 2 gp | S, 1 |
| Mirror, Steel | 5 gp | S, 1 |
| Oil (flask) | 1 sp | S, 1 |
| Paper (1 sheet) | 2 sp | T, 0.2 |
| Parchment (1 sheet) | 1 sp | T, 0.2 |
| Perfume (vial) | 5 gp | T, 0.2 |
| Pick, Miner’s | 2 gp | L, 3 |
| Piton | 5 cp | S, 1 |

|  |  |  |
| --- | --- | --- |
| Name | Cost | Size |
| Poison, Basic (vial) | 100 gp | T, 0.2 |
| Pole (10 ft) | 5 cp | L, 3 |
| Pot, Iron | 2 gp | S, 1 |
| Potion of Healing | 50 gp | S, 1 |
| Ram, Portable | 4 gp | XL, 6 |
| Ration (1) | 1 sp | T, 0.2 |
| Rope, Hempen (50 ft) | 1 gp | S, 1 |
| Rope, Silk (50 ft) | 10 gp | S, 1 |
| Scale, Merchant’s | 5 gp | S, 1 |
| Sealing Wax | 5 sp | T, 0.2 |
| Shovel | 2 gp | L, 3 |
| Signal Whistle | 5 cp | T, 0.2 |
| Signet Ring | 5 gp | T, 0.2 |
| Soap | 2 cp | T, 0.2 |
| Spellbook | 50 gp | S, 1 |
| Spikes, Iron (10) | 1 gp | S, 1 |
| Spyglass | 1,000 gp | S, 1 |
| Tent, Two-person | 2 gp | L, 3 |
| Tinderbox | 5 sp | S, 1 |
| Tools, Alchemist | 50 gp | M, 2 |
| Tools, Brewer | 20 gp | M, 2 |
| Tools, Calligrapher | 10 gp | S, 1 |
| Tools, Carpenter | 8 gp | S, 1 |
| Tools, Cartographer | 15 gp | S, 1 |
| Tools, Cobbler | 5 gp | S, 1 |
| Tools, Cook | 1 gp | M, 2 |
| Tools, Glassblower | 30 gp | M, 2 |
| Tools, Jeweler | 25 gp | S, 1 |
| Tools, Leatherworker | 5 gp | M, 2 |
| Tools, Mason | 10 gp | M, 2 |
| Tools, Navigator | 25 gp | S, 1 |
| Tools, Painter 10 | gp | M, 2 |
| Tools, Potter | 10 gp | M, 2 |
| Tools, Scrimshaw | 2 gp | S, 1 |
| Tools, Smith | 20 gp | M, 2 |
| Tools, Thieves | 25 gp | S, 1 |
| Tools, Tinker | 50 gp | S, 1 |
| Tools, Weaver | 1 gp | M, 2 |
| Tools, Woodcarver | 1 gp | S, 1 |
| Torch | 1 cp | S, 1 |
| Vial | 1 gp | T, 0.2 |
| Waterskin | 2 sp | S, 1 |
| Whetstone | 1 cp | S, 1 |

### Transportation

Vehicles—mules, carts, ships, trains—store items in the same way as characters: using item slots. Vehicles generally come in four sizes—anything larger is assumed to have as many slots as it needs.

Transport Capacity

|  |  |
| --- | --- |
| Size | Examples Slots |
| Small Mule, Horse, Donkey, Wheelbarrow | 18 |
| Medium Cart (2 wheels), Chariot | 32 |
| Large Wagon (4 wheels), Carriage, Boat | 64 |
| Huge Ship | 128 |

A vehicle's storage capacity may be divided into separate compartments. A mule, for example, may carry two 9-slot bags, while a cart has a single 32-slot space.

### Chests, Crates, & Barrels

Some items can only safely be transported in bulk within storage containers—chests, crates, and barrels. These containers hold a number of slots equal to their size:

A small chest fills 1 slot and holds 1 item slot.

A large crate fills 3 slots and holds 3 item slots.

An xx-large barrel fills 9 slots and holds 9 item slots.

# Downtime Activities

Between Adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in Duration, but each downtime activity requires a certain number of measured days for some actions or measured in weeks for other actions to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The time periods the particular down time is measured in do not need to be consecutive but does need to be used in whole. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime Activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

### Brewing Medicines and Poisons

Potions of healing fall into a special category for item crafting, separate from other magic items. A character proficient with the herbalism kit can create them, and can gather the ingredient summarized in the Materia Medica by Dael Kingsmill.

### Build, Claim or Upgrade Stronghold

A Stronghold is the basic unit of Settlements and even Ships using the rules found in Strongholds and Followers. See Pages 9 – 14. Strongholds are also vital to Training, which is required to level.

A **keep** is a martial stronghold. Variant include: Barbarian Camps, Both Legitimate and Illegitimate (ie Pirate) Naval Ships, Goblinoid Warrens

A **tower** is an arcane stronghold. These are the School Variant not the spell research variant but also must be constructed at a Place of Power (See Magic) appropriate to the school.

A **temple** is a divine stronghold. In this Setting these are divided into three broad categories, Holy, Natural, and Profane. Holy is dedicated to the monotheistic faith, the Light and summons the Celestial Host row for Servitors only, Nature is Ranger and Druid based divine magic with Court of Arcadia (Fey) row for Servitors only, with Profane being a variety of demonic, diabolical, primordial, necrotic and even alien or elder faiths which vary appropriate among the remaining rows except The Inexorables (Contructs) row.

An **establishment** is an espionage and economic stronghold. This type of Stronghold is how managing a business is handled in this setting, and depending on the types of these are within a Settlement determine much of what type of downtimes activities can be done there.

A castle combines two or more of the above into a larger complex owned and run by multiple characters, each of whom can gain the mechanical benefits thereof.

### Crafting

You can craft nonmagical Objects, including Adventuring Equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan’s tools). You might also need access to Special materials or locations necessary to create it. For example, someone proficient with smith’s tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend Crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5- gp increments until you reach the market value of the item. For example, a suit of Plate Armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the Crafting of a single item, provided that the characters all have proficiency with the requisite tools and are Working Together in the same place.

Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of Plate Armor in 100 days, at a total cost of 750 gp.

While Crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

### Practicing a Profession

You can work between Adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a Temple or a thieves’ guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your Performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

### Recuperating

You can use downtime between Adventures to recover from a debilitating injury, burnout, disease, or poison.

After a week of downtime spent Recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

* End one effect on you that prevents you from regaining Hit Points.
* Gain advantage on Saving Throws against a single disease or poison currently affecting you for the duration of your Recuperating Downtime Action.
* Restore your spell Burnout die back to d12.

Care from a healer with healer kit grants Advantage on the Constitution Save Throw and varies in price.

### Researching

The time Between Adventures is a great chance to perform Research, gaining insight into mysteries that have unfurled over the course of the campaign.

Research can include poring over dusty tomes and crumbling scrolls in a Library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your Research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your Research (such as needing to seek out a specific individual, tome, living a particular life style, or location). The GM might also require you to make one or more Skill Checks, such as a Wisdom (Investigation) check in any life style of modest or above and access to to the clues gathered by the guards to isolate the potential suspects to a reasonable amount to personally interview, Intelligence (Nature) to with access to a prestigious library while living an aristocratic life style to get access to and understand a treatise on the effects a particular magical beast has had on an areas ecology, or a Charisma (Persuasion) check while gathering rumors living a poor or squalid lifestyle to find out who in town might be the right person to ask about finding dishonest work. Once those Conditions are met, you learn the information if it is available.

For each day of Research, you must either spend gp appropriate to the venue used for the research to cover your Expenses as dictated by the Dungeon Master, or receive access as a quest reward or background trait. This cost is in addition to your normal lifestyle Expenses. Note Research may be required.

**Specific Example of Research**

**Studying a Magic Item to Reverse Engineer its Formula**

Only spell casters may study magic items to discern a formula to create her. To discover the formula by studying a magical item it must have been created from the same source of magic as the spell caster studying it. If the rolled is equal or greater than a set DC, the formula is discovered. This is a specific subset of the Research Downtime Action, with guidelines given here. Artifacts and Intelligent magical items cannot be studied or created (with the exception of being a Hexblade Warlock whose soul upon death empowers their weapon to become Intelligent). Only one item can be studied per day of research, it always requires a skill check based on the type of magic and the additional lifestyle expense cost is based on the following chart, which can be expensive.

Reverse Engineer Magic Item Research

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item Rarity | Daily Research Expense | Skill & Save DC | Critical Blast Radius | Critical Blast Damage |
| Common | 10gp | 15 Base DC | 5ft | 4d6 |
| Uncommon | 25gp | 20 Base DC | 15ft | 6d6 |
| Rare | 50gp | 25 Base DC | 25ft | 7d6 |
| Very Rare | 100gp | 30 Base DC | 100ft | 8d6 |
| Legendary | 250gp | 35 Base DC | 1000ft | 12d6 |

As an exception to the research rules it is possible to is possible to study an item without expenses, but to eschew the investments needed for proper study forfeits the spellcaster's Proficiency bonus and grants the rolls disadvantage. These expenses represent an array of things, from alchemical testing supplies, laborer wages, compensation to the families of dead test subjects, burnt offerings to your god, donations to ecclesiastical orders of your faith, but being able to spend them means being in residence or lodged in civilized area where applicable clergy, laborers, experts, and artisans are available. This limitation is one of the major reasons naturistic faiths don't study magical items to learn formulas, and tend to lean on brewing medicines and poisons.

Studying magic items also carries risk. On a Critical Failure or Critical Success studying the item unleashes a magical backlash blast and items which are not indestructible are destroyed. Beings within the blast radius must make save throw whose DC is set by the above table for their rarity against the Ability used to study the destroyed item for half of the Critical Blast damage for that item, and gains a point of Corruption whose changes are appropriately themed for the item and its magic source. Non-magical items within the radius suffer double Critical Blast damage within the radius, while magical items are untouched. The difference between critical failure and critical success is the result after leaving the studied item destroyed in a magical blast. The critical failure don't grant the formula, but has all the aforementioned . Critical success gain you a new formula which is just than figuring out how to reproduce the magic item type (like a +1 dagger) or property (like flaming) but instead is a magic item of the same rarity which shares a motif or theme with the destroyed item which you choose and the DM approves, (in essence inventing or re-inventing a new formula for that type of magical item) and additionally you have advantage on rolls to make your first of specific magic item and the save throw for the Critical Blast Damage. The skill check DC can be reduced through positive influences to the study process, such as using a lab. The DC can be increased through negative influences on the study process, such as studying in the wilderness while adventuring. The ability modifier used for the roll is the same as used by the spell caster spell DC, and the skill is based on the source of magic.

**Influences on Studying Magical Items**

Influences on studying, whether positive or negative, are fully at the discretion of the DM. Listed below are some

examples of positive and negative influences.

