

Player-Handout

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Part I

The World

CHAPTER 1: THE WORLD

GOBINK

SOBRA

Sobra ist die Heimat der Menschen und Weylyns (eine art evolutionäre zwischenstufe zwischen den Menschen und den Werwölfen). Während die Weylyns al- lerdings eher instinktgetriebene Wesen sind und in dem Forrwar leben, einem riesigen, verwilderten Wald, haben die Menschen eine gigantische Stadt namen Golham gebaut. Von einer Robusten Mauer umgeben, ist sie ein sicherer Hafen für Wanderer und Abentuerer, aber auch für Händler und Schmieden. Natürlich gibt es aber auch noch andere Dörfer über Sobra verteilt. In der Mitte zwischen dem Reich der Menschen und dem der Weylyns liegt die Tundra Sobras, ein viel umkämpfter Platz. Trostlos und voller Überreste und Erinnerungen der Vergangenen Kämpfe. Am nördlichsten Punkt von Sobra liegt Aeneas, ein Handelshafen und Kontakt-Punkt zu anderen Kontinenten.

GILBRIT

Gilbrit beheimatet einen Berg namens "Limbürmar", ein Berg, etwa geformt wie ein Tropfen, oder ein Haken. Er ist die Heimat der Gnome. Gnome sind ein sehr in sich verschlossenes Volk. Es ist allgemein wenig über sie bekannt und das wenige was bekannt ist, lernten Wanderer, Barden und Abenteurer von Elfen, welche auf Gilbrit wohnten oder Studien durchführten.

VALTRAS

Valtras ist ein sehr kalter Kontinent. Er liegt am südlichsten Punkt von Goobink. Auf ihm thronet ein Vulkan namens "ärau buhr mar". Er brodelte schon seit Jahrhunderten, brach aber niemals aus. Legenden ranken sich um diesen Vulkan, allerdings macht keine dieser Legenden wirklich Sinn. Direkt an ärau buhr mar angrenzend liegt die Krakamur-Bergkette. In ihr befinden sich viele Schmieden und Gewölbe, welche als die Heimat für Zwerge fungieren.

NOBRUT

Nobrut hingegen ist die Heimat der Gombruts (eine, von den Menschen abstammende und den Riesen ähnelnde Rasse). Sie werden so alt, dass sie teils von Stein überzogen sind und gelten allgemein als Harmlos aber Tollpatschig) und Elfen. Elenera ist ein Baum, welcher als Heimat der Elfen gilt und im Osten Nobruts liegt. In dem, Elenera umgebenden, Wald leben viele unterschiedliche Arten von Elfen, verstreut über den Wald. Anderen Rassen wissen nicht viel über den Wald, lediglich erfahrene Wanderer und Händler anderer Rassen kennen den Weg zu Elenera und anderen Dörfern in dem Wald. Goraba ist eine Bergkette, ungefähr der Größe von dem Forrwar und Westlich auf Nobrut gelegen. Sie ist die Heimat der Gombruts. Seit einiger Zeit versuchen auch Zwerge dort eine Heimat zu ändern, auf der Suche nach Unterkunft, oder einfach auf der Suche nach seltenen Materialien. Zu mindestens hört man dies, wenn ein Barde sich bei einem Krug Meets erboht, euch eine dieser Geschichten zu erzählen.

CHAPTER 2: RACES OF GOBINK

DRAGONBORNS

Origin. Nobrut wurde in der Vergangenheit von Drachen und Drachen-Geborenen beheimatet. Die Hauptstadt der Drachengeborenen hieß Drakor. Auch wenn Drakor heute nur noch aus einige Ruinen besteht, welche aus dem Sand Gombruts ragen, so war es einst eine Pompöse Stadt, an der alle Wesen willkommen waren.

Als erstes verschwanden die Drachen. Die Drachengeborenen lebten friedlich in der Mitte von Nobrut und bekamen dieses nicht mit. Doch nach nur ein paar Jahren wurden auch diese Überrascht. Zu erst wurden die kleinen Dörfer, nahe der Goraba-Bergkette überrant. Die Gombrut, immer auf der Suche nach Nahrung überranten zu erst die kleineren Dörfer. Ein Krieg brach aus und das Obwohl die Drachengeborenen ein friedliches Volk waren. Die Gombrut hatten Angst vor den Drachengeborenen, da sie Nachfahren der mächtigen Drachen waren, doch die Wahrheit war, dass die Drachengeborenen ohne die mächtigen Drachen verloren waren. Die Drachen tauchten jedoch nicht wieder auf und die Drachengeborenen waren dem Untergang geweit. Selbst Versuche, ein Abkommen zwischen den Gombrut und den Drachengeborenen zu verabschieden scheiterten. Drakor wurde über einen Zeitraum von 9 Monaten belagert und beide Seite verloren viele Krieger und Kampf-Magier. Nach den 9 Monaten hielten die Drachengeborenen immer noch ihre Stellung, aber dennoch erschien die einzige Möglichkeit, wie die Drachengeborenen überleben konnten, der Rückzug zu sein. Die Mauern Drakor's fielen und der Herrscher Ayyaam, ging zusammen mit ihnen unter, während er zusammen mit einigen tapferen Soldaten, die Gombruts lange genug zurück hielt, damit sein Folk fliehen konnte.

Heute leben die Drachengeborenen verstreut über ganz Goobink, mal in kleineren Dörfern, mal in mitten von anderen Wesen. Eines teilen sie allerdings bis zu dem heutigen Tage: Einen Hass auf die Gombruts und ein Streben in ihrem Herzen, Drakor wieder zu erbauen und den Drachengeborenen wieder ihren rechtmäßigen Platz auf Norbut zurück zu geben.

NIGHTELVES

Origins. Die **Dark Elfen** finden sich in vielen Orten, großteils über Sobra. Ursprünglich fanden sie sich um Elenear, der Heimat der Hoch Elfen, doch sie wurden verstoßen nachdem einige der Hoch Elfen auszogen, um in den Wäldern um Elenear zu leben.

Ausgestoßen und voller Wut zogen sie in den Westen Nobruts, nur um sich mitten in einen Krieg zwischen den Drachengeborenen und den Gombruts wieder zu finden. Sie flohen zusammen mit den Drachen geborenen auf die Kontinente.

Einige dieser **Dark Elfen** landeten so auf Sobra. Anders als die Drachengeborenen allerdings, zogen diese nicht in die Städte und versuchten dort eine neue Heimat zu finden, sondern sie gingen in den Westen Sobras, durch die Tundra Sobras bis in den Forrwar. Als sie einen Höleneingang zu einem großen, unterirdischen Hölensystem fanden, entschlossen sie sich, dort nieder zu lassen.

Einige Jahre später betraten die **Dark Elfen** das erste mal wieder die Oberfläche. Sie hatten lange Zeit von allem Gelebt, was sich in der Höle finden ließ, doch es war Zeit, andere Nahrung zu finden. Der Wald jedoch war zu gefährlich. Viele die dort hinein gingen gerieten in Mitten von Weylin-Kreise, welche ebenso auf der Suche nach Nahrung waren. Deswegen entschlossen sie sich, in der Tundra nach Nahrung zu suchen. Was sie fanden war allerdings nicht ganz was sie suchten.

Sie fanden vereinzelte Normaden Völker. Immer auf der Reise und auf der Flucht vor dem weigen Krieg zwischen den Weylins und den Menschen, war es üblich, dass Normaden hier nicht länger als 2 Tage an einem Ort verblieben. Überrascht von den Artefakten und schätzen, die die **Dark Elfen** in dem Besitz der Normaden sahen, griffen sie an. Sie schlachteten eine Gruppe nach der anderen ab und stahlen deren Wertsachen.

Auf Basis dieser Wertsachen etablierten die **Dark Elfen** einige "Handels-Verbindungen" mit vorbeiziehenden Wesen, sei es nun ein Krieger, welcher sich an der Front mit Weylins herum schlug oder ein armer Priester, welcher am Strand von der Tundra nach einem Schiffsbruch erwachte.

Part II

Playable Classes/Races

CHAPTER 3: RACES

HALF-GOMBRUT

As Gar realized, that not everybody was thinking good about his heriatage, he ran. Even tho, he was stronger than any human, he was nowhere accepted into any kind of society. He fought in a 100 Battles and killed more than any human, but his heriatage was his doom. Not as smart as he was, he walked straigth into a trap, build by 2 mortal enemys: A Gombrut and a Human

LEFT BEHIND

Half-Gombruts' look like Humans, in a gray-isch skin. They have strong, well defined muscels and are more tall than wide. They apear as if a Human was stretched out to far. Most of them are around 7 feet tall, yet none of these is smaller than 6^{1/2} feet. Yet, because of the weigh only around 175 - 215 pounds. Because they are related to the Gombrut, the oldes Half-Gombruts are around 1000 years old and mature at around 100 years. The older a Half-Gombrut becomes, the more it is overdrawn with Stone, as if the creature becomes one with the mountain.

They originaly derive from Humans, yet they are way less intelligent than humans. Some going so far, as being as stupid as a simple bug. Their clumsyness is infamous. They almost always fail at basic task, such as grabing berrys from a small tree in a spectacular fasion. Most of the time, the only trouble they have, is the trouble they get themself into, if they are to clumsy to correctly performe any task.

Even though they are outsiders in nearly any society, they are verry kind and good creatures, healing anyone in need.

ANTISOCIAL GENES

Because neither the Humans nor the Gombruts are willing to accept a Half-Gombrut into their society, Half-Gombruts are antisocial loners in their nature. Some form small tribes and some integrate themselves into smaller groups, but most of them are always on their own at adventures or living in caves, naturally acouring in mountains.

They are friendly towards all creatures, yet they know to defend themselves. They inherited this trait from their Gombrut ancestors. Half-Gombruts thrief towards building up their own perfect world, just like their Human ancestors. They hold true to most of the prejudice against Humans and against Gombruts.

Uncommon Races

The Half-Gombrut and every other Race in this Chapter are uncommon. They don't exist in every world of D&D and are less widespread than other races.

Half-Gombrut. Half-Gombruts are very rare and scattered over nearly all continents. They are so rare because most of them are never leaving their home-mountain.

Half-Weylins. Half-Weylins tend to live in forrests and socialize as little as possible, which is why they are almost never seen in many cities.

HALF-GOMBRUT NAMES

Half-Gombruts earn their name from their parents, when they are born. This name consists of 2 parts. A name, and a family name. More often than not, Half-Gombruts have two family names, because their parents had two different. Once they mature, most Half-Gombruts tend to give themselves a new name, while keeping their family name(s).

The names of Half-Gombruts

Half-Gombruts are proud of their names, often referring to the name as "the most beautiful thing in the world", even though it sounds more like a stone rolling at an uneven surface. As you choose your name, keep that in mind.

Male Names: Dombra, Grutro, Ernero, Meratro, Utragro, Pretegre, Kumanrare **Female Names:** Arear, Zurare, Undradar, Kirantar, Hubrate, Gultar, Lurare **Family Names:** Stoneeater, Rockseeker, Meatservant, Goldfinder, Crowholder, Mountainclaimer, Dirtgrower

Playing an Half-Gombrut

Half-Gombruts would act clumsy or awkward in most situations of social interactions without realising it. They never learned it, so they don't know it better. But mostly they don't care, so they never will learn it anyways.

HALF-GOMBRUT TRAITS

Your heritage manifests in different forms.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 2. Your Intelligence decreases by 1.

Age. Your Half-Gombrut ages slowly. They attain the development off a 10-year-old Human by the age of 60 and reach adulthood by 100. They live to be up to 1000 Years.

Alignment. Half-Gombruts tend towards a Good alignment, very rarely if ever dipping into the Chaotic or even Evil alignment. Yet they are not bound to rules of any kind, except they put on themselves. Most Half-Gombruts lean towards a Neutral or Chaotic alignment.

Size. Half-Gombruts are tall and slim creatures, even tho they are very muscular. They are around 7 - 7^{1/4} feet tall, but never fall beneath 6^{1/2} feet.

Speed. Your base walking speed is 25 feet.

Hardened Skin. Because of your age and your diet, you have "stone in your blood". Your skin is very thick and not as easy penetrable as most other skin. Your base AC is 12 instead of 10.

Damage Resistance. You have resistance to slashing damage.

Fight Focus. A Half-Gombrut can concentrate so hard, that the stone on his body changes the position. Your armor-class increases by 2 (after calculation). Once you used this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read and write Common and Gombrut. Common though is a bit stuttering. You don't socialize much, so you can't practice this languages and with your parents you mostly speak Gombrut. So you are switching, leaving out words and changing the basic structure of some sentences.

Darvision Because you live in pitch black environments most of the time, you have superior vision in dim and dark conditions. You can see within 60 feet of dim light as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shadows of grey.

HALF-WEYLIN

Kraa reached the east point of the forwarr, he stumbled upon some remains of the fight, that had just ended. Kraa was sick of this all. He wanted to get away from his old life. After nearly 4 Weeks in on the run, Kraa encountered a Human. Happy and full of hope he asked for a helping hand to get out of this nightmare, but only found the tip of a long sword, piercing his intestines. "Why?", was the last word out of his mouth.