Example Positive Influences on Studying:

|  |  |
| --- | --- |
| Influence | Effect |
| Using thematically appropriate Place of Power with equipped an arcane lab or holy site | -5 DC |
| Using specialized or thematically appropriate book or tome | -1 DC |
| Using specialized or thematically appropriate library of books\* | -3 DC |
| Using a legendary library with extensive world-spanning knowledge on thematically appropriate magical theory\* | -5 DC |
| Thematically appropriate weather | -1 DC |
| Studying the item at the Place of Power where it specifically was created\* | -10 DC |
| Having an arcane apprentice or holy acolyte succeed in research roll | Gain advantage |

Example Negative Influences on Studying:

|  |  |
| --- | --- |
| Influence | Effect |
| Studying in the settlements smaller than a town\* | +1 DC |
| Studying in the settlements smaller than a village\* | +3 DC |
| Studying in the wilderness | +5 DC |
| Current Stress Points at Threshold or Higher | +5 DC |
| Thematically inappropriate weather | +2 to base DC |
| Successful misinformation interfering with your research | Gain disadvantage |

Other possibilities at DMs discretion DM Discretion

\* Modifier exclusive from significant versions

Arcane sources use the Arcana skill, Nature-worshiping faiths use the Nature skill, while both Holy and Profane faiths use the Religion skill.

Note that Legend Lore Spell's most effective boon to gaining formulas is that even if a magical item isn't Legendary the Place of Power where it was created always are.

### Resting

Heroic though they might be, adventurers can’t spend every hour of the day in the thick of exploration, Social Interaction, and Combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for Spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of either a secure camp, their private residence, or while in lodging, a long rest while within lodging or a private residence within civilization or their own stronghold supported by NPCs staff, and an extended rest within their own Stronghold. The three types of resting are defined here:

* + 1. Short Rest

A short rest is a period of downtime, at least 8 hours long, during which a character does nothing more strenuous than eating, drinking, reading, conversation, sleeping, keeping watch, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character’s maximum number of Hit Dice, which is equal to the character’s level. For each Hit Die spent in this way, the player rolls the die and adds the character’s Constitution modifier to it. The character regains Hit Points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below. Only a single Short Rest may be done each day, but this downtime action can be spent during other Downtime Actions except Long Rest.

* + 1. Long Rest

A long rest is a downtime, is only available while in a private residence or lodging within a civilized area, or a wilderness stronghold with enough NPC staff to provide the services civilization offers at least a week long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 9 hours each day. If the rest is interrupted by a period of strenuous activity — at more than 1 hour of walking (in a day), any fighting, any casting Spells, or similar Adventuring activity — the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost Hit Points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character’s total number of them (minimum of one die). Also Spellcasters have their need to roll for spell Burnout is reset back to their full Faculty and/or Piety, as applicable. Additionally many Class Features and Racial Traits are renewed after a Long Rest. For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can’t benefit from more than two long rests in a month period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Extended Rest

An extended rest is a period of downtime, at least two weeks long during which a character attends to the duties of owning a Stronghold and maintaining the relationships with the NPCs which support the Stronghold in order to refresh the benefits provided by the Stronghold.

### Scribing a Spell Scroll

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class’s spell list, you can read the scroll and cast its spell without providing any material Components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell’s normal Casting Time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class’s spell list but of a higher level than you can normally cast, you must make an ability check using your Spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell’s level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell’s saving throw DC and Attack bonus, as well as the scroll’s rarity, as shown in the Spell Scroll table.

Scrolls by Rarity

|  |  |  |  |
| --- | --- | --- | --- |
| Spell Level | Rarity | Save DC | Attack Bonus |
| Cantrip | Common | 13 | +5 |
| 1st | Common | 13 | +5 |
| 2nd | Uncommon | 13 | +5 |
| 3rd | Uncommon | 15 | +7 |
| 4th | Rare | 15 | +7 |
| 5th | Rare | 17 | +9 |
| 6th | Very rare | 17 | +9 |
| 7th | Very rare | 18 | +10 |
| 8th | Very rare | 18 | +10 |
| 9th | Legendary | 19 | +11 |

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell’s level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

### Thaumaturgical Artifice

Magic items require more than just time, effort, and materials to create. Creating a magic item is

a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

Potions of healing and spell scrolls are exceptions to the following rules. For more information, see “Brewing Medicines and Poisons” in this section on crafting and “Scribing a Spell Scroll” above. To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials, situational conditions, and steps required to make the item.

In order to create magic items, you must have the following, in various amounts or degrees as determined by the items rarity, theme and DM discretion:

1. A Formula

2. Minimum caster level

3. Location

4. Time and Expense

5. Material Components

6. Random Challenges

In addition, you must be an arcane or divine spell caster.

**Magical Formula**

Magical items have formulas which tells the crafter how to create said item. There are also formulas which explains what is required to add a property to a magical item - for example, flaming. Formulas vary greatly. The greatest contrasts are between formulas from different sources of magic, but even within the same magical source there are plethora of methods to create items of functionally similar power. Magic Item creation which isn't specifically sanctified as coming from self-sacrificial humble righteous faith always tilts towards foul corrupt profane rites, invoking insanity inducing mysteries, or both. Items which are from good divine caster's of a righteous faith require saintly deeds of self-sacrifice and sometimes martyrdom leaving the item as a holy relic of the faith.

The magical item's formula may explain what is required to add properties to the item or how to make the item itself.

Magical formula can be acquired in the following ways:

* Purchased at a price set by the DM (item rarity can act as a guide), assuming the character can find someone who has it.
* Found through adventuring, for example in the treasure hoard of a dragon or the research books of a mad wizard.
* Discovered by studying magical items (a method for reverse engineering items created via the same magical source as shown in the Research downtime action).
* Bestowed from a Patron or Deity as a quest to be completed

**Creation Time and Minimum Caster Level**

The base item rarity table a character must have total class levels in an arcane or divine spellcasting class equal to the Minimum Caster Level required. Each formula is only good for a particular magic source which must match its attempted creator.

Caster Level by Rarity

|  |  |
| --- | --- |
| Rarity | Minimum Caster Level |
| Common | 3 |
| Uncommon | 5 |
| Rare | 7 |
| Very Rare | 11 |
| Legendary | 15 |

**Location**

Magic items require specific locations in order to create them. The location must be a Place of Power, but also requires appropriate facilities be there. In most cases, the facilities needed will be an arcane lab, a forge, a temple, or cathedral. The formula will require either general Place of Power or for more exotic and potent formula, it may require a specific Place of Power such as the top of the highest mountain in the world where lighting continually strikes, the fiery heart of a particular active volcano where an Old One slumbers under the magma or even inside the petrified rib-cage temple of a particular fossilized ancient white dragon of legend. The location required for a magic items creation is entirely up to the DM.

Place of Power Needed to Craft Magic Item

|  |  |
| --- | --- |
| Region around Place of Power | Maximum Rarity Able to Be Made There |
| Stable or Unstable | Common |
| Calm or Wild | Uncommon or Rare |
| Serene or Chaotic | Very Rare or Legendary |

**Expense and Time**

Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

Magic Item Crafting Time and Cost

|  |  |  |
| --- | --- | --- |
| Item Rarity | Cost | Workweeks |
| Common | 50 gp | 1 |
| Uncommon | 200 gp | 5 |
| Rare | 2,000 gp | 50 |
| Very rare | 20,000 gp | 100 |
| Legendary | 100,000 gp | 500 |

To make a magic item, a character also needs whatever tool proficiency is appropriate, as is normal for crafting any object, and the character needs proficiency in the Arcana, Religion, or Nature skill depending on source of magic.

**Material Components**

An item invariably requires either exotic materials which requires a dire sacrificial quest to obtain, and/or unconscionably profane rites against all that is good and sane. The danger and effort required to obtain the material components whether it is skin of a yeti, magically to a vial of water taken from a whirlpool in the Elemental Plane of Water is as vital to the material’s mystical potency as the material’s symbolism being reflective of the magic item’s essence is vital it being able to contain the magical energies appropriate for the item.

Finding that material should take place as part of an adventure. The Magic Item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. The creature might guard a place or resource that the characters need.

Magic Item Ingredients

|  |  |
| --- | --- |
| Item Rarity | CR Range |
| Common | 1–3 |
| Uncommon | 4–8 |
| Rare | 9–12 |
| Very | rare 13–18 |
| Legendary | 19+ |

Pick a monster or location that is a thematic fit for the item. Ideally, the two should share a similar element or nature. For example, mariner’s armor might require the essence of a water weird. A staff of charming might need the cooperation of a specific arcanaloth, who will help only if the characters complete a task for it.

Creating a staff of power might rely on finding a piece of an ancient stone that was once touched by the god of magic—a stone guarded by a suspicious androsphinx.

**Overcoming Challenges**

<https://donjon.bin.sh/5e/item_creation/>

Creating Items of Magical Power is not an assembly process assured success. Besides basic steps common to all magical items, each construction is filled with unexpected twists, turns, and last minute requirements beyond what the formula could possibly account for and requires creative improvisation from fields of understand outside directly related to the source of magic for the caster. All magic items Each one of these Challenges have two tasks which need completed, one general and may be fulfilled by someone other than the caster and one challenge the caster must face alone specific to their source of magic but whose consequences may be far reaching. The number of challenges required to complete the creation of a magic item vary by rarity of the item as pr the Rarity Challenges Table:

For each challenge roll on the General Challenges % Table and the appropriate Source of Magic Specific Challenges % Table and have the caster complete the latter and someone whom may be the caster but doesn’t have to be for the former. Each Task has two methods to resolution which the person performing it may choose from.

Magic Item Challenges by Rarity

|  |  |  |
| --- | --- | --- |
| Rarity | Challenges | Task DC Modifier |
| Common | 1 | 0 |
| Uncommon | 1 | +2 |
| Rare | 2 | +4 |
| Very Rare | 4 | +6 |
| Legendary | 8 | +8 |

General Challenges

Roll % Results & Consequences

Source of Magic Specific Challenges

Arcana

Roll % Results & Consequences

Nature

Roll % Results & Consequences

Religion (Holy)

Roll % Results & Consequences

Religion (Profane)

Roll % Results & Consequences

**Complications**

Most of the complications involved in creating an item, especially a magic one, are linked to the difficulty in finding rare items needed to complete the work. The complications a character might face as byproducts of the process of creation are most interesting when the characters are working on a magic item. It’s unlikely that a suit of armor or a pair of boots can cause serious complications for a character’s life.

### Training

Once you have earned the Ability Modifiers by roleplaying your Personality Trait, Ideal, Bond, and Flaw for first level, or 10 points of Experience Points for levels beyond first, you stop gaining Experience Points and must complete a Milestone, which is described in the Milestone and Call to Adventure section. After completing your Milestone, you then can can spend Downtime between Adventures formalizing what you have learned into observable improvement, practicing maneuvers, techniques, actively studying to take what real life has given you and pushing yourself to develop those into new class features and an increased proficiency modifier at a Stronghold whose owner allows you to train for level advancement. First you must find a Stronghold appropriate to train in your class, with the owner of the stronghold granting access for training, which may be done for a fee, as a quest reward, pledges of loyalty or a combination thereof. Allowing you to train is a financial burden for the Stronghold owner, detailed under Stronghold Ownership section, and individuals with Class levels become increasingly dangerous as they become better at their Class, so Stronghold owners make sure they they keep loyalty from those they train or profit enough to offset the risk by affording to train and maintain an adequate security force that will defend them, should the Adventurers against them on them. Otherwise they’d refuse training, and rightly so. Training to grain Class levels always includes two Long Rests within it, and is one month per level per Class you will be when the Training is done minus one month per Level of of the Stronghold (or Stronghold Aspect of a Castle) responsible for Training that type of Class.