WILD ANATOMY

Half-Weylins are looking like a verry harrie hair, with a twist. They appear wolf-like in many forms and most of the time, they could be mistaken for one. Other than Werewolfs tho, their faces and Hands appear Human like. The hip of an Half-Weylin is formed in a way, that the Half-Weylin can walk on 2 feet just as good as on his feet and hand combined, like a wolf.

They come in at around $4^{3/4}$ - $5^{1/2}$ feet, a bit smaller than the average Human and a bit bigger than the average Weylin. They have a weird inner anatomy, which is not as reliable and consistently working as a Humans. Most of them grow up to become 60 years old. Because they live in the woods and have to grow up quickly, they mature at around 1 - 2 years and start hunting prey. At around 8 years, nearly all Half-Weylins have learned to walk only on their 2 feet, but they take around 2 more years to get used to it.

Tho their heritage is both Human and Weylin, they tend to deny their Weylin heritage and adopting Human-history. Even their intelligence contests that, of the average Human. That's why most of them lean towards inflicting non-physical damage. But do not underestimate the strength, they can bring up, if needed. Even tho they act within the boundaries of what is considered to be "good", they are not liked by humans because of their Weylin heritage.

PACK-LIVE

Half-Weylins which live in the east of Sobra or on another continent all together tend to live the life of a loner, feeding on prey that they encounter on a daily basis. But those, who have the luck to live with their own, do so. They form small Packs, which consists 1

alpha and every other Half-Weylin beneath him. Tho he is the alpha, Half-Weylins tend to have some sort of democracy in order.

Some of them live in houses, whilst others tend to sleep outside in the wilderness. This is nothing more than a taste really, depending on the individual Half-Weylin. Most of these Half-Weylins believe nothing in terms of gods, but if they follow a god, they do it with great passion.

The Curse of Ancestry

Most Humans don't like Weylins, but some hate any form of Weylin to the depths of their heart. Expect to get some rude comments along the way of the adventure or, in the worst case, even random attacks from Humans.

That includes:

- Humans, that served in an army fighting against the Weylins.
- Humans, that lost somebody important to them in a fight against Weylins.
- Other creatures, that were affected by the war between Humans and Weylins.

Your character knows that and would most likely act humble in such situations, to strengthen the good reputation of Half-Weylins. Except if your Character does not care about that or is marked by the daily hate against him.

HALF-WEYLIN NAMES

A typical Half-Weylin name consists of a name, given at birth and the pack he grew up in.

Male Names:

TODO

Female Name:

TODO

Pack Names:

TODO

HALF-WEYLIN TRAITS

Your heritage manifests in different forms.

Ability Score Increase. Your Wisdom score increases by 2 and your Intelligence score increases by 1.

Age. Half-Weylins age very fast. They live to be 60 years old and maturing at around 1 year.

Alignment. Half-Weylins tend to start with a neutral alignment, changing to evil as they age and observe the hostile and evil world around them.

Half-Weylins living in a pack adopt the lawful alignment and loners mostly adopt the chaotic alignment.

Size. Half-Weylins anatomy resemble partly that of a wolf. Their size lies between $4^{3/4}$ - $5^{1/2}$, but mostly in the middle of this range.

Speed. Your base walking speed on foot is 20 feet and 40 on all fours.

Versatile Walker. As an action, you can choose to change the way you walk to *"on two foot"* or *"on all fours"*. However, you can't hold anything in your hands while on all fours. Wearing armor is okay, as long as it does not hinder the walking on all fours.

Keen Senses. You have proficiency in Perception check. In addition, you have advantage on perception checks that rely on smell or hearing.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4$ + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike.

Primal Instincts A Half-Weylin, that's current hitpoints is beneath half his maximum hitpoints (rounded up) can use this trait to take an action, whenever he takes damage. He can choose to walk 5 feet, in the direction of the source of the damage. After you heal above half the maximum hitpoints (rounded up), you have to take a long rest, before you can use this feature again.

Darvision. Because you live in a forest, you have better sight in the dark than normal. You can see within 30 feet of dim light as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shadows of grey.

Languages. You can speak, read and write Common, Weylin and one language of your choice.

Playing an Half-Weylin

Half-Weylins know about nature's law and tend to leave other creatures as they are. Conflicts are nothing really new to them, but they mostly keep out of the way of trouble relating to their Weylin ancestry. If your character is harassed, because he has a Weylin heritage, he would most likely not engage further into this debate.

CHAPTER 4: CLASSES

Level	Proficiency Bonus	Feature
1st	+2	Controll Undead, Raise Undead
2nd	+2	Lifetap
3rd	+2	Necromantic Aspiration
4th	+2	Ability Score Improvement
5th	+3	Charnel Touch, Aura of Undead
6th	+3	Necromantic Aspiration feature
7th	+3	Dark Nova
8th	+3	Ability Score Improvement
9th	+4	Control and Raise Undead Improvement
10th	+4	Sacrifice Undead, Necromantic Aspiration Feature
11th	+4	Aura of Undeath Improvement, Dark Nova improvement, Charnel Touch improvement
12th	+4	Ability Score Improvement
13th	+5	Dominate Undead
14th	+5	Necromantic Aspiration feature
15th	+5	Ethereal Mind
16th	+5	Ability Score Improvement
17th	+6	Aura of Undeath Improvement, Dark Nova improvement, Charnel Touch improvement
18th	+6	Raise Undead Improvement
19th	+6	Ability Score Improvement
20th	+6	Death Gerneral

NECROMANCER

While others use magic to do paltry things like conjure fire or fly, the Necromancer is a master over death itself. They study the deep and forbidden secrets that raise the dead, controlling minions toward a variety of goals. Perhaps they seek the power that mastery over death provides. Perhaps they are serious and unashamed scholars, who reject the small-minded boundaries held to by others. Each enemy they fell becomes an eager and disposable ally, they become immune to the energies of death and decay, and ultimately harness the immortality and power of undeath for themselves.

UNDEAD MINIONS

Necromancers exert control over undead creatures as if they were part of the same creature. Unlike hordes of wild undead, the undead controlled by a necromancer act as one unit, often running (or shambling) to each other's aid when a member of the horde is injured or destroyed.

A LIFE OF CONSEQUENCES

Necromancers don't have the best history with people. Though the large majority of necromancers merely want to help people, whether it be in communicating with dead family members or overthrowing tyrannical kings, evil necromancers are by far more well known for the occasional invasion of a peaceful city, which people don't tend to take kindly to.

A necromancer must always be careful of his company, because while many people will seek to understand his intentions, just as many will ignore them altogether in the assumption he is evil.

CREATING A NECROMANCER

A Necromancer is a caster that is able to expel negative energies flowing through their veins. Necromancers are similar to sorcerers, but are more adept with necromancy and, to some extent, enchantment spells. They use their abilities to gain absolute control over their enemies' bodies, minds and souls. Often the best way to do this is by raising/summoning undead from their fallen enemies; a skill at which they are unparalleled. Necromancers are also effective with diseases, poison spells, and affecting opponents with fear, fatigue, exhaustion, pain, negative energy damage, or even gaining mindless supporters through the use of

enchantment spells like charm or dominate.

A Necromancer's strengths are in bolstering undead, summoning or raising undead minions (which they can control up to a number of a large mob) and being able to cast a vast repertoire of various necromancy spells. They are strong spell casters but are not durable in physical combat. A Necromancer should primarily be used for crowd control, able to curse the enemy while animating different undead to occupy the enemy while their teammates continue to sustain a mass of dead bodies for you.

The most important thing to consider when creating a necromancer are the reasons you became a necromancer. Were you driven to the edge when someone you love was killed or did an oppressive government lead to your seeking rebellion? Either way, a necromancer is often misunderstood by those around them. Necromancers must usually hide their abilities to avoid persecution.

QUICK BUILD

You can make a warlock quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the Sage background.

CLASS FEATURES

As a Necromancer, you gain the following class features.

HIT POINTS.

Hit Dice: 1d6 per necromancer level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per necromancer level after 1st

PROFICIENCIES.

Armor: Light armor

Weapons: Simple weapons, scythes

Tools: Embalming Tools

Saving Throws: Charisma, Constitution

Skills: Choose 2 from: Arcana, Deception, History, Insight, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

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

- (a) A scythe or (b) 2 daggers
- (a) Leather armor or (b) padded armor
- (a) A scholar's pack or (b) a explorer's pack

- An arcane focus (spellcasting focus)
- An embalming tools

CONTROL UNDEAD

At 1st level, you gain the ability to bring wild undead under your control by force. As an action, target an uncontrolled undead with an Intelligence lower than 8 within 30 feet of you. The undead makes a Charisma save DC 8 + your proficiency bonus + your Charisma modifier, and if it fails it is brought under your control indefinitely, but if it succeeds you cannot use this feature on it again for 24 hours. You may only control undead in this way that do not have a CR greater than your level. When you take over undead in this way, they are considered animated by you, and if you do not already control the undead you take damage equal to 1 per 1/8 CR of undead controlled (minimum 1) and your HP maximum is reduced by an equal amount. This Damage and HP reduction cannot be reduced by any means. Your hit point maximum is restored as the controlled undead die or leave your control, but you are not healed. You may control a maximum number of Undead equal to your Charisma modifier (minimum 1) times your Necromancer level.

You may control any undead you control as an action on your turn. At 9th level, this changes to a bonus action. If you are not actively controlling your undead, they will attempt to execute your last orders to the best of their ability. You only maintain control of your undead as long as they are within 1 mile of you. If they leave a 1 mile radius, they leave your control and act as normal undead. Undead you control report to you psychically any creatures or environment that they can see. You innately know the general direction and distance of all controlled undead.

RAISE UNDEAD

Starting at 1st level, you may use your own life force to animate recently dead corpses. Using your action, you may touch a creature that died in the last minute and raise it as an undead under your control indefinitely. You must spend an hour raising a creature if it has been dead for longer than a minute. Whenever you use this class feature, you take damage equal to 1 per 1/8 CR of undead controlled (minimum 1) and your HP maximum is reduced by an equal amount. This Damage and HP reduction cannot be reduced by any means. Your hit point maximum is restored as the controlled undead

die or leave your control, but you are not healed. You may only raise undead in this way that do not have a CR greater than your level, and you are limited to undead with an intelligence lower than 8. At 9th level, you gain the ability to create undead with an intelligence score of 8 or higher, but it must be less than 13. At 18th level, you no longer have restrictions on the kinds of undead you can create based on intelligence score.

LIFETAP

At 2nd level, you learn to freely manipulate your own life energy. As an action, you may touch any undead you have animated and deal any amount of damage to it up to its current health, giving you temporary hit points or healing any other undead you can touch that you have animated for an amount equal to the damage dealt. Alternatively, you can use an action to touch any creature and channel your own life force into it. This damages you for any amount up to half your maximum hit points or your current hit points, whichever is lower, that you choose and then heals the target for an equal amount.

NECROMANTIC ASPIRATION

At 3rd level choose a Necromantic Aspiration: Caretaker, Reaper, and Summoner, all detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CHARNEL TOUCH

At 5th level, you learn to touch the lives of your foes and steal them for yourself. As an action, you may make a ranged spell attack (proficiency + Charisma modifier) against a living creature within 60 feet. If the attack hits, the target takes 1d8 damage plus your charisma modifier. This damage increases to 2d8 at 11th level, and to 3d8 at 17th level. Additionally, if the target of the attack dies, you gain temporary hit points equal to half the damage dealt.

AURA OF UNDEATH

Starting at 5th level, you gain an aura of undeath. You may use a bonus action to activate any or all auras you know and you may turn any of them off at any time for free on your turn. You choose one of the following auras when you gain this feature, and again at 11th and 17th levels. When your Aura of Undeath is turned on you maintain any auras you choose until you dismiss the effect. You may use a bonus action on future turns to activate additional Aura effects, but may dismiss them for free. Your Aura of Undeath has a radius of 30 ft, and affects all undead you control within it. Some Aura effects require you to take damage at the beginning of your turns to maintain them. This cost is noted on each Aura effect.

If an Unholy Aura and a Holy Aura overlap, creatures in the overlapping areas get none of the benefits of either (so Aura of Undeath and a Paladin's Devotion Aura would cancel out).

Aura of Ferocity

Costs 2 hp/round.

Affected creatures may add your Charisma modifier to their damage rolls with weapon attacks.

Aura of Resilience

Costs 1 hp/round.

Affected creatures may add your Charisma modifier to any saving throws they make.

Aura of Retaliation

Costs 2 hp/round.

Affected creatures may make an attack of opportunity against any creature that attacks them with a melee weapon or melee spell attack.

Aura of Tenacity

Costs 3 hp/round.

Affected creatures take less damage from non magical bludgeoning, piercing, and slashing damage equal to half your Charisma Modifier, rounded up (minimum 1).

Aura of Terror

Costs 2 hp/round.