**As a general guideline for Class Level Training:** Bards, and Rogue train at Establishments; Clerics, Druids, Paladins, train at Temples; Barbarian, Fighters, and Rangers train at Keeps; Artifacers Warlocks, and Wizards train at Towers. It is possible to find Strongholds which don’t follow this guideline but each Stronghold has a defined Classes and Class options it supports, see the Stronghold Ownership section for more details.

Another training option you have is that you may also train to gain non-Skill Proficiencies. Language, Tool, Weapon, Armor, or Shield Proficiencies can be Trained at an appropriate Stronghold as permitted by the Stronghold Owner, taking 2d4 +1 months, which includes 2 Long Rests, and costs 1 GP per day beyond Life Style Expenses and you also gain 2d4 Stress Points. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool, armor, or weapon. Skill Proficiencies are gained via Background and Class only.

# Magic

Magic is a powerful force that can rewrite fundamental laws of reality—turn ice into fire, restore life to the dead, teleport across great distances in a heartbeat. Magic can grant unimaginable power, but is not without risk even to the well-trained and experienced, channeling such raw energies can be dangerous to the unprepared.

These rules define how magic is dangerous and unpredictable for spellcasters.

### Replacing Spells Slots with Fallibility

Standard Fifth Edition Dungeons & Dragons Spells normally automatically succeed in being cast without a roll by the caster, whether they bypass save throws or strike the target is another question, and are limited in the number that can be cast in a day by a spell slot system. In this game there are no longer spell slots to cast. The highest spell slot remains the most potent non-ritual spell which isn't boosted with mechanics similar to Sorcerer Metamagic a spellcaster may cast. All spells, orsons and cantrips now require a d20 roll by the caster in order to cast. The DC for spellcasting rolls are 10 + Spell Slot Level Cast at (to account for spells cast at higher than their minimum level) or 5 for Cantrips or Orsons. Those rolls are subject to your proficiency bonus while wielding an Arcane or Divine Focus, your Spell Casting ability modifier, critical success and critical failure. On a critical success (a roll of 20) saves throws against the spell have disadvantage, spell attack rolls for that spell has advantage, it rolls maximum damage + d12 HP or maximum healing +d12 HP, and may have other effects the Dungeon Master informs you of (which will be consistent when cast with the same applicable variable once discovered in in play). Success allows the spell to work as normal. Failure always causes a Burnout Roll even if casting a cantrip, their Faulty (for Arcane Casters) or Piety (for Divine Casters) while casting spells which are exempted from automatic Burnout checks for being under your Arcane Faculty or Divine Piety (see below). Normal failure while casting beyond your Arcane Faculty or Divine Piety causes you to gain 1d8 Stress Points, your Burnout Die to shrink after rolling it, and either suffer an immediate but fleeting Stunned Condition until the end of 1d4 turn(s) later, or you may instead choose the less immediately crippling but lasting increase of your Exhaustion by one level. Critical failure does not fizzle but instead causes a severely powerful calamitous magical effect that adversely affects you, your allies, and your goals thematically-based on the spell you cast and your circumstances, and additionally puts you at risk of gain a point of Corruption. On a Critical Failure of a spell casting roll you always roll Burnout (even if beyond your Piety or Faculty), and if you get a 1 or 2 on that Burnout Die roll, then in addition to the normal effects that causes you gain a point of Corruption, twisting your body in a manner fitting the magical energies of the spell, and magic in your environment or on your person, in addition to decreasing your Burnout Die.

## Burnout

Sometimes, the flow of magic goes against you. It's hard to shape, it's too chaotic, it's too powerful, whatever the reason, some magic energy lashes out during your spellcasting attempt and causes you some harm.

This is called burnout and it can happen to any caster, whether arcane or divine. Magic is dangerous work, and the slightest distraction can be catastrophic.

If you are a spellcaster, take a d12—this is your Burnout die. You have a Faculty equal to your total levels in Arcane Casting Classes. Your Faculty is how many spells of 1st level or higher you can cast between Long Rests without automatically risking Burnout for each casting. For each full level of Divine casting class you have a Piety equal to your total levels in Divine Casting Classes. Your Piety is how many spells of 1st level or higher you can cast between Long Rests without automatically risking Burnout for each casting. Those spells you cast expending your Faculty or Piety limit only suffer a triggered your Burnout Die being rolled upon as Failure on the casting roll for a spell. For spells beyond your Faculty or Piety they trigger a Burnout Die roll for each casting regardless of the success of the Spell casting roll. Whenever you attempt to cast a magic spell beyond your Piety or Faculty, or fail a spell casting roll, roll the Burnout die; on a 1 or 2, the power is overwhelming and you trigger a burnout event—two things happen to you:

* Your burnout die starts as a d12, but each time you suffer burnout the die becomes one size smaller. As your die shrinks it becomes increasingly more likely that you will trigger further burnout—so be careful. (1d12 → 1d10 → 1d8 → 1d6 → 1d4)
* Upon Burnout make a Constitution Save Throw DC 15 + level of the spell slot that it was cast as which your experiencing Burnout from. On a Critical Failure you gain 1d12 + level of the spell slot that it was cast as in Stress Points, the Stunned Condition until the end of 1d4 turn(s) later AND increase your level of Exhaustion by one. On a normal failure you gain 1d8 + level of the spell slot that it was cast as in Stress Points and may instead choose either to suffer an immediate but fleeting Stunned Condition until the end of 1d4 turn(s) later, or the less immediately crippling but lasting increase of your Exhaustion by one level. On a Success you merely suffer 1d6 + level of the spell slot that it was cast as in Stress Points. Even on a Critical Success you gain 1d4 Stress Points.

**Roll Once per Spell and Die Size Limits.**

You only roll the Burnout die once per spell, regardless of the number of spell targets. Burnout is also unaffected by any advantage/disadvantage you may have on your action. Your burnout die cannot grow larger than a d12 or smaller than a d4—regardless of modifiers, effects, or consumables.

### Recovering from Burnout

Once a burnout die shrinks, it remains that size until you take one of the following actions to reduce the severity. There are three primary means of recovering from burnout:

**Spend a hit die:** You can spend a hit die during a short rest to grow your burnout die by one step. You don't gain any healing from hit die spent in this way.

**Take a Recuperating Downtime Action:** Once you complete a Recuperating Downtime Action, your burnout die is fully restored to d12. Please note this is separate and distinct from your Long Rest resetting the need

**Mana Potions:** There are items you might be able to find, buy, and consume mana potions to help restore some of your magical burnout. These potions come in a variety of qualities, the better the potion, the more burnout you restore.

### Mana Potion

Item, Potion, Consumable

This blue potion glows with a faint light when shaken and feels strangely cold to the touch. It tastes of lemon and licorice.

You recover some magical burnout when you drink this potion—the better the quality, the more burnout you are able to restore.

Qualities

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Rarity | Recovery | Cost |
| Lesser | Common | +1 size | 25 gp |
| Greater | Uncommon | +2 size | 75 gp |
| Superior | Rare +3 | size | 225 gp |
| Supreme | Very rare | +4 size | 675 gp |

### Safe Magic

Not all magical abilities put your body at harm's risk— these innate or controlled safe magics don't require a burnout roll when used:

**Class Features:** Effects gained through certain class features—such as Channel Divinity and Lay on Hands.

**Racial Features:** Spells gained through a Corrupt racial ability —such as the tiefling's Infernal Legacy.

**Magic Items:** These channel their own energies.

Rituals: A ritual safely controls the flow of magical energy with complicated sigils and glyphs, unless the ritual is disrupted, see below.

### Cause of Burnout

Magic is a fickle thing, even in the hands of the welltrained.

If you want an explanation for your burnout, roll the appropriate die and check the Burnout Reasons table below—or choose either you or the Dungeon Master may your own reasons if preferred or non-sensible option rolled.

Arcane Roll 1d12

|  |  |
| --- | --- |
| 1 | You mispronounced a key syllable. |
| 2 | You said the words in the wrong order. |
| 3 | You sneezed. |
| 4 | You wrote a glyph incorrectly. |
| 5 | You used a low quality spell component. |
| 6 | You didn't move your hands in the proper motion. |
| 7 | You got distracted by a sudden movement. |
| 8 | You failed to properly perform a situation specific permutation in the mental formula of the spell. |
| 9 | A magic item you are wearing reacts badly. |
| 10 | An obscure arcane alignment at nearby region of magical power causes sudden unexpected change in the local current of magic |
| 11 | Another creature in this region is tapping into magical energy too, causes a harmonic momentary magical ebb at the exact wrong time. |
| 12 | Roll Twice |

Divine 1d8

|  |  |
| --- | --- |
| 1 | Your god is displeased with you. |
| 2 | Your god gave you too much power at once. |
| 3 | Your god is busy with celestial matters. |
| 4 | An opposing god is interfering with the power. |
| 5 | Your patron is testing you. |
| 6 | Your patron wants your attention. |
| 7 | Your patron doesn't understand your mortal frailty. |
| 8 | Roll Twice |

## Ritual Casting

When a character casts a spell with a Ritual Tag as a Ritual with the additional time they do so with it counting not against their Faculty or Piety, as applicable due to their source of being able to cast Ritual magic, and even if already past their Faculty or Piety they may cast the ritual spell with ritual time requirements without rolling for Burnout unless the spell casting roll was a Failure or worse. Additionally unlike spells which don't have the Ritual tag, which may only be cast as if at the highest spell slot level available for a spell caster, spells with the Ritual tag may be cast at a higher level slot than normally available to the caster with the addition requirements similar magical items creation. Indeed a ritual at a higher than the caster's ability to cast spell slot levels can be thought of as the creation of a magic item which is single use and has no form, and borrowing the magic item creation rules is entirely appropriate, including getting the formula for the ritual. Rituals only require rolls if disrupted, and depending on how severely disrupted may place the spell roll at Disadvantage, (Such as landing a damaging strike against the primary spell caster).

## Spells Prepared

Even without the hard limitation of Spell Slots Classes with the ‘Preparing and Casting Spells’ Feature must prepare their lists per after each day such as artifacers, wizards or clerics must still do so after each Short Rest (a night's sleep). The main benefit to casting at lower level is lower relative spell casting DC to caster level increasing reliability, as Piety and Faculty don't account for what level a spell was cast, and minimize Stress points gains from Burnout. Choosing what level a spell is cast at is done at time of casting.

## Other Interactions with Spell Slots

Racial Traits, Class Feature or other mechanics which allow the regaining of a Spell Slot, such as Wizard's Arcane Recover instead allows regaining Faculty in Arcane examples and Piety in Divine examples, as applicable for the source of the mechanics. Class Features, Racial Traits, or other mechanics which expend Spell Slots for effects which are not spells, such as a Paladin's Smite use Piety or Faculty, as appropriate, and count as if the Slot was the highest possible for that application (Please note this effectively buffs the Paladin’s Smite ability).

## Regional Magic

Magical power is not equal in all places. Perhaps you're in a Temple of the Church of Light or a wizard's Tower, where the flow of magic has been tamed? Or you're near an arcane vortex or an elemental gate, where magic is wild and hard to control? These environmental effects can impact your ability to spellcast and change how likely you are to suffer burnout.

At the DM's discretion, add a regional modifier (-3 to +3) to the size of your normal burnout die. Grow the die to prevent burnout, and shrink it to encourage burnout.

The Dungeon Master can limit a regional burnout modifier to a specific type of magic. Perhaps the wizard's tower grants a +1 modifier to only a particular School of arcane magic, while the abyssal temple grants a -2 modifier to only Holy divine magic and +1 to Profane divine magic?

Use modifiers to add some flavour to key or iconic locations, but try not to go overboard—regional modifiers should be uncommon, and casters should generally have a chance to research this information beforehand. For for groups able to access magic these locations are more significance than strategic points to military might or a crucial avenue of trade and commerce.

Regional Modifiers

|  |  |  |
| --- | --- | --- |
| Modifier | Severity | Description |
| +3 | Serene | The flow of magic is abundant, predicable, and easy to harness. |
| +2 | Calm | The flow of magic is rich. |
| +1 | Stable | The flow of magic is reliable. |
| +0 | Normal | — |
| -1 | Unstable | The flow of magic is erratic. |
| -2 | Wild | The flow of magic is intense and hard to control or shape. |
| -3 | Chaotic | The flow of magic is raw, unpredictable, and dangerous. |

### Places of Power

Areas that remain buried at the extreme ends of the Regional Modifier spectrum for extended periods are either the result of emanations from a place of power or they will cause a place of power to calcify in the center of the region from cumulative erosion or sedimentation of reality. Chaotic regions are like areas of fast moving water. As fast moving water can be caused by flowing through holes and passages through barriers but also is a potent source of erosion which causes holes and passages as well, so too Chaotic regions cause and are caused by magical portals, blurred planar barriers, and holes in reality in a way similar to how water causes sinkholes, soil liquidation, and piping erosion. Serene regions are like an area where water slows or gently eddies, depositing energy it has carried along like how a bend in a river deposits sand and silt. This can lead to a variety of effects depending on what was metaphorically kicked up elsewhere in the magical current. Places of power are always rife with potential for Corruption, and carries a plethora of magical effects. The mechanics of these regions are described as Regional Effect, Lair Actions which have condition triggers, Explanation of Potential Sources of Corruption, and Description how the Place of Power may be Destroyed. Some Places of Power are also Stronghold, and it’d be appropriate to include those mechanics as well, if applicable.

### Fountain of Eternal Youth (AKA Elven Glade)

An aquifer spring which always bubbles up among large stones strangled with the massive healthy roots of an ancient evergreen tree surrounded by a Serene Region for at least a hundred feet but never more than six or seven hundred feet. Due to the effects these fountains they are either undiscovered or the center of an Elven settlement. The Fountain profoundly affects

#### Region Effects Lair Actions

The pool of the spring generates a mile radius Serene Region, which affects both Ecological Divine Magic and all Schools of Arcane Magic. Some Regional Effects of the fountain of Eternal Youth extend beyond the Regional Magic it generates.

##### Regional Effects

* While within the a mile radius of the Fountain of Eternal Youth those that have drank from the Fountain do not Age if in the prime of their life. Those that have drank from the Fountain whom are past their prime age backward at the same pace as normal aging until they reach their prime.
* While within the a 30 mile radius of the Fountain of Eternal Youth those that have drank from the Fountain leaves no physical evidence of their passage unless they wishes to. Tracking them there is impossible except by magical means. In addition, they ignore movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets. The plants remove themselves from the path of those whom have drank from the forest’s heart.

##### Lair Actions

The Fountain of Eternal Youth may only do one Lair Action, and if multiple triggers happen at once it performs the actions in the order of priority listed below (top to Bottom):

* **Trigger:** The stony bottom of the pool become covered with non-living matter or is otherwise in the danger of being filled in **Lair Action:** The Fountain of Eternal Youth uses Move Earth to maintain its form as a spring of water, moving mud and adjusting depth as needed.
* **Trigger:** If the water level of the pool lowers more than a couple inches d **Lair Action:** The Fountain of Eternal Youth uses Create or Destroy Water on itself as if it were a container to add more water.
* **Trigger:** The Fountain of Eternal Youth being tainted with Poison or Disease. **Lair Action:** The Fountain of Eternal Youth cleanses its entire volume with *Purify Food And Drink*.
* **Trigger:** Has 15 or more individuals who have drank from the fountain meditating at its shore for whom it has not yet created food for today. **Lair Action:** The Pool Create Food and Water, adding the water to its depths and the food manifesting a bland lembas bread on the Stones around the pool to be collected.

#### Corruption

There are several potential way to gain Corruption from a Fountain of Eternal Youth. The most common is the tier 1 Corruption Threshold, which ties the Drinker to the Fountain of Eternal Youth’s Regional Effects.

##### Tier 1 Corruption Threshold

As an intact Fountain of Eternal Youth, humans with zero Corruption whom willing drink water directly from the pool gain a point of Corruption as their body soothingly and gently becomes more lithe in limb, graceful in motion, smooth in skin and unsullied in complexion as the hair of their crown lengthens with a healthy shine, and their ears become pointed as they transform into elves. These whom are transformed into Elves by the Corruption of drinking its preternaturally clean and healthy waters have their minds flooded with visions of the story of the world as long as the Heart-Tree's point of view, changing their frame of reference to that of a being which truly understands and appreciates the long view of history. Even Elves as they mature past puberty having never even drank the water personally experience this flow of this knowledge and its affect on their point of view.

##### Tier 2 Corruption Threshold

Destroying this place of power is a vile act, requiring horrible deeds but unleashes a 300 foot wave of powerful Profane divine energy which blesses those will to accept the dark harvest a Death Ward which refreshes itself each day. Those whom are Elves which accept this harvest become Drow. This is a rare occurrence historically, and to date all those whom have opted to gain this power this way have also opted to drink from the Fountain of Eternal Youth first.

#### Destruction of the Place of Power

The ancient tree is always the largest tree within a forty mile radius and in a sense is the physical manifestation of the health of the forest within twenty miles of it, acting as a channel of all the life energy of those woods. Even the most epically enchanted Adamantine axe blade of keener than vorpal sharpness would bounce they struck the wood of this treee, and no strom could ever be mighy enough topple it as its roots extend down into the Underwarren themselves, being rooted between world. The tree has two weaknesses. The first being the surrounding forrest. If the surround forest is either civilized into cultivated land or otherwise transformed from being forested land the Tree dies. The second is that certain bloody rituals can be perfored at the Fountain of EternalYouth itself which corrupts the Fountain of Eternal Youth, drawing forth the life of the Forest. The profane ritual involved the heart’s life blood sacrifice of at least a thousand individuals whom have drank the waters of the Fountain of Eternal Youth (See Teir 2 Corruption Threshold). If the tree dies the spring ceases to flow, its water becoming suddenly very bitter, as it begins to seep back into the ground. All Regional Effects immediately stop, as does the area’s ability to perform Liar Actions when Triggered. The area will naturally shift Serene to Chaotic at a rate of one step each month. A year and a day after the tree died the area underneath its roots collapses leading to a sinkhole dungeon with planar passages to the dark foreboding sections of the Fey Underwarrens and other passages leading to sections of the underworld overgrown with the roots beneath the sinister sections of the Enchanted Woods with the Dreamlands.

### Volcanic Caldera (AKA Dwarven Fortress)

A strong stone structure built at the edge of the lake of magma within a Volcano’s Caldera and designed to harness and focus the incredible heat and chaotic primordial fire energies to forge, cast, and forge metals whose very ridged unyielding innately Lawful nature makes them unable to be altered without violating the natural order. The volcanic forge is designed in such a way as to defend the occupants from instant incineration, and without it they’d die. The primary purpose for this epic level of engineering is to use the chaotic primordial energy to bend, shape, forge and wield that which is unbendable, unbreakable, and unable to be melted. Due to the effects these working at these structure they are either abandoned or the center of a dwarven, or dwarven derived settlement.

#### Region Effects Lair Actions

This Regional Effects and Lair Action of the Volcano Caldera are distinct from the the Stronghold

#### Region Effects Lair Actions

The magma caldera is the source generates a 3 mile tall cylinder of a Chaotic Region which extends 300 feet from the magma lake’s shore unless blocked by 10 feed of igneous or reinforced stone. and may be focused with clever use of apertures and reinforced reflective stone walls. The Chaotic Region which affects all Magic types, and shoreline of the caldera can support a Volcanic Forge every 600ft. beyond the Regional Magic it generates. Note the Regional affects and

##### Regional Effects

* While within the a mile radius of the Caldera which powers
* While within the a 30 mile radius of the Fountain of Eternal Youth those that have drank from the Fountain leaves no physical evidence of their passage unless they wishes to. Tracking them there is impossible except by magical means. In addition, they ignore movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets. The plants remove themselves from the path of those whom have drank from the forest’s heart.

##### Lair Actions

The Volcanic Forge may only do one Lair Action per round, and if multiple triggers happen at once it performs the actions in the order of priority listed below (top to Bottom):

* **Trigger:** i **Lair Action:** T
* **Trigger:** I **Lair Action:** T
* **Trigger:** T. **Lair Action:** T
* **Trigger:** H **Lair Action:** T

#### Corruption

There is only a single yet pervasive to gain Corruption from a Volcanic Forge which is a tier 1 Corruption Threshold

##### Tier 1 Corruption Threshold

Humans with zero Corruption whom breath the fumes from working magical metals in the forge for about a week gain a Corruption point as their body becomes more shorter, their frame becomes more stout, the body hair increases as does male facial hair and their ears become pointed as they transform into Dwarves.

#### Destruction of the Place of Power

#### The Volcano Caldera is not susceptible to being extinguished by mortal efforts, and even the Elder Gods could only do so if permitted by the Sovereignty of the One True God of the Church of Light as a judgment against wicked aspirations, like the fall of the Tower of Giber, or the Great Flood.

#### Geb’s Forge of Shock and Awe (An example Dwarven Forging Fortress, Evocation Tower Level 1)

This is a Stronghold added to an existing Place of Power, creating a truly formidable tool. These strongholds are always carved from the volcanic rock and uses reinforced strong stone structures built because they must be built at the edge of the lake of magma within a Volcano’s Caldera to harness and focus the incredible heat and chaotic primordial fire energies. The volcanic forge is designed in such a way as to defend the occupants from instant incineration, and without it they’d die. The primary purpose for this epic level of engineering is to use the chaotic primordial energy and incredible heat to bend, shape, forge and wield that which is unbendable, unbreakable, and that which can’t be melted. The forces are focused with clever use of apertures and reinforced reflective stone walls to channel the energy into a beam which can be worked with. The actual crafting and enchanting chamber is so sheltered from the Choatic Region that within at room only does it count as Serene Region on magic used to craft thing or create things, or used to enchant Magic Items.