Affected creatures become more menacing. Any enemy creature that starts its turn or moves within 5 feet of an affected creature must make a wisdom saving throw against DC 8 + your proficiency bonus + your charisma modifier or become frightened for 1 minute. They may repeat this save at the end of each of their turns. If they succeed on their save, they become immune to this effect for 24 hours. Any creatures that are frightened when this aura ends stop being frightened.

DARK NOVA

At 7th level, you gain the ability to channel your life force to damage nearby enemies. As an action, you release Dark energy in a 10 ft. radius sphere with yourself as the point of origin. Creatures hit by this burst of dark energy may make a Constitution saving throw DC = 8 + your proficiency bonus + your Charisma modifier.

On a failure they take 3d8 necrotic damage and are pushed 5 feet away from you. On a successful save, they take half damage and are not pushed. This damage increases to 5d8 at 11th level, and to 7d8 at 17th level. You may use this ability a number of times per long rest equal to your Charisma Modifier.

SACRIFICE UNDEAD

Starting at 10th level, you gain the ability to sacrifice your controlled undead to restore your life when you would be knocked unconscious. As a reaction to taking damage that would reduce you to 0 hit points, you may sacrifice an undead you control within 30 feet to instead drop to 1 hit point. You may use this feature once per long rest.

DOMINATE UNDEAD

At 13th level, the abilities of your Control undead feature extend to intelligent undead and undead controlled by other necromancers. Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free. If an undead you are trying to control is controlled by someone else, you may instead use your action to initiate a contest against said creature. Both of you roll 1d20 and add your Proficiency bonus and Charisma modifiers. If you win the contest, the undead is brought under your control, but in the event of a tie or if you lose, nothing happens. Once an undead has been contested like this, it cannot be contested again for 1 hour. If the undead has an Intelligence of 8 or higher, it may grant advantage in this contest to either necromancer.

ETHEREAL MIND

Starting at 15th level, your knowledge of necromancy allows you to understand concepts of spirituality foreign to normal people. First, once per day, you

may use your action to see 60 feet into the ethereal plane for 10 minutes. Additionally, once per day, when touching a dead body, you may begin a 1 hour ritual, during which you may converse freely with the soul that previously inhabited it, provided the soul is willing. If you have a possession of the spirit you are trying to contact, you may also use that to contact them

DEATH GENERAL

At 20th level, you gain the ability to choose a single controlled undead as your Death General. This undead can be chosen from any undead you control and gains a number of additional benefits. Creating a Death General requires performing an 8 hour ritual every day for a week and 5,000 gp worth of materials.

- Your General's HP cost is increased by 20 HP.
- Your General's Hit Points are their normal HP or 100, whichever is higher.
- Your General's Intelligence, Wisdom, and Charisma are replaced with your own, and they add your weapon and armor proficiencies to their own.
- Your general has a control radius equal to your own and you may control undead within that radius. Your General can be controlled as long as you exist on the same plane of existence, and he will act to reach you if you are separated in such a way.

When you manifest your Aura of Undeath, Control Undead, or Dark Nova class features, you may do so from your General's location, but they do not manifest from your own location if you do this. You may use an action to begin seeing through your General's senses. This lasts until you end it and causes you to become blind and deaf to anything around your own body. You innately know the general direction and distance of any undead within the General's control radius, and if an undead is within both yours and your General's radius you know its exact location. Any time you would die for any reason. Your General dies instead, and your body is teleported to a safe place chosen by your DM on the same plane of existence, unconscious but stable. Any undead you control leave your influence and become wild.

Alternatively, you may choose to become the Death General yourself. Becoming a Death General requires performing an 8 hour ritual every day for a week, but has no gold cost. When you do this, you gain the following features.

- Your Maximum HP is increased by 40, but these hit points can not be used to control undead.
- You gain proficiency in Wisdom saving throws.
- Your Charnel Touch deals an additional 1d8 damage.
- The ranges of your Dark Nova and Aura of Undeath are doubled.
- Your undead control radius is doubled.

NECROMANTIC ASPIRATIONS

Necromancers share their affinity with undead, but how they treat their undead often varies. A Necromancer that minds their undead carefully is very different from a Necromancer that sits back while his army wages war, and both of these are very different from a Necromancer that fights on the front line with their undead as their leader.

CARETAKER

Care for and enhance a small group of undead.

ENHANCED ANIMATION

At 3rd level, the damage and max HP cost per CR of animating undead increases by your proficiency bonus. As a result, undead you control may add your proficiency bonus to hit and have bonus HP equal to your necromancer level.

ENHANCED RESILIENCE

Starting at 6th level, undead you create have $AC = 8 +$ your proficiency bonus + their dexterity modifier.

CONSCIOUS ANIMATIONS

Starting at 10th level, your animations may maintain a facet of their living consciousness. These undead are capable of making their own decision, and have an intelligence and wisdom no lower than 10.

DARK RESTORATION

Starting at 10th level, your Dark Nova feature heals undead you control for an amount equal to half the damage they would have taken.

SELECTIVE BINDING

Starting at 14th level, you gain the ability to animate bodies by binding willing spirits to them. You must spend an hour binding the spirit to the body, allowing the spirit to animate it. The ghost maintains

the ability to leave the body, ending this effect. The animated body acts as if it were a normal undead, but is controlled by the spirit.

REAPER

Cut down your enemies with your own unholy powers.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in Medium Armor and Martial Weapons.

DARK STRIKE

Starting at 3rd level, your melee weapon attacks deal bonus necrotic damage equal to your charisma modifier (minimum 1) once per turn. When you deal damage with this feature, you are healed for an amount equal to half your bonus damage rounded up (minimum 1). At 10th level, your Dark Strike deals an additional 1d8 necrotic damage. This increases to 2d8 at 14th level.

EXTRA ATTACK

Starting at 6th level, you may make an additional attack when you take the attack action.

WARCASTER

At 10th level you gain the ability to interweave your weapon attacks and your magic. When you take the Attack action on your turn, you may cast Charnel Touch or Dark Nova as a bonus action.

SOUL REAPER

Starting at 14th level, whenever you kill a creature with Dark Strike, you may use your Raise Undead Class Feature on the creature you killed as a bonus action.

SUMMONER

Summon massive hordes of undead to crush your enemies.

EFFICIENT ANIMATION

At 3rd level, the damage and max HP cost per CR of animating undead decreases by your proficiency bonus when creating or controlling undead of a CR

less than or equal to half your level (rounded up) or lower.

SUMMON UNDEAD

Starting at 6th level, you no longer require a corpse to create undead, as you can just as easily summon them to a space within 5 feet of you directly from another plane such as the Shadowfell or the Negative Energy plane. This process takes 1 hour.

GRANDMASTER

Starting at 10th level, you gain the ability to control your undead from up to 10 miles away. This increases to 20 miles at 14th level.

UNHOLY SIEGEMASTER

At 14th level, you gain the ability to create undead siege engines. These siege creatures function exactly as if they were normal siege equipment, but are considered controlled undead with a CR of 1 per 10 HP they have (so a Mangonel with 100 hp would be considered CR 10, or 75 hp is CR 7). Each siege engine takes 1 hour per CR to create and does not require a crew to operate.

CHRONOMANCER

Proficiencies When you multiclass into the class, you gain the following proficiencies: none

TIME AND FATE'S CHOSEN

Chronomancers are often the stuff of legend this is because they have been around since the start of time and new chronomancers are only ever created once a previous one has requested Time and Fate to put them in an eternal slumber. New chronomancers are mortals that have caught Time and Fate's eye either by studying time manipulation or being gifted with extraordinary speed to the extent that the world moves slower to them. Once selected the chronomancer is infused with astral energy which flows through everything and learns how to tap into it and utilise the timeline to their advantage. Once infused, astral energy then flows over the chronomancer's body acting like a focus of astral energy.

MAINTAINING THE TIMELINE

There are those who travel to the furthest reaches of the Astral Plane and return telling of stories of how they found a temple-like structure being guarded by creatures with blue lightning flowing over their skin. Though often not studied too far, chronomancers are essential for the creatures of the planes, each chronomancer sets down a path and promises to Time and Fate that they will use all their power to maintain it, eliminating threats to its existence for the betterment of human kind. Once selected by the deities the new chronomancer is placed in the Material Plane and left there to guide their timeline with small actions, as they train they gain more favour by Time and Fate until they reach the point where they are summoned to the Astral Sanctum, the home of Time and Fate, where they assist the gods directly.

Some creatures that study time and the chronomancers wish to be taken into the arms of the two gods, trying to draw their attentions in both constructive and destructive ways. Others are just removed from their normal lives by the gods somewhat randomly.

MULTICLASSING

Prerequisites To qualify for multiclassing into the Chronomancer class, you must meet these prerequisites: 15 Intelligence and a Teacher, who in fact is a Chronomancer

Level	Proficiency Bonus	Feature	Vortex Damage
1st	+2	Unarmored Defense, Astral Equipment	-
2nd	+2	Vortex Strikes, Rift Heal	1d4
3rd	+2	Timeline	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Extra Attack, Vortex Strikes Improvement	1d6
6th	+3	Timeline Feature	1d6
7th	+3	-	1d6
8th	+3	Ability Score Improvement	1d6
9th	+4	Time Stride	1d6
10th	+4	Extra Attack (2)	1d6
11th	+4	Timeline Feature	1d8
12th	+4	Ability Score Improvement	1d8
13th	+5	Languages of Time	1d8
14th	+5	Timeline of War	1d8
15th	+5	Timeless Body	1d8
16th	+5	Ability Score Improvement	1d8
17th	+6	Timeline Feature	1d10
18th	+6	Chrono Plating	1d10
19th	+6	Ability Score Improvement	1d10
20th	+6	Rupture	1d10

CHRONOMANCER, THE GUARDIAN

Letting out a howl, the stout dwarf draws the attention of many of the orcs each one uninterested in the other fighters around him. They bring blade after blade down on him but with unnatural speed the dwarf moves his shield, rapidly deflecting each attack. He was going to keep his allies alive, that was what he was here for.

The human starts to walk calmly out towards the incoming hoard of hobgoblins, this city must stand if the timeline is to remain. Raising one arm out to his side dark-blue lightning sparks from the surrounding air, it solidifies to form a long glowing blue blade ready in his hands. He already knows the outcome of this battle, he smiles and charges towards his victory.

The elf laughs as he tears his weapon through the fabric of space and time creating an open gateway to the Vortex of Time itself. He stares into it as an energy flows out and into his body. Without chaos how can order exist, he thinks to himself as he lets the vortex flow and surround his body. Those who looked upon him for too long fell to the ground muttering madly.

Guardians are brute enforcers of the Time and Fate deities tasked with maintaining the timeline. They focus on being able to deal damage and removing any threat to their timelines existence. They let their control of time aid them and hinder their enemies. Although, meddling with time is a tough ordeal hence chronomancers are very rare.

CREATING A GUARDIAN

As you create a chronomancer, think about what got you noticed by Time and Fate. Were you one of the far walkers who discovered the Astral Sanctum? Were you someone who always felt that time was on their side for some reason? Did you find that the world felt like it moved slower around you?

Did you accept the roll of the chronomancer happily? Or did you purposely try to grab the attention of the gods to be selected as a chronomancer? Or were you rather forcefully ripped from your normal life? Do you wish to return to your previous life?

QUICK BUILD

You can make a guardian quickly by following these suggestions. First, Strength should be your highest ability score or Constitution if you plan to take the Righteous Timeline archetype, followed by Intelligence. Second, choose the soldier background.

CLASS FEATURES

HIT POINTS.

Hit Dice: 1d10 per Chronomancer level

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

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

PROFICIENCIES.

Armor: Light armour, medium armour

Weapons: Martial weapons, shields

Tools: None

Saving Throws: Strength, Intelligence

Skills: choose any 2 from Arcana, Athletics, History, Insight, Medicine, Nature, Religion, Survival

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

- (a) a martial weapon and a shield or (b) two martial weapons
- a longbow and 20 arrows
- (a) a dungeoneer's pack or (b) an explorer's pack

UNARMORED DEFENSE

Beginning at 1st level, while you are not wearing any armour, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use a shield and still gain the benefit.

ASTRAL EQUIPMENT

At 1st level, you have trained the ability to tap into the astral energy that surrounds all life in all planes of existence and can mould it to your will. Taking a bonus action, you can summon, or change a weapon or shield in either hand. You can summon two weapons as long as they have the light property for instance, you can summon two shortswords or one shortsword and one shield. If you are playing the optional feat rules from chapter 5 in the Player's Handbook and take the Duel-Wielding feat you can summon two weapons even if they don't have the light property as per the feat. You are proficient with any weapon you summon.

Beginning at 1st level you can summon;

- Longsword. 1d8 slashing. Versatile (1d10).
- Shortsword. 1d6 piercing. Finesse, light.
- Longbow. 1d8 piercing. Ammunition (range 150/600), heavy, two-handed. This weapon is summoned with 15 Arrows.
- Shield. +2 AC.

At 4th level you can summon;

- Flail. 1d8 bludgeoning.
- Rapier. 1d8 piercing. Finesse.