##### Class Training Options:

Hexblade Warlock (Patron is the Forge itself, the Price is your Soul Imbuing an Intelligent Item upon Death)

Artillerist Artifacers (

### Cathedral of St. Iroïkós (An Example Church of Light Temple)

A strong stone structure built white washed

#### Region Effects Lair Actions

Above this is Regional Effects and Lair Action

#### Region Effects Lair Actions

The pool of the spring generates a mile radius Serene Regions.

##### Regional Effects

* While
* While i

##### Lair Actions

The

* **Trigger:** i **Lair Action:** T
* **Trigger:** I **Lair Action:** T
* **Trigger:** T. **Lair Action:** T
* **Trigger:** H **Lair Action:** T

#### Corruption

There is o

##### Tier 1 Corruption Threshold

Humans with zero Corruption whom

#### Destruction of the Place of Power

# Corruption

As Insanity twists the mind into something inhuman, the unchecked mystical forces of the world can do the same to a character’s body. And this is known as Corruption. Unless specifically arranged with the Dungeon Master all characters start with 0 Corruption and thus Human instead of Demihumans (Elves, Dwarves, Gnomes, Half-Orc, or Gnomes). Demihumans all begin play with a Corruption score of 1 because all Demihuman were either born human and exposed to magical forces which corrupted their body or are the descendants of those that were and carry that Corruption into future generations. Essentially modern settlements of Demihumans are the eventual result of humans in a particular area being transformed into a Demihuman due to it being centered on the source of Corruption, or the burgeoning of refugee and concentration camps of those exposed to magical calamities, or the ghettos slums too long exposed to either industrialized alchemical or arcane pollution.

To progress to more and more egregious levels of Corruption require more and more extensive or extended exposure to the Source of Corruption

Corruption Exposure Threshold

|  |  |  |
| --- | --- | --- |
| Save Throw  DC | Tier | Corruption Exposure Threshold Needed to Reach at least that level of Corruption |
| 5 | 1 | Devour as much Demihuman meat as could be harvested from an individual or similar amount of Hag transformed confections. A single blast from a Rare, two blasts of Uncommon, or up to four blasts of merely Common arcane devices or structures self-destructing. A week of exposure to magically charged metalic fumes while forging, casting, or smelting Adamantine or Mithral. A single bargain for a soul with a fiend. Spending a Short Rest within a ten miles of an Abyssal Gate. Drinking from a Fountain of Eternal Youth. |
| 10 | 2 | Devour as much Demihuman meat as could be harvested from a good sized family. Willing accepting a 3nd level profane spell, or supernatural power empowered by a Demon Prince, or Elder God. Spending a Long Rest within a Mile of an Abyssal Gate. Living a straight year non-stopped exposed to the ambient corrupting radiation of the Underwarren or Thicketwildes. Drinking from a Fountain of Eternal Youth which has supernaturally poisoned and fouled. |
| 15 | 3 | Devour as much Demihuman meat as could be harvested from a large thorpe or small village. Willing accepting a 5th level profane Ritual empowered by a Demon Prince or Elder God. Spending a dozen or so Long Rests within a Mile of an Abyssal Gate. Being target of Ritualized Bestow Cursed while helpless at an appropriate Place of Power being harnessed to corrupt you. Deeply researching forbidden magic for years. |
| 20 | 4 | Direct bodily exposure to corporeal eldritch abominations with mutagen properties for more than a few minutes. Deeply researching forbidden magic for Decades. Casting magic while harnessing from Places of Power Connected to the Abyss or the Far Realm. |
| 25 | 5 | Being within a realm with alien geometries bodily subjected to its mad dream-like whimsy instead of sane laws of reality for even a moment/eternity (like the Far Realm, since time is meaningless there), being connected to any of the Elder Gods like Azathoth, Shub-Niggurath, Yog-Sothoth, or their massager while in its true form Nyarlathotep. |

Upon reaching Corruption Exposure Threshold greater than your current Corruption Level, you gain the Corruption point and make a Constitution Save Throw as described below to determine how long the changes caused by the Corruption takes, and if there are complications due to the transformation.

**Critical Failure:** The transformation takes a mere hour per Corruption Level you are progressing to and is extremely painful to the point you also make a Save Throw for Scarring as if with Instant Healing Magic as if the Corruption Save throw DC is the same as the Scarring Save Throw DC, AND suffer a Xd10 Stress Points, with X=Corruption level you just gained.

**Failure:** The transformation takes a day per the Corruption Level you are progressing to and you suffer a Xd10 Stress Points, with X=Corruption level you just gained.

**Success:** The transformation takes a week per the Corruption Level you are progressing to, and while trouble to be sure, it isn't a direct assault on your psyche.

**Critical Success:** The transformation takes a Month per the Corruption Level you are progressing to, you don't begin to show the changes of the transformation for the first half of that time period, though you instinctively feel it coming and have time to set your affairs in order before others can tell.

Racial Corruption Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Tier | Cumulative Racial Points | Cumulative Weaknesses, Vulnerabilities and Drawbacks | Cumulative Bonus Ability Modifiers | Cumulative Penalty Ability Modifiers |
| 0 | 0 | No Racial Weaknesses | No Racial Ability Bonuses | No Racial Ability Penalty (Yet) |
| 1 | 2 | 0 Point Racial Trait with balancing Positive with Drawback Aspect | +1 to Single Ability Modifiers | No Racial Ability Penalty (Yet) |
| 2 | 4 | 0 Point Racial Trait with balancing Positive with Drawback Aspect + Genuine Drawback totaling -1 Racial Point | +2 Racial bonus to two Ability Modifiers | -1 to Two Abilities which have not received Bonus Ability Modifiers |
| 3 | 8 | Two 0 Point Racial Traits with balancing Positive with Drawback Aspect + Genuine Drawbacks totaling -2 Racial Point | +4 Racial bonus to two Ability Modifiers | -2 to Two Abilities which have not received Bonus Ability Modifiers |
| 4 | 16 | Two 0 Point Racial Traits with balancing Positive with Drawback Aspect + Genuine Drawbacks totaling -4 Racial Point | +8 Racial bonus to two Ability Modifiers | -4 to Two Abilities which have not received Bonus Ability Modifiers |

5+ All Dungeon Master Fiat as character becomes inhuman monster controlled by DM, whom make custom stats base on what has progressed so far, or use standard monster stats.

## Example Demihuman Races

Demihuman is a term which defines the category of individuals displaying a single point of Corruption which when those individuals whom share the same set of Corruption traits propagate offspring together breed true with their progeny. Demihumans are sub-categorized into Races, those Demihumans whom share the same Corruption trait and can bred true together. There are many Demihuman Races, the ones listed here are just the most common. Please note the particular details of the source of Corruption matter in the end result leaving room for variation arbitrated by Dungeon Master fiat when the Dungeon Master deems it appropriate, for example cannibalizing Demihumans leads to becoming a Half-Orc, then Orc and eventually an Ogre, but if something in the source of the Demihuman meat or the circumstances of atrocities by which the meat was “harvested” somehow tainted differently than normal the Dungeon Master is well within their preview to make changes. Also exposure to gateways connecting to the Abyss do cause Corruption, but the nature of the Corruption can vary deeply based on where and in which layer it leads.

Small Size with a 25 Ft Base Movement and Medium Size with a 30 Ft Base Movement are Racial Points Neutral.

### Half-Orc

Of all the Demihumans with a type of Corruption which may be passed down through the generations none have as many distinct causes nor are as virulent as the Corruption afflicting Half-Orcs. Half-Orcs which are not born that way due to having two half orc parents nor the result of non-consensual coupling between of normal human and a full Orc (consensual couplings lacks the stain of evil needed to pass on the Orcish taint in this case) are the result of a zero Corruption human eating the a lot of Demihuman flesh in depraved cannibalism of those already Corrupted, as a reward from one of the brutish evil deities or demon princes turning their favored human followers into Half-Orcs, a normal human drinking from a poisoned Fountain of Eternal Youth, a variety of mutating pollutants caused by foul magics, and radiation around some types of Abyssal gates which cause humans to become Half-Orcs overtime.

Half-Orc Corruption is interesting in that unlike the Corruption which causes the other Demihumans it doesn't grant immunity to the source of the Corruption and additional exposure can cause further mutation and Corruption. Indeed, the natural progression of Corruption is from Half-Orc, to Orc, to Ogre at Corruption 3 at which point exposure to the standard sources of Corruption associated with the Orcish taint cease to mutate further. Some lawless brigands, especially those whom have forsaken civilized ways actually seek out ways to become Half-Orcs to gain their strength, some finding they have the stomach for it, other finding they don't. Particularly evil Half-Orcs whom continue to partake in demihuman cannibalism eventually become full Orcs whom if they devour enough demihuman meat become a full Ogre, and thus a cannibalistic danger, easily a match for a whole thorpe's militia by itself. Being the result of a disgraceful birth for some, unfortunate exposure for others, and for many a deliberate choice towards wickedness this race of Demihumans can't escape the fairly justifiable stains of evil and chaos inflicted by the majority of its members upon civilized communities, nor the dark potential they have should they pursue evil. Wicked creatures traffic in Demihuman meat exactly because it can gain them Half-Orc, Orc, and Ogre allies. (**Note:** While Humans, Half-orc, Orcs, and Ogres may also partake of cannibalizing ordinary Humans for nourishment and/or revel in the evil deed, this type meat does not count towards reaching their next Corruption Threshold as it lacks Corruption to be ingested and tainted by the evil of the act.)

Your Strength modifier increases by 1.

1 **Relentless Endurance**

When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.

1 **Savage Attacks**

When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.

0 **Menace to Society**

You gain proficiency bonus in the Intimidation skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target’s Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can’t be frightened by you in this way for 1 hour. You have disadvantage on Persuasion skill checks with celestials, humanoids and fey which are neutral or greater on both the Law and Goodness Axis.

### Elf

Elves are the result of a zero Corruption human drinking the Corrupting waters from a Fountain of Eternal Youth, or those born from a union of two Elves. Fountains of Eternal Youth being a pools which naturally forms among the roots at the base of the largest ancient redwood which is tied to the life-force of the forty mile radius of forest which must surround it, as described in Places of Power Fountains of Eternal Youth, and are known as Heart-Trees. In its primary form, that as an intact Fountain of Eternal Youth which has not been Poisoned, humans with zero Corruption whom willing drinks water directly from the pool of a Fountain of Eternal Youth gain a point of Corruption as their body soothingly and gently becomes more lithe in limb, graceful in motion, smooth in skin, and unsullied in complexion as the hair from their crown lengthens with a healthy shine, and their ears become pointed as they transform into elves. These whom are transformed into Elves by the Corruption of drinking its preternaturally clean and healthy waters have their minds flooded with visions of the story of the world as long as the Heart-Tree's point of view, changing their frame of reference to that of a being which truly understands and appreciates the long view of history. Even Elves as they mature past puberty having never even drank the water personally experience this flow of this knowledge and its effects on their point of view. Due to the additional benefits of remaining near the Heart-Tree with its Fountain of Eternal Youth and that humans seeking to live forever may do so by transforming themselves into Elves and staying need the Fountain of Eternal Youth Elven settlements form around these Places of Power, and keep Elves from these settlements from leaving for fear of losing their place, these forest settlement must deal with harsh pressures of those that want to displace them and the necessity to maintain the area around the Heart-Tree a forest as to not kill the Fountain of Eternal Youth. This makes Elves, who remember the historic tale of human Kingdoms deforesting to the point of killing Heart Trees, of other kingdoms being told of Heart Trees massacring all the Elves to Claim immortality for themselves, or of yet the in times immemorial when (human at the time) Queen Lo’Lith used her military to hold the forest hostage in exchange for being transformed with Elven immortality for herself and her trusted vassals which she then used to betray the settlement by Alchemically poisoning the Fountain to turning herself, her trusted vassals and the members of that Elven Settlement into the first Drow “Super Race” in her megalomaniac ambitions. With all this ancient insight magically imparted upon them, Elves just have the common sense to not overly trust outsiders and to keep your settlements secret.

Your Dexterity modifier increases by 1.

0 **Immortal Conceit**

You gain proficiency bonus in the History skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. You have disadvantage on Insight skill checks to understand, or read the motivations beings which have lived less than a thousand years, and have disadvantage on Persuasion skill checks with beings less than a century old.

1 **Unblemished Longevity**

You can cast the Lesser Restoration spell once upon yourself with this trait, requiring no verbal, somatic, or material components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

0.5 **Fey Ancestry**

You have advantage on saving throws against being Charmed and magic can’t put you to sleep.

0.5 **Trance**

You don’t need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

### Dwarf

Dwarves are the result of a zero Corruption human’s prolonged exposure to the Corrupting fumes from forging magical metals such as Adamantine or Mithral, or those born from a union of two Dwarves. Due to the fact smelting, casting, and forging the magic metal whose fumes while the metal is unnaturally molten are the source of the Corruption which transforms Humans into Dwarves requires harnessing a chaotic Place of Power which must be in a magma filled caldera which is a portal to the plane of fire at the nucleus of an active volcano, which is a massive investment in infrastructure to make such marvels even possible, whose workforce are not ashamed of the changes to their body and understanding, though they become mentally and spiritually separated from the wilderness outside their halls or with the help of their keen Perception of jewels, stonework and metalwork, life in towns and cities large enough to have those trades. While some seek to learn to work these magical materials and their is a constant demand, only those humans who view such harsh conditions and hard work as an opportunity immigrate and become new Dwarves.

Your Constitution modifier increases by 1.

1 **Darkvision 60’**

You can see in Dim Light within 60 feet of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

1 **Dwarven Build**

You are not slowed by heavy armor, but have a natural base speed of 25' even though you're a medium creature. You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

0 **Jeweled Eye & Heart of Stone**

Whenever you make a Perception check related to jewels, stonework and/or metalwork, you gain proficiency bonus. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. Survival checks in outdoor surface or underwater environments feel "disorientingly ungrounded, shifting, and impermanent" and suffer Disadvantage.

### Gnome

Gnomes are the result of a zero Corruption human’s exposure to the Corrupting blast of uncontrolled magical energy from a destroyed or malfunctioning arcane devise or structure, or those born from a union of two gnomes.

Your Intelligence modifier increases by 1.

0 **Small**

Your size is Small.

1 **Tinker**

You have proficiency with artisan’s tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

**Clockwork Toy:** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

**Fire Starter:** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

**Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song’s end or when it is closed.

0.5 **Innate Identify**

You can cast the Identify spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Intelligence is your spellcasting ability for this spell.

0.5 **Nimble**

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

0 **Foolhardy Curiosity**

You have advantage on saving throws against being Frightened. You also have disadvantage on save throws to avoid compulsions to enter, investigate, poke, prod, experiment and tinker with dangerous areas, items and devices.

### Halfling

Halflings are the result of what was once a zero Corruption human, except for eating the Corrupting Confections created by Hags (Confections which are magically transformed humanoids!), or born from a union of two Halflings. Hags enjoy the taste of human children child or Halfling flesh above all other foods. If you find a completely pacifist peaceful agrarian community full of plump Halflings, it is because that community is secretly watched over by a Hag, a coven of Hags, or for large enough shires of Halflings an entire coalition of Hag covens. These Hags ensure the Halflings prosper, live without hard work nor significant stress, are well fed and culled for their delicious meat from time to time. Indeed, this sweet, tender, and delicious meat is often traded to those outlaw humans which wish to become half-orcs or progress to becoming full orcs in exchange for favors, protection services or human prisoners to transform into confections to give to the Halfling community so the Halflings have them to offer to human visitors whom wish to stay and become Halflings themselves.

Your Wisdom modifier increases by 1.

0 **Small**

Your size is Small.

0.5 **Nimble**

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

1.5 **Naturally Stealthy**

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you, or only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

0 **Unimposing**

You have Advantage on Deception checks to convince others that you're not a significant threat and Persuasion checks to begging for mercy when surrendering but also suffer Disadvantage on all Intimidation checks except against other Halflings, or children.

### Tiefling

Tieflings are the result of a zero Corruption human’s exposure to the Corruption caused by accepting a Fiendish Bargain or Pact, or those born from a union of two Tieflings.

Your Charisma modifier increases by 1.

2 **Infernal Legacy**

You know the Thaumaturgy and Create Bon Fire cantrips. When you reach 3rd level, you can cast the Hellish Rebuke spell once and need to finish a Long Rest before you can cast it again. When you reach 5th level, you can also cast the Darkness spell once and need to finish a long rest before you can cast it again. [Charisma is your spellcasting ability for these spells.]

0 **Devilish Mechanizations**

You gain proficiency bonus in the Deception skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. You are Vulnerable to attacks done by Fiends.

## Examples Beyond Corruption 1

## Corruption 2

### Orc

Both your Strength and Constitution modifier increases by 2 each, your Intelligence and Charisma modifiers decrease by 1 each.

1 **Relentless Endurance**

When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.

1 **Savage Attacks**

When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.

1 **Aggressive**

As a bonus action, you can move up to its speed toward a hostile creature that you can see.

1 **Darkvision 60’**

You can see in Dim Light within 60 feet of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

-1 **Obviously a Monster**

You and your kind are known as the result and perpetrators heinous acts beyond forgiving by sane civilized folk, and rightly are considered as Hostile by those whom have not fallen to either or both -5 Morality (the depths of depravity) or -5 Ethos (the depths of lawlessness). The stain of evil is so bad even simple Beasts can tell. Animal Handling attempts with any sapient creature whom have not fallen to either or both -5 Morality (the depths of depravity) or -5 Ethos (the depths of lawlessness) have Disadvantage. Other beings with Corruption 2 or higher are likewise unaffected.

0 **Menace to Society**

You gain proficiency bonus in the Intimidation skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target’s Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can’t be frightened by you in this way for 1 hour. You have disadvantage on Persuasion skill checks with celestials, humanoids and fey which are neutral or greater on both the Law and Goodness Axis.

### Drow

Both your Dexterity and Charisma modifier increases by 2 each, your Constitution and Wisdom modifiers decrease by 1 each.

0 **Immortal Conceit**

You gain proficiency bonus in the History skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. You have disadvantage on Insight skill checks to understand, or read the motivations beings which have lived less than a thousand years, and have disadvantage on Persuasion skill checks with beings less than a century old.

1 **Unblemished Longevity**

You can cast the Lesser Restoration spell once upon yourself with this trait, requiring no verbal, somatic, or material components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

0.5 **Fey Ancestry**

You have advantage on saving throws against being Charmed and magic can’t put you to sleep.

0.5 **Trance**

You don’t need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

1 **Fell Fey Sorcery**

You know the Vicious Mockery and cantrip. When you reach 3rd level, you can cast the Charm Person spell once and need to finish a long rest before you can cast it again. When you reach 5th level, you can also cast the Alter Self spell once and need to finish a long rest before you can cast it again. Charisma is your spellcasting ability for these spells. While disguised with illusions or changed in physical by magic you suffer Vulnerability to attacks made with Cold Iron.

1 **Darkvision 60’**

You can see in Dim Light within 60 feet of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

-1 **Relegated to the Darkness**

You have disadvantage on attack rolls, Save Throws and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in areas of Bright Light, and must succeed a Constitution Save Throw vs DC 10 at the beginning of each of your rounds in Direct Sunlight or suffer the Blindness Condition until the beginning of your next turn, when you have either escaped the direct sunlight or make another save for that round.

## Corruption 3

* 1. Creature of this Corruption level have been exposed more extensively and usually over a prolonged period of time to become this warped and twisted, have had an extremely powerful being inflict the corruption upon them, or all of the above.

### Ogre

Caused by the same sources of Corruption as Half-Orcs and Orcs, but in a far greater scale of both quantity of exposure and length of exposure. For example single handedly devouring, and sucking the marrow from the bones of a small thorpe worth of Halflings in a couple extended families, or rising to the top as the most violent war chief of an orcish tribe whose been blessed with Profane Rituals by the lead Shaman Cultist of the Demon Prince patron of brutal violence which the tribe worships. Ogres can as inter-breed with each other and produce ogres, but female Ogres don't tend to take care of their children, and ogres are such depraved gluttonous cannibals that unless the Ogres' larder really is stocked to the point they have all the cannibalistic flesh they can eat, a father and mother would eat their own ogre infant or toddler rather than go a day being hungry.

Both your Strength and Constitution modifier increases by 4 each, your Intelligence and Charisma modifier decrease by 2 each.

1 **Relentless Endurance**

When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.

1 **Savage Attacks**

When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.

1 **Aggressive**

As a bonus action, you can move up to its speed toward a hostile creature that you can see.

1 **Darkvision 60’**

You can see in Dim Light within 60 feet of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

2 **Large**

Large-sized creatures can use Large-sized weapons (DMG p. 278). This significantly increases damage output, and might be considered disruptively overpowered for a player character. When using Medium-sized weapons, use the following rules for weapon properties: Large creatures can't wield Hidden and Undersized weapons. Large creatures struggle with Light weapons, and have disadvantage on attack rolls with them. One handed weapons without the "versatile" trait are treated as light weapons for the purpose of qualifying for two weapon fighting. Weapons with the "versatile" trait deal the damage given in parenthesis even if wielded in only one hand. Two-handed melee weapons can be wielded in one hand. It should be harder for a Large creature to find cover (PHB p. 196). The DM will adjudicate this, but roughly speaking where a Medium creature would find total cover, a Large creature might only receive three-quarters cover; where a Medium creature finds three-quarters cover, a Large creature might only receive half cover; and where a Medium creature finds half cover, a Large creature might find none. Based on the food and water needs (DMG p. 111), Large creatures require four times as much food and water per day. As noted in the PHB p. 176, Large creatures have double the carrying capacity. A Large creature's unarmed strike might deal 2 bludgeoning damage (instead of 1). Also you suffer disadvantage on stealth checks.