At 8th level you can summon;

- Greataxe. 1d12 slashing. Heavy, two-handed.
- Maul. 2d6 bludgeoning. Heavy, two-handed.

At 12th level you can summon;

- Greatsword. 2d6 slashing. Heavy, two-handed.
- Morningstar. 1d8 piercing.

At 16th level, you can summon any martial weapon.

The summoned weapon lasts for 10 minutes and will automatically dispel after this time.

VORTEX STRIKES

Every weapon strike you make ripples with chaotic energy from the time vortex pulling and twisting everything it hits. Beginning at 2nd level, every weapon you summon has the vortex property. Every time you hit a creature with a weapon with the vortex property you gain a bonus to the damage roll that increases as you gain levels as a guardian, as shown in the Vortex Damage column of the Guardian table. This damage is psychic for the purposes of immunities and resistances.

At 5th level, attacks by weapons that have the vortex property count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

RIFT HEAL

Beginning at 3rd level, you learn how to channel the astral energy of others into your own life essence. When you deal additional vortex damage to a creature you gain hitpoints equal to your level, this cannot exceed your maximum hit points.

Once you use this feature, you can't use it again until you finish a short or long rest

TIMELINE

When you reach 3rd level, you dedicate yourself to maintaining a Timeline: The Righteous Timeline, the True Timeline, or the Disordered Timeline, all detailed at the end of the class description. Your Timeline grants you features at 3rd, 6th, 11th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using the feature.

EXTRA ATTACK

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

The number of attacks increases to three when you reach 10th level in this class.

TIME STRIDE

Starting at 9th level, your understanding of how time flows allows you to move at extraordinary speed, seemingly teleporting a short distance. You must make an Intelligence saving throw DC 10, on a success you can teleport 30 feet as a bonus action, on a failed save you take 2d12 psychic damage. For each consecutive use increase the DC by 5 to a maximum of DC 20.

The check DC returns to 10 after you finish a short or long rest.

LANGUAGES OF TIME

Starting at 13th level, you can peer into the timeline and see how languages have come to be allowing you to understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

TIMELINE OF WAR

Beginning at 14th level, having seen the worst that battle has brought to this realm since the beginning of time you can no longer be fazed by what war can bring. You can take an action to end one effect on yourself that is causing you to be charmed, frightened, paralyzed, poisoned, or stunned.

TIMELESS BODY

At 15th level, your body no longer remains to this time stream, you no longer age and cannot be aged magically. In addition, you no longer need food or water.

CHRONO PLATING

You channel the astral energy from the environment around you providing a solidified layer of pure energy over your skin. Beginning at 18th level, you gain resistance to psychic damage; bludgeoning, piercing, and slashing damage from nonmagical weapons.

RUPTURE

Beginning at 20th level, you can create ruptures in the continuum of time. You have a pool of 6 rift marks when you hit a creature with vortex weapon you may use a bonus action to mark the creature once (reducing your pool by one). You can mark the same creature multiple times. You can take an action to damage all creatures that have been marked, all creatures that have been marked take vortex dice (as shown in the Vortex Damage column of the class table) + 1d12 for each mark on the creature.

You regain all expended rift marks when you finish a long rest.

TIMELINES

THE RIGHTEOUS TIMELINE

Chronomancers who walk the Righteous Timeline strive to maintain the most positive timeline, they wish to create the best timeline for all living creatures. They focus on techniques allowing them to improve the way of life for their allies, using the astral energy to heal and guide enemies away from an ally happily taking the damage in order to protect others. Chronomancers who follow this timeline are usually of the good alignment.

SAVIOUR

When you start your path down the Righteous Timeline at 3rd level, the lives of those around you seem far more important than your own and you'll take damage for them.

As an action, you can connect yourself to your allies with a beam of dark-blue energy reducing some of the damage they take for 1 minute. When you do so, choose a number of allies you can see within 30 feet of you, up to a number of them equal to your Intelligence modifier (minimum of 1). As a reaction, when one of the targets takes damage, you may take damage equal to 10 + your Guardian level and reduce the damage the target takes by the

same amount. If a target ends its turn more than 30 feet from you or is no longer in your line of sight the effect ends on that creature.

Once you use this feature, you can't use it again until you finish a short or long rest. You can use this feature two times per rest at 7th level and three times at 14th level.

COMPELLING PRESENCE

At 6th level, you use your control over the astral energy and the timeline to draw the attention of any creature that can see you to yourself. As a bonus action, choose a number of creatures that you can see and who can see you within 30 feet of you, up to a number of them equal to your Intelligence modifier (minimum of 1). Each target must succeed on a Wisdom saving throw (DC equals 8 + your proficiency modifier + your Intelligence modifier) or be compelled to attack you for 1 minute.

A creature affected by this feature can't willingly move away from you and has disadvantage on attack rolls against any creature other than you for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Compelling Presence for the next 24 hours.

Once you use this feature, you can't use it again until you finish a short or long rest.

ASTRAL CHANNELLING

Beginning at 11th level, you can convert the surrounding astral energy into healing energy and give it to your allies. As an action, you can choose any number of allies you can see and who can see you within 30 feet of you. Each target gains hit points equal to your vortex damage dice as shown in the Vortex Damage column in the Guardian class table. You can use this feature times equal to your Intelligence modifier.

You gain all expended uses when you finish a short or long rest.

DEFENDER OF RIGHTEOUSNESS

At 17th level, you can tell when a creature is about to attack an ally and manipulate the timeline so you are attacked instead. When an ally you can see within 30 feet of you is targeted by an attack you can use your reaction to teleport to the attacking creature. The attacking creature can must switch attack you instead or lose the attack. You can use this feature

times equal to your Intelligence modifier.

You gain all expended uses after you finish a short or long rest.

THE TRUE TIMELINE

Those who walk the True Timeline know that in order for life to continue advancing there must be balance in life and death, good and evil. The chronomancers who follow this timeline aim to maintain balance, they focus on being offensive aggressors aiming to remove those who risk disrupting the timeline. These chronomancers are often true neutral alignment, for every wrong there is a right and vice versa.

FIGHTING STYLE

You adopt a particular style of fighting as your speciality when you select this timeline at 3rd level. Choose one of the following options.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the dice and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MARKED THROUGH TIME

Starting at 6th, those who don't belong on, or bring risk to the True Timeline give off an aura that you can focus on. As a bonus action, you can mark a creature you can see within 30 feet of you. You gain advantage on attack rolls against the creature and you know the distance and direction between you and the marked creature, if it is on the same plane of existence as you, for 10 minutes or until it drops to 0 hit points or falls unconscious.

Once you use this feature, you can't use it again until you complete a short or long rest.

ASTRAL SHELL

Beginning at 11th level, you surround yourself with unstable astral energy which could be unleashed if any damage is done to the shell. As a reaction, which you take when you are hit by an attack, you can cause the attacking creature to take vortex damage shown in the Vortex Damage column of the Guardian table.

You can use this feature a number of times equal to half your Guardian level rounded down. You regain all expended uses once you finish a long rest.

ASTRAL PULSE

At 17th level, you are able to channel the raw energy of the astral plane, using it to destroy all those who have meddled with the True Timeline. As an action, hostile creatures within 30 feet of you must make a Constitution saving throw. A creature takes psychic damage equal to $2d10 +$ your Guardian level on a failed saving throw, and half as much on a successful one. A creature that has total cover from you is not affected.

You can use this feature twice per long rest.

THE DISORDERED TIMELINE

Chronomancers who tread the Disordered Timeline respect the chaotic nature of the time vortex letting this chaotic existence guide them. They tap into the vortex itself instead of learning how to master astral energy, this allows them to access the near unlimited power of the vortex however, the outcome is as random as the vortex itself. Chronomancers who travel down this timeline are often of chaotic alignment.

TIME CHAOTIC GIFT

When you select this timeline at 3rd level you gain the ability to draw power out of the vortex of time. As an action, you cause a small rift into the vortex and accept whatever power it grants you when you

do roll a d4 and a d6;

d4	d6	Effect
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- | | | |
|---|-----|--|
| 1 | 1-5 | Rift Shield. A chaotic layer of energy covers your skin, all attacks against you have disadvantage for 1 minute. |
| | 6 | Ripped Soul. The chaotic vortex partially divides your mind from your body causing you to move less defensively, all attacks against you have advantage for 1 minute. |
| 2 | 1-5 | Chaos Strike. Energy from the vortex flows over your weapon imbuing it with greater power, for 1 minute you gain an increase to hit and damage rolls with your current weapon, this increase is equal to your Intelligence bonus. |
| | 6 | Draining Strike. The vortex of time weathers your weapon through the ages, its blade getting blunt. For 1 minute, you have a penalty to hit and damage rolls with your weapon, this penalty is equal to your Intelligence modifier. For instance, a creature with Intelligence 14 (+2) would have a penalty of -2 to hit and to damage. |
| 3 | 1-5 | Vitality. You feel the vortex reverse your wounds. You gain hit points equal to twice your guardian level. |
| | 6 | Lethargy. The chaotic void pulls your life essence out of you. You take psychic damage equal to twice your guardian level. |
| 4 | 1-5 | Swift. The vortex surrounds your local time bubble speeding it up. you gain the effect of a haste spell that lasts for 1 minute. Additionally, when you make a running jump your jump distance increases by a number of feet equal to your Strength modifier. |
| | 6 | Sluggish. The speed of your local time bubble slows down to a snail's pace. Your speed is halved, you take a -2 penalty to AC and Dexterity saving throws, and can't use reactions for 1 minute. Additionally, you can only use an action or a bonus action, not both. |

TIMELINE OF CHAOS

Beginning at 6th level, you spend your time peering into the dark parts of the Timeline knowing what others fear. Taking an action, a target that can see you

must make a Wisdom saving throw, on a failed save the target is frightened for 1 minute. Additionally, you gain proficiency in the Intimidation skill, if you are already proficient you can double your proficiency when rolling for Intimidation checks.

AURA OF ALTERED TIME

Starting at 11th level, once per long rest you can take an action to create a 10-foot radius aura around you, roll a d6 to find its effect;

d6 Effect

- 1-2 **Aura of Guidance.** You use your ability to see your enemies' weaknesses, you can guide your allies' weapons to the place where they will do the most damage. Once on their turn, friendly creatures within the radius have advantage on their first attack against a target.
- 3-4 **Aura of Dusk.** TYou use your ability to grab your enemies fears and create small illusions only visible to the creature see these images scare and haunt the creature. Any attacks against a friendly target within the radius has disadvantage. If the friendly target is hit by an attack, this effect doesn't start again until your next turn.
- 5 **Aura of Credence.** Surfacing memories that make your allies stronger. All friendly creatures within the radius gain advantage on saving throws to resist being frightened, charmed and stunned.
- 6 **Aura of the Astral Sea.** You focus on your connection to the Astral Plane and bring a part of it to this plane placing you on limbo of the Astral plane and this plane. All hostile creatures must make an Intelligence save to enter the radius.

The save DC for these abilities is equal to 8 + your proficiency bonus + your Intelligence modifier. You must be conscious in order for these effects to take place, the effects of the aura last for 10 minutes. At 14th level, the range of this aura increases to 30 feet.

VORTEX FORM

At 17th level, you form becomes as chaotic as the vortex you gain most of your power from looking into the vortex itself can drive the strongest of men into the depths of insanity. As an action, you allow the vortex to envelop your very being for 10 minutes. Any creature who targets you with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a

new target or lose the attack or spell. This feature doesn't protect you from area effects, such as the explosion of a fireball. You can use this feature a number of times equal to your Intelligence modifier.

You regain all expended uses of this feature once you finish a long rest.

The Timekeeper Table

Level	Proficiency	Feature	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Unarmored Defense	2	2	-	-	-	-	-	-	-	-
2nd	+2	Timeline, Psychometry	2	3	-	-	-	-	-	-	-	-
3rd	+2	-	2	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	-	3	4	3	2	-	-	-	-	-	-
6th	+3	Timeline Feature	3	4	3	3	-	-	-	-	-	-
7th	+3	-	3	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	-	3	4	3	3	3	1	-	-	-	-
10th	+4	Timeline Feature	4	4	3	3	3	2	-	-	-	-
11th	+4	-	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	-	4	4	3	3	3	2	1	1	-	-
14th	+5	Timeline Feature, Language of Time	4	4	3	3	3	2	1	1	-	-
15th	+5	-	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	-	4	4	3	3	3	2	1	1	1	1
18th	+6	Planar Walk, Timeless Body	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Astral Infusion	4	4	3	3	3	3	2	2	1	1

CHRONOMANCER, THE TIMEKEEPER

The human stood behind his allies, carefully observing the battle unfolding in front of him. The undead creature swung its sword in the direction of one of his allies with a quick flick of his hand a barrier of blue astral energy surrounded his friend, the undead's blade sliding harmlessly off the shield. After which he mutters some words and slams his staff into the ground as blue energy flowed from it into his allies. He could see by their expressions that they suddenly felt a wave of energy flow over them as they stood up, the battle now in their favour.

The dwarf had found his way to the heart of the enemy standing before him, the mastermind of all the events. He raises his hand and aims it at the Warlord in front of him, and smiles as he reaches into the astral weave and finds his thread and then plucks the thread. The warlord now stands looking at his own figure, no longer of the prime material plane, he looks up at the dwarf fear in his eyes as the dwarf snatches the thread from the true timeline, erasing his existence on this current timestream.

The group of bandits approached the elf weapons drawn getting ready to strike. The elf smiled as she traced her hand in a line straight down in front of her as she ripped open a doorway into the vortex of time. These not very intelligent creatures were unable to draw their gaze from the rift. When the rift faded she remain and look over the bandits, some who met her gaze quickly turned and ran, the others seemed enthralled by her, she uttered some words of command and her new followers quickly obeyed.

Timekeepers are followers of Time and Fate who

have been gifted power over the astral energy allowing for the manipulation of time on a greater stage than its guardian counterpart. They focus on the manipulations of energies that surround everything, following their orders to maintain the timeline. They let their control of time aid them and hinder their enemies. Although, meddling with time is a tough ordeal hence chronomancers are very rare.

CREATING A TIMEKEEPER

As you create a chronomancer, think about what got you noticed by Time and Fate. Were you one of the far walkers who discovered the Astral Sanctum? Were you someone who always felt that time was on their side for some reason? Did you look too deep into the school of time manipulation? Did you seek Time and Fate?

Did you accept the roll of the chronomancer happily? Or did you purposely try to grab the attention of the gods to be selected as a chronomancer? Or were you rather forcefully ripped from your normal life? Do you wish to return to your previous life?

QUICK BUILD

You can make a timekeeper chronomancer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the sage background.

CLASS FEATURES

HIT POINTS.

Hit Dice: 1d6 per Chronomancer level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Chronomancer level after 1st

PROFICIENCIES.

Armor: None

Weapons: Dagger, darts, slings, quarterstaff, light crossbow

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: choose any 2 from Arcana, History, Insight, Medicine, Nature, and Religion

EQUIPMENT

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

- (a) A Quarterstaff or (b) a daggers
- (a) A scholar's pack or (b) a explorer's pack
- An astral focus
- An embalming tools

SPELLCASTING

After focusing on the school of time, or chronomancy, you can cast spells that change the very order of time and can manipulate the astral energies that surround all things in the multiverse to your will. See chapter 10 in the player's handbook for the general rules of spellcasting and see the end of this document for the chronomancer spell list.

CANTRIPS

At 1st level, you know 2 cantrips of our choice from the chronomancer spell list. You learn additional chronomancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Timekeeper table.

PREPARING AND CASTING SPELLS

The Timekeeper table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these chronomancer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of chronomancer spells that are available for you to cast, choosing from the chronomancer spell list. When you do so, choose a number of chronomancer spells equal to your Intelligence modifier + your timekeeper level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level timekeeper, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *charm person*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of chronomancer spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your chronomancer spells, since your magic draws upon your knowledge of the timelines and recalling what events you can change and what events you must never alter.

Spell Save DC = 8 + your Proficiency modifier + your Intelligence modifier

Spell Attack Bonus = your Proficiency modifier + your Intelligence modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use an astral focus as a spellcasting focus for you chronomancer spells.

UNARMORED DEFENSE

Beginning at 1st level, astral energy covers your body creating a layer of protection. While you are not wearing any armor or wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

TIMELINE

At 2nd level, you dedicate yourself to a timeline to protect and maintain: The Righteous Timeline, the True Timeline, or the Corrupted Timeline, all detailed at the end of the class description. Your timeline grants you features at 2nd level and again at 6th, 10th, and 14th level.

PSYCHOMETRY

Starting at 2nd level, you can touch an object or creature and get a temporary glimpse into its past. By focusing on an object or creature for 10 minutes you gain insight into its past. You can ask the DM a number of questions equal to your Intelligence modifier about the past of the object or creature. The DM gives a truthful answer but from the perspective of the object or creature.

Once you use this feature you can't use it again until you finish a long rest.

LANGUAGES OF TIME

Starting at 14th level, you can peer into the timeline and see how languages have come to be allowing you to understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

PLANAR WALK

At 18th level, you can pause time for the particles at your feet allowing you to walk on air. You now have a fly speed equal to your movement speed and you can hover in place as long as you are conscious. Additionally, your movement speed is doubled.

TIMELESS BODY

Starting 18th level, your body no longer remains to this time stream, you no longer age and cannot be aged magically. In addition, you no longer need food or water.

ASTRAL INFUSION

At 20th level, astral energy flows through your body like blood amplifying your ability to cast spells. If you use your action to cast a spell, you can cast a second spell of 2nd level or lower as a bonus action. When you do so you can't do so again until you finish a short or long rest.

TIMELINES

A chronomancers job is to maintain the timeline but the ideal timeline is different from chronomancer to chronomancer. There are three main timelines, these are called the Prime Timelines, these timelines tend to reflect the chronomancers personality before they were selected by the twins of Time and Fate to serve them. A chronomancer needs to choose a timeline to follow only upon reaching 2nd level.

THE RIGHTEOUS TIMELINE

Timekeepers who walk the Righteous Timeline strive to maintain the most positive timeline, they wish to create the best timeline for all living creatures. They focus on manipulating the astral energy to protect themselves and allies. Chronomancers who follow this timeline are usually of the good alignment.

DEFENDERS SHIELD

When you start your path down the Righteous Timeline at 2nd level, you put the lives of your allies before your own. When an ally you can see within 30 feet of you is targeted by an attack you can use your reaction to expend a spell slot of 1st-level or higher in order to increase the target's AC by 5 until the start of your next turn.

You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses of this feature after you finish a short or long rest.

TIMELINE SPELLS

Your connection to the astral energy allows you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to timeline spells connected to your timeline choice.

Timekeeper Level	Timeline Spells
3rd	<i>enhance ability, protection from poison</i>
5rd	<i>aura of vitality, remove curse</i>
7rd	<i>death ward, stonewall</i>
9rd	<i>greater restoration, mass cure wounds</i>

Once you gain access to a timeline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the chronomancer spell list, the spell is nonetheless a chronomancer spell for you.

THE RIGHTEOUS CAUSE

Beginning at 6th level, you can bolster the resolve of your allies. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature gains temporary hit points equal to your level + your Charisma modifier.

Once you use this feature, you can't use it again until you complete a short or long rest.

RESISTANCE OF TIME

Starting at 10th level, you can cause astral energy to surround a creature protecting it against the weathering of time and combat. Choose one damage type when you finish a short or long rest. A creature that you touch gains resistance to that damage type until you choose a different one with this feature.

Damage from magical weapons or silvered weapons ignores this resistance.

RIGHTEOUS SPELL

Starting at 14th level, your connection to the astral energy seems to strengthen when you cast a spell to aid an ally. Whenever you cast a spell that would heal creatures other than yourself, you can have the creature regain the maximum number of hit points possible from the healing spell. Additionally, each target has advantage on Wisdom saving throws and death saving throws for 1 minute.

You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses of this feature once you finish a long rest.

THE TRUE TIMELINE

Those who walk the True Timeline know that in order for life to continue advancing there must be balance in life and death, good and evil. The chronomancers who follow this timeline aim to maintain balance, they focus on being able to manipulate the astral energy to damage and harm those who risk disrupting the timeline. These chronomancers are often true neutral alignment, for every wrong there is a right and vice versa.

TEMPORAL TREMOR

You are spatially attuned to the disruption of time through the True Timeline. Starting at 2nd level, you can focus this disruption on a single target of your choice. You can use your reaction to select one creature that you can see that is within 30 feet of you, when you do so the target can't take an action this turn. Using this ability, you are considered stunned for your next turn as you must give something away in order to take from another.

Once you use this feature, you can't use it again until you finish a long rest.

TIMELINE SPELLS

Your connection to the astral energy allows you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to timeline spells connected to

your timeline choice.

Timekeeper Level	Timeline Spells
3rd	<i>hex, scorching ray</i>
5rd	<i>hunger of Hadar, Melf's minute meteors</i>
7rd	<i>banishment, blight</i>
9rd	<i>flame strike, hold monster</i>

Once you gain access to a timeline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the chronomancer spell list, the spell is nonetheless a chronomancer spell for you.

ASTRAL ENHANCED SPELLS

Beginning at 6th level, when you finish a short or long rest you can select a damage type: fire, force, lightning, psychic, or necrotic. Whenever you cast a spell of 1st level or higher that deals damage of the type you selected, you add your Intelligence modifier to that damage.

ASTRAL FORM

Starting at 10th level, you gain the ability to enter a semi-ethereal state while moving.

When you move on your turn, you take only half damage from opportunity attacks, and you can move through any enemy's space but can't willingly end your move there.

On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

ERASE

At 14th level, you learn how to remove unwanted threads from the True Timeline's web of fate. As an action, you mark a target it must make a Constitution saving throw. On a failed save the target takes 10d10 psychic damage or half as much on a success, as you remove them from the current timeline. If a target is brought to 0 hit points by this feature it dies.

Once you use this feature you can't use it again until you finish a long rest.

THE DISORDERD TIMELINE

Chronomancers who tread the Disordered Timeline respect the chaotic nature of the time vortex itself. They gain their power from manipulating the vortex, which is a dangerous thing to meddle with. They manipulate the vortex to allow them to control others and to affect their minds. Chronomancers who follow this timeline are often of chaotic alignment.

MENTAL AMENDMENT

When you start along this timeline at 2nd level, you allow some power from the vortex flow into you which allows you to minutely change the minds of other creatures. When you touch a creature you can release some of your vortex energy in to their mind. For 1 minute, you can either make their perception of you either endearing or nightmarish. If you choose to appear endearing you gain advantage on any Charisma (Persuasion) checks for the duration. If you choose to appear nightmarish, you gain advantage on any Charisma (Intimidation) checks made against the creature for the duration.

Once you use this feature, you can't use it again until you finish a short or long rest.

TIMELINE SPELLS

Your connection to the astral energy allows you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to timeline spells connected to your timeline choice.

Timekeeper Level	Timeline Spells
3rd	<i>crown of madness, suggestion</i>
5rd	<i>fear, feign death</i>
7rd	<i>confusion, phantasmal killer</i>
9rd	<i>dominate person, geas</i>

Once you gain access to a timeline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the chronomancer spell list, the spell is nonetheless a chronomancer spell for you.

GLIMPSE OF THE MIND

Starting at 6th level, when you charm a creature you quickly get a glimpse into its mind, learning certain information about its abilities. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Current hit points
- Total class levels (if any) Or you can find out one of the following:
- Highest ability score
- Lowest ability score
- Spellcasting ability (if any)

Once you use this feature, you can't use it again until you finish a short or long rest.

VORTEX SOUL

At 10th level, you can release the vortex energy that flows through your body allowing it to affect the minds of creatures around you. As an action, you can infect the minds of creatures around you for 1 minute. When you do so, choose a number of creatures you can see within 30 feet of you, up to a number equal to half your timekeeper level rounded down.

For each creature you have chosen roll a d20, if you roll 11 or more the creature sees you as a loved one and must make a Wisdom saving throw or be charmed by you. A creature charmed by this feature must use its movement to move towards you. If a 10 or lower is rolled, the creature sees you as a horror from its past and must make a Wisdom saving throw or be frightened of you for the duration.

At the end of the targets turn or when the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the target is no longer affected and can't be frightened or charmed by you for 24 hours.

Once you use this feature, you must finish a long rest before you can use it again.

CHARMED FOCUS

At 14th level, you can use a charmed creature as a focus for your magical power. Before you cast a spell of 2nd level or lower, if there is a creature charmed by you within 10 feet of you that you can see, you can attempt to use its magical energy to support your own. The charmed creature must make a Wisdom or Intelligence saving throw (your choice). A creature with no spellcasting abilities automatically succeeds on this saving throw. On a failed save, the charmed creature loses the spell slot instead of you and the spell is still cast. On a successful save, you must expend the spell slot and the creature is no longer charmed by you.

Once you use this feature, you can't use it again until you must finish a short or long rest.

The Enkindler Table

Level	Proficiency	Feature	1st	2nd	3rd	4th	5th
1st	+2	Spell Casting, Kindle	-	-	-	-	-
2nd	+2	Fighting Style	2	-	-	-	-
3rd	+2	Focus	3	-	-	-	-
4th	+2	Ability Score Improvement	3	-	-	-	-
5th	+3	Extra Attack, Fiery Verdict	4	2	-	-	-
6th	+3	Burning Soul	4	2	-	-	-
7th	+3	Focus Feature	4	3	-	-	-
8th	+3	Ability Score Improvement	4	3	-	-	-
9th	+4	Aesthetic	4	3	2	-	-
10th	+4	Flames From Within	4	3	2	-	-
11th	+4	Focus Feature	4	3	3	-	-
12th	+4	Ability Score Improvement	4	3	3	-	-
13th	+5	-	4	3	3	1	-
14th	+5	Body of Ash	4	3	3	1	-
15th	+5	Focus Feature	4	3	3	2	-
16th	+5	Ability Score Improvement	4	3	3	2	-
17th	+6	-	4	3	3	3	1
18th	+6	Supreme Flames	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Ashen Soul	4	3	3	3	2

ENKINDLER

CREATING AN ENKINDLER

Enkindlers are Mages that focus only on the element of Fire and use Fire Magic, it can be anything having to do with fire from just starting a spark easily to causing a scale wide Inferno and the like, over time, by studying fire books and fire magics and learning the art of fire, one can become a Enkindler, however, that usually means enduring hot conditions and weathers, and usually be in hot places, often where there is Fire, and usually enduring Temperature ranges in Boiling point.