2 **Long Strides**

Your Base Speed is 40 Ft.

-1 **Obviously a Monster**

You and your kind are known as the result and perpetrators heinous acts beyond forgiving by sane civilized folk, and rightly are considered as Hostile by those whom have not fallen to either or both -5 Morality (the depths of depravity) or -5 Ethos (the depths of lawlessness). The stain of evil is so bad even simple Beasts can tell. Animal Handling attempts with any sapient creature whom have not fallen to either or both -5 Morality (the depths of depravity) or -5 Ethos (the depths of lawlessness) have Disadvantage. Other beings with Corruption 2 or higher are likewise unaffected.

-1 **Dim-Witted Glutton**

Except for Perception checks to perceive potential food sources, including tasty humanoids and fey creatures, resisting fear, and to resisting being dissuaded from eating when you have an opportunity you have Disadvantage on all Wisdom Save Throws or checks.

0 **Menace to Society**

You gain proficiency bonus in the Intimidation skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target’s Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can’t be frightened by you in this way for 1 hour. You have disadvantage on Persuasion skill checks with celestials, humanoids and fey which are neutral or greater on both the Law and Goodness Axis.

0 **Too Stupid and Mean to be Scared**

You have advantage on saving throws against being Frightened. You also have disadvantage on save throws to avoid compulsions to attack, torture, devour, and break things.

### Drider

The Demon-Spider Queen of the Abyss, the Progenitor of the Corruption which created the Drow people, Lo’Lith uses her priestesses to test Drow of their worthiness. Those which fail are dragged to special Shrines to Lo’Lith and cursed with the Corruption which changes them into Driders, as a punishment worse than death which is to both weed out the stupid, weak, naive, or simply unlucky and serve as example to other Drow to not be those things.

Your Dexterity modifier increases by 4, Charisma modifier changes back down to 0, your Constitution increase to 1, and Wisdom modifiers decrease by 2.

0 **Immortal Conceit**

You gain proficiency bonus in the History skill. If you are actually proficient in the skill, you add double your proficiency bonus to checks you make with it. You have disadvantage on Insight skill checks to understand, or read the motivations beings which have lived less than a thousand years, and have disadvantage on Persuasion skill checks with beings less than a century old.

1 **Unblemished Longevity**

You can cast the Lesser Restoration spell once upon yourself with this trait, requiring no verbal, somatic, or material components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

0.5 **Fey Ancestry**

You have advantage on saving throws against being Charmed and magic can’t put you to sleep.

0.5 **Trance**

You don’t need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

1 **Fell Fey Sorcery**

You know the Viscous Mockery cantrip. When you reach 3rd level, you can cast the Find Familiar spell once and need to finish a long rest before you can cast it again. Charisma is your spellcasting ability for these spells. Due to their Webbing they tend to favor Fiendish or Fey Spiders.

1 **Darkvision 60’**

You can see in Dim Light within 60 feet of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

1 **Large Arachnid Lower Body**

While Large-sized, you use Medium-sized weapons (DMG p. 278) due to having the upper body of a Medium Creature. It should be harder for you as a Large creature to find cover (PHB p. 196). The DM will adjudicate this, but roughly speaking where a Medium creature would find total cover, a Large creature might only receive three-quarters cover; where a Medium creature finds three-quarters cover, a Large creature might only receive half cover; and where a Medium creature finds half cover, a Large creature might find none. Based on the food and water needs (DMG p. 111), Large creatures require four times as much food and water per day. Large creatures many legged creatures have a carrying capacity four times that of an equivalently strength Medium Humanoid, meaning carrying off even fully armored unconscious foes isn't taxing for a Drider.

2 **Webspinning**

You can produce webbing made of silk and use it as both a weapon, as a trap and for housing/bedding.You have 5 'charges' of webbing that you can use before having to take a short or long rest. As a weapon, you can launch a ball of webbing at an enemy who then must make a Dex saving throw or be restrained. When Restrained by webbing, one requires a strength check with a DC of 10 + dexterity modifier + Constitution Modifier to break free. As a trap, the webbing has the same effects as the Web spell. The only difference is that the duration is 8 hours rather than 1 hour. As housing/bedding, you require an hour to make a comfortable living space. You ignore Movement restrictions caused by webbing and while within webbing you have the ability to move up, down, and across vertical surfaces, through suspended webbing and upside down along ceilings, while leaving your hands free. While within webbing you also gain a climbing speed equal to your walking speed.

1 **Websense**

While in contact with a web, the you knows the exact location of any other creature in contact with the same web.

-1 **Relegated to the Darkness**

You have disadvantage on attack rolls, Save Throws and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in areas of Bright Light, and must succeed a Constitution Save Throw vs DC 10 at the beginning of each of your rounds in Direct Sunlight or suffer the Blindness Condition until the beginning of your next turn, when you have either escaped the direct sunlight or make another save for that round.

# Divine Magic in Finster hart

Divine Magic within the Finster hart campaign world draws upon real world inspiration. The system and explanations of the system contains commentary on actual real world faith, both historic and modern. This may make some people uncomfortable, and while it is important to remain polite and respectful adults when discussing matters of significant consequence, seeking to maintain everyone as comfortable does not leave room for meaningful discussion, and important disagreements, or for intellectual and spiritual growth and maturing. All Divine Magic falls into three categories: Holy, Profane, and Ecological.

## Holy Divine Magic

Within the world of Finster hart the monotheistic religion known as the Church of Light is the only Holy source of Divine magic.

### Church of Light

This religion is based roughly on 12th century Catholicism, a caricature of real Christianity. Real Christianity is unsuitable to represent a game mechanics. The reason that is unsuitable for game is because any game version would be arbitrated by man-made rules for pleasing or appeasing the divine which is exactly opposite of true Christianity, as fallen creatures there is nothing we can do to please God and grace by definition is unearnable (if you earned something receiving it isn't grace but rather a wage) but grace is given as a free gift which must be accepted. Early medieval Catholicism has the correct grimdark tone for Finster hart, and mechanically its works-based earned righteousness, potential for loss of salvation, and centralized ecclesiastical organization authority above PC Clerics works well for game mechanics. In game a Dungeon Master must rely upon a character declared actions to judged their ethics and morality so such a system works perfectly within those limitations.

To keep clarity between discussions of actual faith and discussions of in-game faith and to keep real life etymology distinct from in-game etymology, proper nouns within the game's faith are Greek translations of original Hebrew meanings. Geography is changed to fit the world of Finster hart, and details biblical stories or metaphors may be altered to fit the Grimdark Fantasy setting.

Finster hart’s Creation Story

*In the beginning, God created the heavens and the earth. The earth was without form and void, and darkness was over the face of the deep. And the Spirit of God was hovering over the face of the waters.*

*And God said, "Let there be light," and there was light. And God saw that the light was good. And God separated the light from the darkness. God called the light Day, and the darkness he called Night. And there was evening and there was morning, the first day.*

*And God said, "Let there be an expanse in the midst of the waters, and let it separate the waters from the waters." And God made the expanse and separated the waters that were under the expanse from the waters that were above the expanse. And it was so. And God called the expanse Heaven. And there was evening and there was morning, the second day.*

*And God said, "Let the waters under the heavens be gathered together into one place, and let the dry land appear." And it was so. God called the dry land Earth, and the waters that were gathered together he called Seas. And God saw that it was good.*

*And God said, "Let the earth sprout vegetation, plants yielding seed, and fruit trees bearing fruit in which is their seed, each according to its kind, on the earth." And it was so. The earth brought forth vegetation, plants yielding seed according to their own kinds, and trees bearing fruit in which is their seed, each according to its kind. And God saw that it was good. And there was evening and there was morning, the third day.*

*And God said, "Let there be lights in the expanse of the heavens to separate the day from the night. And let them be for signs and for seasons, and for days and years, and let them be lights in the expanse of the heavens to give light upon the earth." And it was so. And God made the two great lights—the greater light to rule the day and the lesser light to rule the night—and the stars. And God set them in the expanse of the heavens to give light on the earth, to rule over the day and over the night, and to separate the light from the darkness. And God saw that it was good. And there was evening and there was morning, the fourth day.*

*And God said, "Let the waters swarm with swarms of living creatures, and let birds fly above the earth across the expanse of the heavens." So God created the great sea creatures and every living creature that moves, with which the waters swarm, according to their kinds, and every winged bird according to its kind. And God saw that it was good. And God blessed them, saying, "Be fruitful and multiply and fill the waters in the seas, and let birds multiply on the earth." And there was evening and there was morning, the fifth day.*

*And God said, "Let the earth bring forth living creatures according to their kinds—livestock and creeping things and beasts of the earth according to their kinds." And it was so. And God made the beasts of the earth according to their kinds and the livestock according to their kinds, and everything that creeps on the ground according to its kind. And God saw that it was good.*

*Then God said, "Let us make man in our image, after our likeness. And let them have dominion over the fish of the sea and over the birds of the heavens and over the livestock and over all the earth and over every creeping thing that creeps on the earth."*

*So God created man in his own image,*

*in the image of God he created him;*

*male and female he created them.*

*And God blessed them. And God said to them, "Be fruitful and multiply and fill the earth and subdue it, and have dominion over the fish of the sea and over the birds of the heavens and over every living thing that moves on the earth." And God said, "Behold, I have given you every plant yielding seed that is on the face of all the earth, and every tree with seed in its fruit. You shall have them for food. And to every beast of the earth and to every bird of the heavens and to everything that creeps on the earth, everything that has the breath of life, I have given every green plant for food." And it was so. And God saw everything that he had made, and behold, it was very good. And there was evening and there was morning, the sixth day.*

*The Seventh Day, God Rests*

*Thus the heavens and the earth were finished, and wall the host of them. And on the seventh day God finished his work that he had done, and he rested on the seventh day from all his work that he had done. So God blessed the seventh day and made it holy, because on it God rested from all his work that he had done in creation.*

*The Creation of Man and Woman*

*These are the generations*

*of the heavens and the earth when they were created,*

*in the day that the LORD God made the earth and the heavens.*

*When no bush of the field was yet in the land and no small plant of the field had yet sprung up—for the LORD God had not caused it to rain on the land, and there was no man to work the ground, and a mist was going up from the land and was watering the whole face of the ground— then the LORD God formed the man of dust from the ground and breathed into his nostrils the breath of life, and the man became a living creature. And the LORD God planted a garden in Symfonia, in the north, and there he put the man whom he had formed. And out of the ground the LORD God made to spring up every tree that is pleasant to the sight and good for food. The tree of life was in the midst of the garden, hand the tree of the knowledge of good and evil.*