Enkindlers Spells can burn plants, set places on fire, burn skin, turn things to ash and cause burns, and if their Fire is strong enough, melt Metals, and if their Fire magics are strong enough and imbue with rocks and stone, can turn it into Lava or Molten Rocks. Their area of Expertise is always Fire Magics, and all of a Enkindler's Spells must be Fire Magic. Powerful rechargeable Fire "grenade" and decent melee make the Enkindler a good choice for offensive players.

QUICK BUILD

TODO

CLASS FEATURES

HIT POINTS.

Hit Dice: 1d6 per Enkindler level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Enkindler level after 1st

PROFICIENCIES.

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose any three from Acrobatics, Arcana, Athletics, Deception, Insight, Intimidation, Investigation, Perception, and Survival

EQUIPMENT

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

- (a) Chain Shirt or (b) Chain Mail
- (a) Longsword or (b) Rapier
- (a) Heavy Crossbow + 20 bolts or (b) Pike
- (a) Shield or (b) Arcane Focus

SPELLCASTING

Your spellcasting as an Enkindler focuses on imbuing your constructs with magical powers upon crafting them and using that power within to unleash the true potential of your magic. You choose your spells from the Enkindler spells list.

PREPARING AND CASTING SPELLS

The Enkindler table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

At level 1 the Enkindler knows two Cantrips: Create Bonfire, Control Flames, Greenflame Blade, Fire Bolt, Produce Flame.

At level 2 the Enkindler knows two level 1 spells: Burning Hands, Faerie Fire, Fog Cloud, Hellish Rebuke, Longstrider, Shield.

At level 5 the Enkindler knows three level 2 spells: Aganazzar's Scorcher, Continual Flame, Darkvision, Flame Blade, Flaming Sphere, Heat Metal, Pyrotechnics, Scorching Ray.

At level 9 the Enkindler knows three level 3 spells: Elemental Weapon (fire only), Fear, Fireball, Flame Arrow, Gaseous Form, Haste, Melf's Minute Meteors, Stinging Cloud.

At level 13 the Enkindler knows two level 4 spells: Arcane Eye, Conjure Minor Elemental (fire only), Fire Shield, Vitriolic Sphere Wall of Fire.

At level 17 the Enkindler knows one level 5 spells: Cloud Kill, Conjure Elemental (fire only), Flame Strike, Immolation, Passwall, Scrying.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Enkindler spells, since your spells come from your inner fortitude and strength. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Enkindler spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

KINDLE

Starting at level 1 you gain the ability to kindle yourself at every level including level one. For every

point of kindle you have you increase fire damage by 1 point. Every time you kindle you lose maximum hit points equal to the amount of kindling you have done. You can choose to kindle up to your Enkindler level. Once you choose to kindle you can not undo your decision these hit point losses are permanent and so is the damage boost.

FIGHTING STYLE

Starting at level 2 you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

FOCUS

Starting at level 3 you get to choose your Focus. You gain a feature from your focus again on 7th, 11th and 15th level.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Starting at level 5 you can attack twice, instead of once, whenever you take the attack action on your turn.

FIERY VERDICT

Starting at level 5 you may tap directly into your own lifeforce for power, fueling your flames with your vitality. When casting a spell, instead of expending a spell slot you may instead lose hit points equal to the Spell Level + 1. This loss cannot be reduced in anyway.

BURNING SOUL

Starting at level 6 you gain resistance to fire damage. At level 12 this turns into fire immunity.

AESTHETIC

Starting at level 9 you may choose for any Fire damage dealt by your character to be Radiant damage instead.

FLAMES FROM WITHIN

Starting at level 10 your body has become the only thing keeping the torrent of fire that is your soul from destroying everything around it. When you die, the effects of the fireball spell occur centered on your space, as though you had cast the spell using your your highest remaining spell slot. You may make a Wisdom saving throw against your spell save DC to stop this from happening.

BODY OF ASH

Your internal flames become as a star, providing all the energy your body needs. Starting at level 14 you no longer need to drink water, eat food or sleep.

SUPREME FLAME

Starting at level 18 you can reroll damage on a fire-based spell when you cast it. You must take the second result.

ASHEN SOUL

Starting at level 20 you deal 1d6 fire damage to any creature that deals damage to you. You still take damage as normal.

FOCUS

EBONY

KEEPER OF THE FLAME

Starting at level 3 you gain one extra cantrip and one extra level one spell.

LINGERING FLAME

Starting at level 7 you can choose to cast any level one spell or higher as a mine. A spell cast as a mine will stay in the position you left it in for one hour. The mine will wait for an aggressive enemy to move within 15 feet, when the enemy gets close enough the mine will cast the spell from it's location at the target. You expel your spell slot at the creation of the mine.

FLAME OF THE KING

Starting at level 11 you can take 4 points of damage to cast the fire bolt spell as a bonus action once per round.

ACUTE BOMB

Starting at level 15 you can take damage equal to half your total health. If this damage drops you below zero you can activate the Flames From Within ability as a bonus action. You then return to one hit point after making one successful death saving throw.

IRON

COMBUSTION

Starting at level 3 you can use your action to burn all creatures within 5 feet of you equal to your kindle bonus plus your spellcasting bonus. Creatures affected must make a dex save against your spellcasting DC.

WAR CASTING

Starting at level 7 when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

CONTROLLED FLAMES

Starting at level 15 you gain when you use your action to cast a spell, you can make one weapon attack as a bonus action.

IVORY

CARTHUS FLAME ARC

Starting at level 3 you add half your kindle bonus rounded down to weapon attacks.

LIFE IN THE FLAME

Starting at level 7 you gain 20 extra hit points.

IMPROVED CRITICALS

Starting at level 11 your weapon attacks score a critical hit on a roll of 19 or 20.

CHAOS STORM

Starting at level 15 You become deeply attuned to your fire magics. When your health drops below 0, you can activate Flames From Within and double your kindle damage to the blast. This ability can only be utilized once per long rest.

MULTICLASSING

Prerequisites To qualify for multiclassing into the Enkindler class, you must meet these prerequisites:
13 wisdom

Proficiencies When you multiclass into the class, you gain the following proficiencies: All Armors

Part III

Rules

CHAPTER 5: RULE EXTENTIONS

FAMILIARS

Familiars are animals or other beings, that choose to follow the Character in game. A familiar is not bound in a physical form and therefore nothing more than a friend, that helps and gets help by a Character.

A familiar can be encountered during the adventure. It will stay by the side of the Character as long as it feels close to the Character.

In prinzipell, a Player can try to get any creature to be a familiar by roleplaying. But note, that some familiars might pursue a certain goal, such as freeing a friend or killing an arch enemy.

GAMEPLAY

Between the "owner" and the familiar a bond forms over time. This bond is represented by the current *Companion Level* (CL). The CL rises over time. Whilst at the beginning, the bond to the Familiar is weak and both the owner and familiar do not really understand each other. Slang, the Owner or the Familiar use might not be understood by the other side. Actions might be misunderstood or outright ignored.

The CL rises with each fight (1/5 [20%] of the XP for each kill the familiar was involved with). Also, if the Familiar and the Owner have "special achievements", like creative solutions to problems, involving the Familiar, you might be granted XP for the CL by the GM.

FIGHT WITH AN FAMILIAR

Tho Familiars are most likely not very strong or brave, a Familiar will also fight if needed.

Within the fight a familiar might execute one of 5 actions, that the Player may choose **in addition** to its normal actions. This new action is called a **Familiar-Action**. Using the **Familiar-Action** does not count against the normally available Action or Bonus-Action.

For example: A level 4 Paladin has a street-cat as a familiar. During the battle he does the following: Attack (Action), heal (Bonus-Action) and commands the familiar to hide (Familiar-Action).

The Familiars action is executed immediately after the Players turn, so its initiative-turn is after the players one. The actions you can command a familiar to do, are one of the following (choose on):

- **Distract**

The familiar flies/runs towards a chosen Creature to distract it. Any following attack by the distracted Creature has disadvantage and the Creature has disadvantage on the next Check/Saving Throw. To distract, the familiar has to enter the distracted Creature space and may provoke an opportunity attack of the distracted Creature if leaving the space again.

- **Support**

This Familiar-Action will manifest in different ways. A rat may bite the ankle of a creature attacked by the Player or crawl over the attacking arm and bite the attacked creature as the Character attacks. The Character has advantage on the next attack role. To support, the familiar has to enter the attacking creature's space and may provoke an opportunity attack if leaving the space again.

- **Attack**

The familiar attacks all on its own the possibly giant opponent. The Player chooses the attacking action (of the familiars possible attacking Actions). Regardless of the familiars remaining speed, it returns to its owner after attacking without provoking an opportunity attack. Afterwards it cannot move anymore.

- **Interact**

The Familiar may interact with any object, to fulfill any task. It has to be able to interact with the object, to fulfill the task. Ask your DM, whether or not a chosen Action is legit or not and a Familiar can interact with the chosen object. For example, a weak owl might not be able to interact with an old, rusty switch.

- **Hide**

The familiar may try to hide in a certain spot. For that, he makes a stealth check against the opponent's passive perception, which is closest to the familiar. Successful or not, the familiar will go to the chosen spot.

Additionally to the above actions, a familiar might be commanded to move up to its speed.

If the Familiar HP falls to 0, it becomes seriously injured and unconscious. It then cannot be commanded any more and checks every round for

whether or not it will become stable using a plain d20 without modifiers. If it rolls 10 or higher, it gains succeeds one time, otherwise the role fails. If it succeeds 3 times it will become stable but stay unconscious for 1d4 hours. If it fails 3 times, it is dead. Rolling a 20 will give it 1 HP but it will only be able to use the hide action until the fight finishes. Rolling a 1 will give it 2 fails.

To help stabilize the familiar, any Player may use its action to make a DC10 Animal Handling (WIS) check. On success, the Familiar will be stable but stay unconscious for 1d4 hours.

If an Familiar becomes seriously injured during a fight, it makes a number of friendship checks (dependent on the CL) to see whether or not it will stay with its owner after this traumatic experience. It has to make a d20 check without modifiers and roll higher than 16 - CL. So at first level, you have to roll 15 or higher, at third level you have to roll 13 or higher and at 5th level, you have to roll a 11 or higher.

Regardless of the outcome, it will take 1d4 downtime for the Familiar to recover from its wounds. If it stays with its owner, the owner has to take the downtime with its Familiar.

The Familiar Table

Level	Exp	Description	Friendship-Checks
1st	0	The Familiar can make any action with an successfull DC 15 Animalhandling Check. Communication with the Familiar is only very conditionally possible. To communicate with the Familiar, you have to succeed on a DC20 Animalhandling Check. Only easy "yes or no" questions like: "where there Creatures?" can be understood and answered.	2
2nd	50	The Familiar can make any action with an successfull DC 10 Animalhandling Check. Communication with the Familiar is only very conditionally possible. To communicate with the Familiar, you have to succeed on a DC15 Animalhandling Check.	2
3rd	100	The Familiar can make any action with an successfull DC 5 Animalhandling Check. To communicate with the Familiar, you have to succeed on a DC10 Animalhandling Check. You may communicate using more complex questions like: "Where there Orcs", "How many Orcs did you see?" or "Is the way blocked by something that we can surpass?".	3
4th	300	To communicate with the Familiar, you have to succeed on a DC5 Animalhandling Check. The trust between the Charakter and the Familiar is now big enough, that you do not have to role to command the Familiar to make any action. The Familiar now reports on its own about unusual or weird things it has seen. The Player does not have to question the Familiar about every little detail, but he/she still may.	3
5th	600	Based upon the experience that the Player and the Familiar have, they understand eachother without the need of word. Fluent communication is possible and the familiar shares his deepest dreams/hopes/nightmares. At this point, the Familiar might report about hidden motives it may follow. Also, the Familiar rises 1 level. Ask your GM for that	4

CHAPTER 6: NEW RULES

CASTLE MANAGEMENT AND ADMINISTRATION

If you happen to conquer/take over a castle, manor or any other shelter, you may use it as your headquarter or as an outpost.

Though you can have as many of those as you want, you may only have one headquarter at any time. Due to the sheer complexity of maintaining a whole city and the fact that most headquarters are connected to a city, you are limited to one Headquarter. An exception to this rule is, to take over another Headquarter in war.

Note that, if you takeover an occupied castle, manor or any other shelter it is considered an act of war! This means, that the currently occupying Creatures and allies will be hostile towards you and your allies. Also, if you kill all present or just some/most Creatures and leave the rest to retreat, your newly occupied space will have a very bad and brutal reputation, which will lead to difficulties in politics and negotiations between your Headquarter and other Headquarters and Outposts, especially allies of the slaughtered Creatures.

BASIC ADMINISTRATION

Basic administration, like what is needed to run an post if your out, slaying beasts in dangerous habitats, can be handled by an representant.

For example: Your representant, that keeps the Headquarter up an running is the Buttlar but he still is only your Buttlar, not the bos of the other Personal. If you do not name anyone as your direct representant and have no rules in play, you might run into an anarchy like behaviour of your employees. For example: even though your buttlar tries his best to convince the Warlord that it is not a good idea to gut the Nobels, he does and declares war on a personal enemy of him, all whilst the Treasurer runs as fast as possible, his coat filled up with gold.

Make sure to have a basic ruleset up an running and someone in charge as an direct representant of you, the leader, that in the worst case can be used to set an example.

HEADQUARTER

A headquarter is connected to a whole city. If you choose to not take a lot of downtime to handle and maintain the Headquarter and the connected city, you will have to hire personal that do so. Those consist of the following:

BUILDER

The Builder is responsible for building, repairing and extending Buildings within the city. His resources are versatile. He needs:

Stone, Wood, Clay, Man, Money, Tools, Metal and more.

The more experienced your Builder is, the better his time and resource management becomes. At the beginning, a new Builder might not understand the time a House needs to be build in contrast to a farm and how many resources either of those needs.

The more Money he has, the shorter he has to wait for certain resources (even man). He will try to get the money from the Treasurer. You may specify a budget for the Builder.

This means, that building takes longer, if your Builder is inexperienced. So make sure to have a good and experienced Builder inside of your Headquarter. The Builder is also responsible for managing repairs and buildings of Outposts.

Tho they need multiple imputed, which they will optain on their own over time, you can have only one Builder per Headquarter, expect if some work as a team.

Idleness as Ideal

Nearly all Builders are lazy. They have People for every job. But contrair to their lazyness, they know how to build and how to manage stuff. Make sure that your Builder has enough People to ensure a fast build time.

Also be prepared that they will change their imputed often!

BUTTLER

The Buttlar is your direct respresentant inside of the Headquarter (not in the whole city). Since he/she is your representant inside of the Headquarter, he

should have an personal interest to keep costs as low as possible.

If no other work is assigned, he will do work like cleaning and tidy up or asuring that every personal is staying within the bounds of the castle. He does not need special interactions or resources.

Because he does not need to interact with the Treasurer, he will probably have the lowest costs. The only costs that he will produce are costs which you specify, like sending bards to the near by towns or managing the wages for the construction workers.

A Buttler does not need and want employees. He is on a par with other employees with the twist that he may command them to do things. A Headquarter can have only one Buttler.

Your right hand

Since the Buttler is your direct representant, you can make him do anything.

Though he will use other resources (like other Personal), he is the best contact to maintaining the Headquarter if you are out, slaying Dragons in Dungeons.

NOBEL

The Nobels are responsible to establish new contacts, create new political relationships and espacially maintain those. They are your political representation. These relationships might be of any type like import/export of goods, military help or simple friendships and favors.

A good and experienced Nobel can deescalate difficult situations (like cold wars) and get low prizes for taxes on pass through of other territory, export-taxes or great deals on imports of goods from it.

If no Task is specified for the nobles, they will try to establish and maintain political friendships between Headquarters and therefore obtain new Political allys.

The more Money he has, the faster and more efficient he and his team get into other politicians domains and get favors, since money is key to most things in politics. Also, he will be able to hire better Nobels for Outposts. He will try to get the money from the Treasurer. You may specify a budget for the Nobels.

A Nobel may have its own employees to help with its tasks. Otherwise a Headquarter can have only two Nobels, expect if some work as a team.

A completely different world

Nobles are snooty. Exclamation mark. But among their peers, they are within their element.

Tell the Nobles what they should focus on and which citys they should visit. But also explain why. Make it a good explanation, so they feel flattered. This will give you the best chances of success.

TREASURER

The Treasurer is maintaining the fortune of the Headquarter. He might be assigned to maintain the fortune of Outposts, but he has to be experienced to do so. If you is experienced, the Treasurer will maintain the money in the Headquarter and 2 Outpost, eliminating the need for multiple Treasurers. He will also be responsible to collect taxes, if any of those are assigned and no other Person is put in charge to collect those.

If no Tasks is specified for the Treasurer, he will maintain the fortune by restricting the access to the fortune by other personal to its own pain barrier of money.

You can specify a budget for everything and the Treasurer will try to match those. If you do not specify any budget at all, the Treasurer will act upon its own and choose budgets as he feels like (which might be good or bad!).

A Treasurer may have its own employees to help with its tasks. Otherwise a Headquarter can have only one Treasurer, expect if some work as a team.

A land of Restrictions

The Treasurer will maintain your fortune. This means, he will decide for you, which section will receive how much budget.

Tell him what he should focus on, to make sure, he does exactly spend the money as you wish and not as he feels.

WARLORD

A Warlord is responsible for maintaining security within the Headquarter. This might be security for any kind of thread (internall, external, terrorism, ...).

Most of the time, a Warlord will try to establish a new army, which he will do by default. Since a Warlord is alone at the beginning, he will need help by starting out. If nothing else is specified, he will build up an self sustaining Army, which does

only need Money. If you establish an War Post, the Warlord of the Headquarter will be the direct supervisor of the Warlord inside the War Post.

The more Money he has, the faster and stronger his army gets over time. He will try to get the money from the Treasurer. You may specify a budget for the Army.

A Warlord needs imputed, which he will try to optain on his own. But you may only have one Warlord per Headquarter, expect if some work as a team.

Strength through Strands

Most Warlords are strict and direct and that is good. If you give your Warlord enough resources and let him just do his stuff, he will most likely succeed on building an army.

Just make clear, where the line is, that he should not cross. Else he will build up an army state.

Other

You might as well have any other job offer you like.

Talk to the GM and other players, if you want to have other available posts/personal and espacially about what it should handle and maintain.

A recommendation is to make those optional. If you make a new mandatorry Personal, you will have to adjust every little detail of this, to integrate the new Role.

OUTPOSTS

If you want, you can have multiple outposts. An Outpost can be acquired by occupy a suited space like an cave system or a plain with a forrest. An Outpost can only be build and maintained, once you established an Headquarter.

You will than have to build up an Outpost. The requirements depend soly on what kind of outpost you want:

TRADING POST

A Trading Post is either a Outpost, receiving and sending goods from and to your Headquarter or a producer of a certain good, like Wood or a change station, taking goods you don't need and trading to collect goods you need. You may trade with any ally you like. Over time, if your Trading Post gets a better and better reputation, you will get better deals.

An Trading Outpost is basically a house,

surrounded by a smal wood-fence with smaller houses around the main house. It has a storage house and multiple living quarters for the Workers, as well as a better house, holding the board members. The main house is the main spot, where traiding happens.

A Trading Post is considered claimed territory, which means that you may enforce taxes on passing traders, based upon the goods they wear or even on travelers, just because the pass through.

Requirements:

Resources.

- Wood
- Stone
- Clay
- 200 man hours

Man.

- **Nobel (board member)** A Nobel, that is running the place and responsible for traiding and deals.
- **Treasurer (board member)** A Treasurer to maintain the money.
- **Other Personal** Wi Building buildings, ll be hired by the Nobel. Needed to organize/harvest the goods.

Territory. The Territory required to build a Trading Post is central and open with as much roads leading from and to other Citys as possible.

WAR POST

A War Post is a highly armed Outpost that is ready to react to any kind of war like behaviour or simply attack any other city. The War Post is ready to fight at any time, which in fact means, you may command an War Post to attack any target you like. Over time, as your reputation becomes better, you may use an War Post to hold soldiers of other allys or send your soldiers to War Posts of allys.

An War Post looks basically like you would expect it to. You have a big main tend, most likely in the middle of the war post containing the board members. This main tend is surrounded by multiple smaler tends, containing multiple soldiers each. You may find training grounds or similiar things and the whole Outpost ist surrounded by a bigger fence of wood, with little spikes in front. Also, you might find some look-out towers.

A War Post always looks robust, but ready to be dismantled fastly, if you know what to do. To dismantle a War Post takes half as long as to build it up. You loose 20% of the resources put into the War Post to wear and tear.

A War Post is considered claimed territory, which

means that you may enforce taxes on passing traders, based upon the goods they wear or even travelers, just because the pass through.

If you have many War Posts, you may be considered a Threat by other Head Quarters. Keep in mind, that they then might attack you or your outposts to reduce your overall military presence or they even might declare war against you. A good set of experienced Nobels is mostly enough to justify War Posts.

Requirements:

Resources.

- Wood
- Stone
- Clay
- Weapons
- 130 man hours

Man.

- **Warlord (board member)** A Warlord, running the War Post and commanding the units based upon the commands he receives.
- **Other Personal** Will be hired by the Warlord, mostly military personal. They bring multiple functions with them.

Territory. The Territory required to build a War Post is not really defined. It is an tactical environment, open to see enemys early and closed to not be seen as fastly.

Other Outposts

Talk to your DM, to establish other outpost. Define their function and what should be done within them as well as what is required to build and run this Outpost.

PERSONAL

To get Personal is easy. Send out some bards to ask around or spread some rumors in multiple taverns. The better your offer, the more likely you'll get more capable Personal. Note that the Personal has to have an office in your Headquarter. This might be a room in a castle or a luxurious house near the inner ring of your city.

Once you got the word out there, you will find some candidates. Those candidates can be interviewed and hired by anyone you like, but more successfull is to interview them your self to find out the different trades of that person.

Every Person, that operates an office has different trades. They manifest in the following:

Pro. This is the speciality of that Person. It is what makes the Person specail and stand out over others in certain situations.

Con. This is some flaw, a tic, a quirk or anything like this, that may cause trouble in certain situations.

Type. A Person is of a certain Type, which defines his speciality within his Job.

Factor. The factor states, how this Person influences the Job he has to do.

Name. This is how the Person wants to be called.

Race. Of course, a Person is of a certain Race. Based upon the history of the given Race and the shared Ideals of that Race the Person might behave differently in certain situations.

Once you hired someone, you can as well fire them again. If, for example, your Treasurer is a bad apple, you may throw him hinto the mud by the piggs. But you will have to find a replacement fast. You can imagine that, if you fire the Treasurer, Warlord, Builder of the Nobel, you have a running machine without gears.

Have a replacement up your sleeve, if you plan to fire someone and be sure that he keeps his mouth shut about secrets that you do not want to hear outside of you walls, like the position of your treasury or your bedroom.

Because every person prefferes something differend, it is hard to state, what a hiree wants. Maybe your new Treasurer wants to live inside your big castle or inside of an luxurious house. Maybe your new Warlord want's a whole wing of your castle, or just a tower. Ask them what they want, to ensure that you will have the right thing for the right person.

OTHER PERSONAL

Other Personal, such as construction worker, state farmer or so on, will have wages. To make gameplay faster and easier, they are asumed as an average. So if you have 20 construction workers in real life, you have some that are better, some that are faster, and so on. This would complicate everything. Therefore all skills of those 20 construction workers will be be treatet as "average" across all 20 workers.

So, lets say, an Worker takes a wage of 1 Gold per day and are promised a day ration every day. The wages are due every 20 Days. And you have 20 Workers per day. This means you will have to provide 20 day rations per day and 400 Gold every 20 days. You might of course change the day of paying out in your rules, the wages by your Builder. Also, you might have a better deal, if you ask a Noble to

reach out to any ally and ask for a cheap deal for the Day rations.

In prinziple you are able to make such deals on your own. But keep in mind, that such deals are long days of travel, diplomatic discussions and demanding multiple favors.

Also, it is important to realize that not everything is free of accidents. Make sure, that you are prepared for those as much as possible! Maybe a Building collapses, a worker is critically injured or an enemy army is trying to take over the city. Do not over favor one or another section of your Headquarter.

BUILDINGS

You can have multiple Buildings in certain Places. In theory you can build every Building in any Headquarter or Outpost. However, because Outpost are limmited in their reachablity, you cannot simply build every Building within every Outpost.

Following are some Buildings and requirements/- costs that might be of an inspiration for what to Build:

- **House (1 Family, 4 Rooms)**

A House, containing 4 rooms requires wood, stone, clay and man to be build. The Materials might be of lower quality. It takes 48 man hours to complete. Idle it does not take up resources.

- **Luxury House (1 Family, 7 Rooms)**

A Luxury House, containing 7 romms requires wood, stone, clay, metal and man to be build. The Materials must be of moderat quality. It takes 52 man hours to complete. Idle it does not take up resources.

- **Farm (Animals)**

A Farm conatining animals requires wood, stone, clay and man to be build. It takes 60 man hours to complete. Further, it needs 1 pound wheat per cow to feed the animals. It produces either meat, eggs, livestock or anything else that suits the foot presentet. It requires a plain land to be build on.