*A river flowed out of Symfonía to water the garden, and there it divided and became four rivers. The name of the first is the Diádosi. It is the one that flowed around the whole land of Kýklos, where there is gold. And the gold of that land is good; bdellium and onyx stone are there. The name of the second river is the Anavlýzei. It is the one that flowed around the whole land of Mavríla. And the name of the third river is the Vélos, which flows north of Chala. And the fourth river is the Idio.*

*The LORD God took the man and put him in the garden of Symfonía to work it and keep it. And the LORD God commanded the man, saying, "You may surely eat of every tree of the garden, but of the tree of the knowledge of good and evil you shall not eat, for in the day that you eat of it you shall surely die."*

*Then the LORD God said, "It is not good that the man should be alone; I will make him a helper fit for him." Now out of the ground the LORD God had formed every beast of the field and every bird of the heavens and brought them to the man to see what he would call them. And whatever the man called every living creature, that was its name. The man gave names to all livestock and to the birds of the heavens and to every beast of the field. But for Oloi there was not found a helper fit for him. So the LORD God caused a deep sleep to fall upon the man, and while he slept took one of his ribs and closed up its place with flesh. And the rib that the LORD God had taken from the man he made into a woman and brought her to the man. Then the man said,*

*"This at last is bone of my bones*

*and flesh of my flesh;*

*she shall be called Woman,*

*because she was taken out of Man."*

*Therefore a man shall leave his father and his mother and hold fast to his wife, and they shall become one flesh. And the man and his wife were both naked and were not ashamed.*

*Now the wyrmling was more crafty than any other beast of the field that the LORD God had made.*

*He said to the woman, "Did God actually say, ‘You shall not eat of any tree in the garden’?" And the woman said to the wyrmling, "We may eat of the fruit of the trees in the garden, but God said, ‘You shall not eat of the fruit of the tree that is in the midst of the garden, neither shall you touch it, lest you die.’" But the wyrmling said to the woman, "You will not surely die. For God knows that when you eat of it your eyes will be opened, and you will be like God, knowing good and evil." So when the woman saw that the tree was good for food, and that it was a delight to the eyes, and that the tree was to be desired to make one wise, she took of its fruit and ate, and she also gave some to her husband who was with her, and he ate. Then the eyes of both were opened, and they knew that they were naked. And they sewed fig leaves together and made themselves loincloths.*

*And they heard the sound of the LORD God walking in the garden in the cool of the day, and the man and his wife hid themselves from the presence of the LORD God among the trees of the garden. But the LORD God called to the man and said to him, "Where are you?" And he said, "I heard the sound of you in the garden, and I was afraid, because I was naked, and I hid myself." He said, "Who told you that you were naked? Have you eaten of the tree of which I commanded you not to eat?" The man said, "The woman whom you gave to be with me, she gave me fruit of the tree, and I ate." Then the LORD God said to the woman, "What is this that you have done?" The woman said, e"The wyrmling deceived me, and I ate."*

*The LORD God said to the wyrmling,*

*"Because you have done this,*

*you are corrupted beyond all livestock*

*and separated from all beasts of the field;*

*your belly shall be an arcane furnace,*

*and material treasures you shall covet*

*all the days of your life.*

*I will put enmity between you and the woman,*

*and between your offspring and her offspring;*

*he shall severe your head,*

*and you shall roast him alive."*

*To the woman he said,*

*"I will surely multiply your pain in childbearing;*

*in pain you shall bring forth children.*

*Your desire shall be to control your husband,*

*but he shall rule over you."*

*And to Oloi he said,*

*"Because you have listened to the voice of your wife*

*and have eaten of the tree*

*of which I commanded you,*

*‘You shall not eat of it,’*

*cursed is all of creation because of you;*

*in pain you shall toil for safe refuge and food all the days of your life;*

*from the natural world capricious fey shall spring forth to afflict their whims upon you;*

*from corruption shall monstrosities be created not after their own kind to torment and slay you;*

*from the cracks you put in the creation made for you fiends and abominations shall to tempt and devour you;*

*and you shall eat the fruits of the all the harvests you sow and*

*By the sweat of your face*

*you shall eat bread,*

*by the callousing of your hands and blood shed*

*you shall shore up your refuge and defend your people,*

*till you return to the ground,*

*for out of it you were taken;*

*and to dust you shall return."*

*The man called his wife's name Zoí, because she was the mother of all living. And the LORD God made for Oloi and for his wife garments of skins and clothed them.*

*Then the LORD God said, "Behold, the man has become like one of us in knowing good and evil. Now, lest he reach out his hand and take also of the one true tree of life and eat, and truly live forever—" therefore the LORD God sent him out from the garden of Symfonía to work the ground from which he was taken. He drove out the man, and at the south of the garden of Symfonía he placed the cherubim and a flaming sword that turned every way to guard the way to the one true tree of life.*

**Cleric Domains:** Elder Sign ( Page 45 Sandy Peterson’s Cthulhu Mythos), Life, Order, Protection

**Paladin Oaths:** Devotion, The Elder Sign (Page 8 Disciples of the Outer Gods)

**God's Unspoken Unwritten Name:** Eímai

**Jesus's Name:** Sotíras

**King David:** King Agapitós

**King Solomon:** King Eiríni

Archangels may be Warlock Patrons, but must be met in person and bestowed. Archangels do not grant Divine Spells.

Every other form of Cleric faith is either Profane Cults and based of Profane Divine Magic or Wilderness Cults and based on Ecological Divine Magic.

## Profane Divine Magic

Profane Cults either focus on fiendish Demon Queens or Princes(Which only get a single Domain and the ability to be warlock Patrons) or Cults to the three Alien Greater Outer Gods which are Aberrations (Which only get a two Domains and the ability to be warlock Patrons), or lesser Outer Gods which are Aberrations (Which only get the ability to be warlock Patrons). Please remember that being a willing target of Profane Divine magic is on several levels of the Corruption Threshold Chart and if a character passes over a Corruption Threshold they gain a Corruption Point and mutate away from humanity. The lists of Outer Gods and powerful demonic beings which can grant Profane Divine Magic is below.

### Azathoth

The Daemon Sultan Blind Idiot God,

**Domain:** Destruction ( Page 47 Sandy Peterson’s Cthulhu Mythos), Plague [Homebrew: https://drive.google.com/open?id=0BxYY06AWBZGccDBHZU9UOGlBeWc], Tempest

**Paladin Oaths:** Oath Breaker

### Baal

The Demon Lord of Vanity and Corrupt Leadership

**Domain:** Ambition

**Paladin Oaths:** Crown, Conquest

### Baphomut

The Horned King of Minotaurs, Mazes and Monstrosities

**Domain:** Strength

**Paladin Oaths:** Oath Breaker

### Demogorgon

Demon Prince of Madness

**Domain:** Zeal

**Paladin Oaths:** Oath Breaker

### Juiblex

The Faceless Lord of Slimes and Oozes

**Domain:** Ooze [Homebrew: https://www.dandwiki.com/wiki/Ooze\_Domain\_(5e\_Subclass)]

**Paladin Oaths:** Oath Breaker

### Lilith Thoth

Demon Spiderqueen of Treachery

**Domain:** Trickery

**Paladin Oaths:** Oath Breaker, Treachery

### Moloch

Demon Prince of Child Sacrifice for the Community

**Domain:** Solidarity

**Paladin Oaths:** Crown, Conquest

### Nyarlathotep

The Crawling Chaos

**Domain:** Trickery

Paladin Oaths: Oath Breaker, Treachery

### Orcus

Demon Prince of Undeath and Death

**Domain:** Death

**Paladin Oaths:** Oath Breaker

### Shub-niggurath

Black Goat of the Woods with a Thousand Young, The Dark Mother

**Domains:** Blood, Lust [https://www.dndbeyond.com/subclasses/179367-lust-domain ], Strength

**Paladin Oaths:** Oath Breaker

### Yeenoghu

Demon Prince of The Battlefield Savagery

**Domains:** War

**Paladin Oaths:** Oath Breaker

### Yog-Sothoth

The Gate, the Key and the Guardian

**Domains:** Arcane, Knowledge, Emptiness

**Paladin Oaths:** Oath Breaker

### Zuggtmoy

Demon Queen of Fungi and Infectious Rot

**Domains:** Plague [Homebrew: https://drive.google.com/open?id=0BxYY06AWBZGccDBHZU9UOGlBeWc]

**Paladin Oaths:** Oath Breaker

## Ecological Divine Magic

Wilderness Cults only provide the Cleric Wilderness (Listed as 'Nature' in books) Domain and the Paladin Oath of the Ancients. These cults are either focused around a powerful Fey Patron's position whose role is a ruler of a large region, or specific Place of Power in the Wilderness. Paladins may only be members the former type of Wilderness Cult. If the Fey Ruler dies the worship passes to the inheritor which cannot be broken due to the eternally reforming disposition of Fey. If the Place of Power in the Wilderness supporting a wilderness cult is destroyed that leaves the Clerics of that cult without their Spells, their Channel Divinity, or Divine Intervention Ability, unless they replace the Place of Power by pledging to worship the powerful Fey Patron's position which rules over the region where the Place of Power was. One Place of Power is not able to replace another. Druids and Rangers worship the wilderness more generally and are able to make Places of Power as their sites of worship which support Wilderness Cults.

## Between the Cracks

Archdukes and Archduchesses of Hell may be Warlock Patrons, which may be bestowed via signed contract with empowered emissary. Like Archangels, Archdukes and Archduchesses of Hell do not grant Divine Spells.

# Credits

Editor of this Document, Writer of the Setting, Creator of Corruption, Insanity, Powerful Attack, Altered Action Surge, and Stress Relief Downtime actions systems:

Matthew Adam Stewart AKA: Pale\_Crusader

Darkest Dungeons Stress System Converted for Dungeons & Dragons and : kor-artificer (korartificer@gmail.com)

Spell Burnout, Regional Magic, and Inventory System from Darker Dungeons: GIFFYGLYPH (http://www.giffyglyph.com )

Gritty Magical Healing: C.W. Fox

Expanded Lingering Injury Before Integrating with the Above: James Introcaso

(https://cwfox.com/2017/10/10/)

Racial Point System underpinning Corruption System: Musicus (https://www.dandwiki.com/wiki/Musicus\_Meter\_(5e\_Guideline))

Plague Domain

On-Heels Condition and Flanking Rules: Cody Lewis from Taking20 Youtube Channel Combat Rework Dungeon & Dragon 5.5 (https://youtu.be/V5rjqtH27Us)

HomeBrew Criticals Hits : Dungeon Dudes (https://youtu.be/xAO1aYhWZl0)

Alterations to the Inspiration and Ammunition Tracking Systems:

The Angry GM (https://theangrygm.com/take-the-suck-out-of-inspiration/ and https://theangrygm.com/does-ammunition-matter/ )

Engineer Background:

Love\_and\_Stuff from (https://www.dndbeyond.com/homebrew)

Construction Worker Background:

Black\_Hat from (https://www.dndbeyond.com/homebrew)

Other Backgrounds:

From unknown authors at homebrew (https://www.dandwiki.com)

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Darkest Dungeon

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