- **Farm (Crops)**

A Farm conatining crops requires wood, stone, clay and man to be build. It takes 60 man hours to complete. Further, it needs seed to build up the crops. It produces non-meat eating equivalent to the seeds planted. It requires a plain land to be build on.

- **Tavern**

A Tavern requires wood, stone, clay and man to be build. It takes 60 man hours to complete. Further it requires a tavern ceeper to run the Tavern and it further requires a steady instream of food and

drinks to be sold. A Tavern is best build in an central spot of your city.

- **Quarry**

A Quarry requires wood, stone, clay, metal and man to be build. It takes 90 man hours to complete. Further it requires an elite worker and multiple workers to run the quarry. It produces stone, raw metal and clay. It requires a mountain, which it can safely work on.

- **Forge**

A Forge requires wood, stone, clay, metal and man to be build. It takes 100 man hours to complete. Furhter it requires an smith and raw metal to run the Forge. It produces Metal and on request armor and weapons. For that it may requires other materials.

- **Grocery Store**

A Grocery Store requires wood, stone, clay and man to be build. It takes 48 man hours to complete. Further it requires an owner and a steady instream of grocerys to be sold to run the Grocery Store.

- **Stables**

A Stable requires wood, stone, clay, metal and man to be build. It takes 55 hours to complete. Further it requires an stable keeper and animals to be run. For each animal to keep, 1 pund of wheat is required per day.

- **Mill**

A Mill requires wood, clay, metal and man to be build. It takes 65 man hours to complete. Further it requires an miller and a steady instream of crops to be run. It produces Wheat and other cereals. A Mill requires a place, exactly close to a river.

- **Sawmill**

A Sawmill requires wood, clay, metal and man to be build. It takes 68 hours to complete. Furhter it requires an owner and a steady instream of raw wood to be run. It produces wood.

- **Woodcutting Cottage**

A Woodcutting Cottage requires wood, clay, metal and man to be build. It takes 60 man hours to complete. Further it requires an owner and a location close to the wood to be run. It produces raw wood.

If you have all requirements to build a building, you can asign workers at the Builder to do those jobs.

You may use localy produced or imported goods to build a building. You can reesign any number of workers at anytime to any building at the Builder.

The Builder directly influences the time and resources a building requires. Whilst the time is influenced either positiv or negative based on the factor of the Builder, the resources might only

be influenced negatively by an unexperienced Builder. If your Builder is inexperienced, it might mis calculate the requirements or falsely assign resources.

Note that building a building may complete without complications and nothing may ever happen. But randomly a building may get damaged or even collapse over time. But, a building may not complete without complication. Complications and damages are expressed in man hours to repair the damages. Materials to repair damages are declared separately.

POPULATION

The Population, living within the city of your Headquarter has an overall feeling, expressed as a **Mood**. The mood is influenced by (not exclusively):

- To strict rules / Not enough rules
- To much/less military present
- Not enough resources (like: no Tavern, Grocery Store, Mill, ...)
- Not enough other people around them
- Not enough jobs (Sawmill, mill, Woodcutting Cottage, Forge, Quarry, ...)
- To high taxes / To little money for roads or other works.

You should find the right balance. Without taxes, you will have trouble building new Buildings, fixing broken stuff but with too high taxes, People will run.

Also, if you have too little resources and no rules in play, people might fall into a criminal rage or even revolt.

If your Population revolts, you have a real Problem. With an ongoing revolution, you will lose allies and deals with them. Your overall reputation will sink fastly. At worst, with too little military in play, they will takeover the city and establish a new leadership, not stopping at blood. Take into account, that if a rebell cell is forming, you should fastly do something against it.

TAXES

Taxes are a way of getting Money. A direct but an legitimate one. You may have taxes collected by your Treasurer or by your Nobels (which most likely will hire someone to do so). Ofcourse you might also have your Warlord collect the Taxes, but he will enforce the Taxes and be more direct.

IMPORT/EXPORT

Once your Nobels have established a certain reputations in other cities, you can start to

import/export goods.

Those goods may be everything. You can have wood imported from a woodcutter village or stone from a quarry city. The only important things are:

- **Traders** Hire traders to drive goods from city a to city b, or bring them yourself, if you have the time.
- **Taxes** Import and export taxes are taxes that either the receiving city or you enforce on goods that enter the city. It is a source of income, but make those taxes too high and you will have problems getting goods!
- **Routes** If you have no good routes, leading from city a to city b, you will leave the routes to the traders. This means, they might enforce costs, to compensate taxes of traversing other people territories.

Import is a good way of ensuring a steady stream of goods, if you have enough money to get those and enough political influence to get good deals of that.

RULES

You decide the rules of your Headquarter. And those are important! By default, there are no rules. People will live wherever, take whatever and military will only hear at the Warlord.

To prevent a military dictatorship and other similar bad states, you should implement a set of rules, that describe certain situations. A rule set may be simple (like 4, 5 rules) or it may be whole book. It really depends on the Players.

But note! People are mean! If they find a loophole, they will take it. They might find a way to get money for nothing or a way to take over the whole city.

For that, you should think about what your city should become. Should it be a Monarchy with you at the top? Or should it be a Democracy, always concerned about what the people living within the city think? Should its rules be finite and fixed or endless and open? Every selection has both up and downsides. For example:

If you choose to make a Democracy with a finite amount, but changeable rules, most likely people will come more likely. But also, you will require more people to administrate the whole process, which in terms needs more money, which either has to come from the people or from exports.

But if you choose a Monarchy with a small, finite and not changeable amount of rules, you will have the decision making in everything, but people will maybe not feel as great in your city and you have to look more often into your city to see that it does not

go down hill.

Your ruleset may be as pronounced as you like. But do not make it to restrictive. If your ruleset is to restrictive, people will not like you.

By default, your city has no polity, therefor it is sort of an Anarchy

Here are some Politys, you may implemnet within your city. If you have problems finding a Polity, you may roll on the following table or simply choose your Polity:

d6 Polity

- | | |
|---|--------------------------|
| 1 | Direct Democracy |
| 2 | Representative Democracy |
| 3 | Monarchy |
| 4 | Dictatorship |
| 5 | Republic |
| 6 | Marxism |

Thos are not all politys you can use. It all depends on your ruleset and how you imagine your city to function.

Another alternative is, to leave even this part, creating and mainting a set of rules to your right hand, the Buttler or to anyone realy. You can name anyone as a Leader of your city. But be sure, that he is not planing something behind the hand. Making deals with your opponents to overthrow your state and become the owner itself.

WAR

War is simple and easy. 2 or more fronts try to kill each other. It is bloody and brutal and to be avoided at any cost! Declaring war is as easy as sending a bard or any other messenger to the one you want to declare war on. As the messenger reaches the other party, war breaks loose. Another way of declaring War is to simply carry out a war by attacking your oppont with your army or alone, for all that matters.

In War there are no rules, except for the rules within your kingdom. Be prepared to fight at any given moment. Be prepared that assassins might infiltrade your Head Quarter to kill the head of your Kingdom (you) or terrorists killing residents of your Head Quarters city. You may do the same, but do not expect understanding of your actions. Sympathy within the opponents space is rare and absolutly needed to dismantle the other party from within

If this is not your stile, to run as many intrigues as possible, you may simply kill the opponent. This is bloody and takes up most resources. Residents of your citys will not like it unless you win and allys might be disappointed in you for simply killing your

opponent. However, a declared War only ends if:

EITHER SIDE SURRENDERS

This is the more elegant and more resource saving way. Maybe your intrigued so long, that most people are leaving your opponent, or you spread rumors and/or helped forming a rebel-cell, letting residents of your opponents city rebell against their leader.

Get your opponent to surrender and sign a contract, giving you want you want. This may take some time to discuss, but in the end not many resources will be consumed to get the best result.

The drawback is, that you will have the other party still alive. They may plan something behind your back. But they might as well become your ally.

On the other hand, surrendering will most likely give you a way out of war, without dying. Even though, you most likely will loose your land, most of your army, head of state and other personal will survive. Well, some at least. If you negotiate good. Hopefully.

THE LEADER OF EITHER SIDE DIES

This is the bloody way. You use all your available resource, hiring assins, attacking with your army or killing traders from and to the city of your opponent. Since Weapons need care, soldiers need food and damaged buildings need to be repaired, this way takes a lot of resources.

To fullfill the needs of those resources, you might ask allys for help, or plunder other citys. The last one will let your reputation sink but give you a cheap instream of resources.

Though there are no rules, killing women and children in a blood rush or stealing livestock and/or food from civiliance is giving you a bad reputation. This should be clear from the get go. Allys might turn their back on you or out right join your opponent, even though this is the cheapest way of getting more resources.

Once the leader of the opponents side is dead, you may claim their thrown. You expand your kingdom by a second Head Quarter. The second one will be lead by the Army at first untill you establish a new head of state. Since this is new territory is now considered claimed territory, your rules apply to the new kingdom aswell. This might not be liked by all residents of this newly conquered city. Prevent the forming of new rebell cells as soon as they start to form.

On the other hand, this way of loosing is bad. You will die. If you executed to many acts of war,

surrender is not an option any more. The opponents will hunt you, until they or you die. Maybe you will be beheaded, if they are mercifull. You might as well be burned on the stake or, hung or, at worst, totured for a long time and lastly impaled and presented as a warning for anyone else to not fight them. Needless to say, you will loose your kingdom.

DOWNTIME

If you, for any reason choose to take down time to administrate your Head Quarter, you may do what you like. First of all, specify how long you want to Administrate the Headquarter and what you want to achieve. You may take over the role of only one of your Personal by doing so. Your GM will then ask you for some roles and/or stats in general and determin the outcome of your downtime.

Everything can happen within that downtime. Your constalation determines the likely hood of certain events. If you, for example, let an Warlord (or an player-equivalent) make the job of an Nobel, war might break loose. Or, if you choose to become a Builder, even tho you clearly are a magician, who lived in the wood for the last 100 years, mulitple buildings might collapse.

In gerneal, those possibilities are low. But they exist. Be as clear as possible about what you want to do, achive and how you want to treat certain people in your specified downtime. You GM might than ask you some questions like "Where do you get the food for the worker from" and determin the outcome. At this downtime, you might get a higher stat, or become proficient in something. But, since this downtime is not determined to train you in certain skill, but to maintain and adminstrate the Headquarter, this is a rare scenario.

Part IV

Apendix

APENDIX

SPELL LISTS

CHRONOMANCER SPELL LIST

Cantrips

Blade Ward
Control Flames
Create Bonfire
Dancing Lights
Eldritch Blast
Fire Bolt
Guidance
Light
Mage Hand
Mending
Minor Illusion
Prestidigitation
Produce Flame
Sacred Flame
Spare the Dying
Sword Burst
Thaumaturgy
True Strike

1st Level

Alarm
Arms of Hadar
Bless
Burning Hands
Charm Person
Command
Comprehend Languages
Cure Wounds
Dissonant Whispers
Earth Tremor
Expeditious Retreat
False Life
Guiding Bolt
Hellish Rebuke
Inflict Wounds
Magic Missile
Shield
Sleep
Tasha's Hideous Laughter
Witch Bolt

2nd Level

Aganazzar's Scorchers
Aid
Barkskin
Cloud of Daggers
Continual Flame
Crown of Madness
Detect Thoughts
Enhance Ability
Flaming Sphere
Heat Metal
Hold Person
Maximilian's Earthen Grasp
Mirror Image
Moonbeam
Phantasmal Force
Prayer of Healing
Protection from Poison
Ray of Enfeeblement
Scorching Ray
Spike Growth
Spiritual Weapon
Suggestion

3rd Level

Aura of Vitality
Beacon of Hope
Call Lightning
Counterspell
Daylight
Dispel Magic
Fear
Feign Death
Fireball
Haste
Hunger of Hadar
Lightning Bolt
Magic Circle
Mass Healing Word
Melf's Minute Meteors
Slow
Speak with Dead
Spirit Guardians
Tongues
Vampiric Touch

4th Level

Banishment
Blight
Compulsion
Confusion

Death Ward
Divination
Evard's Black Tentacles
Freedom of Movement
Guardian of Faith
Hallucinatory terrain
Ice Storm
Mordenkainen's Private Sanctum
Phantasmal Killer
Stoneskin
5th Level
Commune
Contact Other Plane
Creation
Dream
Flame Strike
Geas
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Raise Dead
Reincarnate
Scrying
Telekinesis
Teleportation Circle
6th Level
Arcane Gate
Bones of the Earth
Chain Lightning
Circle of Death
Create Undead
Disintergrate
Eyebite
Find the Path
Flesh to Stone
Mass Suggestion
Otto's Irresistible Dance
Primordial Ward
Sunbeam
True Seeing
Word of Recall
7th Level
Etherealness
Finger of Death
Mordenkainen's Magnificent Mansion
Plane Shift
Regenerate
Resurrection
8th Level
Clone
Earthquake

Feeblemind
Maze
Sunburst
9th Level
Astral Projection
Foresight
Gate
Imprisonment
Time Stop
True Resurrection
Weird
Wish