

Reizen 4000

**A D&D 5th Edition Expansion Module
Mk. II Rev. A**

Presented by C² Studios

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Setting & History

It is two millennia into the future. Humanity's supremacy over Earth has dwindled, due largely in part to the Great Exodus and the onset of Era of Magic. The Exodus occurred sometime in the 25th century, where massive fleets of starships lifted off to relocate much of the human population following a grueling intrasystem war. Though successful in saving the species, it reduced the planetside human population from 3 billion to under 500 million.

As a result, many civilizations faded as those who remained clustered in non-equatorial coastal cities, as the Great Aridization was at its peak; temperatures in equatorial regions reached 140F on average, and many desert regions expanded and invaded at an unprecedented rate. Migration was so extreme that the American continent regained mythic status among some, as did Australia, North Africa, The Eurasian Steppe, and Antarctica, due to the lack of human presence there for the second half of the 2nd millennia.

Though the human population did increase to around 1.5 billion by the 3rd millennia, so too did other populations. A combination of radioactive fallout from the multiple wars and accidents, and the awakening of magical forces, spurred the evolution of large mammals and small reptiles, which gave rise to Beast-Folk in the aforementioned abandoned continents. Though apprehensive at first, humans and beasts came to coexist in time, though xenophobia on both sides still resides in some circles.

As mentioned before, forces and powers once resigned to fiction began manifesting following the Exodus. A select group of humans and beasts were found to be able to shoot flames from thin air, lift objects without moving a finger, and heal all manner of diseases and wounds with a simple touch, and even turn themselves invisible. Though a rare feat, the five to ten percent of sentients capable of magic are overall benign, with the Order of International Mages holding sound dominion over all things arcane.

Even with all the odd and amazing revelations of the past, much from the Era of Humans remains lost or undiscovered across the world. Many ancient bunkers remain, many from the 21st and 22nd centuries, and in near working order. Within their depths, armies of autonomous machines stand vigilant protecting the secrets of their creators, and, at times, do so aggressively.

They are not alone in their malevolence; Rogue mages, practitioners of necromancy or daemon communion, prowl the wastelands on the fringes of civilization; Feral Beast-Folk stalk the mountains, caves, and forests born anew after the Great Aridization; and, worst of all, certain “cursed” locations remain hotbeds for daemon interlopers, extra-dimensional aberrations that seek to kill or consume everything in their path.

And this only covers Earth; The Great Exodus led the establishment of fifteen colonies within the Orion Arm of the Milky Way. Initially named numerically by foundation date, these Orion colonies developed into distinct worlds over the proceeding millennia. They all maintained contact with Orion Zero (Earth) via traditional radio communications, sped along in propagation by the same space-folding technology that afforded their settlement. However, as each colony was rather self-sufficient, trade and travel quickly became leisure activities.

This lax attitude proved disastrous in the 38th century, when a still unknown storm-like phenomena rendered space-folding of matter impossible. Though radio contact was still possible, those who wanted to travel the colonies were forced to use ancient and dangerous methods, either cryosleepers or generation-ships. The first few bound for Earth have begun arriving from Orions 1 and 4 within the past few decades, and many more are expected or en route. Though not confirmed, several Daemon mages of The Order have speculated their ancestors are the cause of the fold storms, and have been researching ways to circumvent the interference via the same warping ability that delivered them unto Earth.

Much awaits adventurers in this world, and in worlds beyond...

Playable Races

Regular Human

Bonuses

- +2 to one ability score of your choice
- +1 to all other ability scores

Powers / Abilities

- **Hard Work & Guts!**

Your ancestors conquered the planet and the stars, and their determination now rests in you. Once per long rest, whenever you roll a 1 on a d20 check, you have the option to re-roll without penalty

- **Hybridization** (optional)

Per the player's choice, their human player can be part (mammalian) Beast-Folk or part Daemon. When a hybrid, the player gets the explicit Ability buffs of their other race up to +2, and the choice of one of the beast's base features, and later one of the beast's leveled features. Hard Work & Guts! and one of the two leveled features listed below should also be taken, with the leveled feature being at a different level from the beast leveled feature.

Hybridization Examples

- a Human-Ursa has +2 to Strength, +2 to Constitution, +1 to one other ability score, and either In The Woods or Claws, and either Go-Getter Spirit and The Nose Knows or More Guts! and Micro Hibernation.

- a Human-Feline has +2 to Dexterity, +2 to Charisma, +1 to one other ability score, and either Cunning or Darkvision, and either Go-Getter Spirit and Claws or More Guts! and Nine Lives.
- **More Guts!** (Level 4)
Your hard work along your journey is paying off! Add +1 permanently to any Ability Score
- **Go-Getter Spirit** (Level 8)
An odd, green energy now flows throughout you. All damage done to Daemonkind, Dragons, and other mighty beasts gains +2 overall. This increases by +1 every other level (10, 12, 14, ...) hereafter

Radified Human (“Ghoul”)

Bonuses

- +2 to Intelligence, Wisdom, and Dexterity ability scores

Powers / Abilities

- **Healthy Glow**
Unlike most organics, instead of being hindered by radiation, you are helped by it. Exposure to ionizing radiation produces the following effects on you:
 - +10 HP per hour (outside of combat)
 - +1 HP per turn (in combat)
 - Increase to all ability scores proportional to severity of radiation (1 to 5)
- **Longevity**
Common diseases and poisons have reduced to no effect on you. All CON saving throws you make against disease and poison effects have advantage

- **Strange Growth** (Optional, Level 4)
Per the player's choice, a symbiotic plant (?) has begun growing out of somewhere on your body. You now regenerate health at a rate of +2 per hour in direct sunlight. In overcast weather, the rate is halved
- **Radiant Conduit** (Level 8)
You are now able to heal normal humans, cyborgs, beast-folk, and Daemones Hominum of radiation poisoning by absorbing their exposure into yourself. This can only be done outside of combat, and once per long rest. When complete, the treated person will be free of Radiation Poisoning

Mutant Human

Bonuses

- +2 to Strength and Constitution ability scores
- +1 to two other ability scores of your choice

Powers / Abilities

- **Urbemensch**
You are sterile and incapable of reproduction, but do not feel the ill effects of ionizing radiation
- **Longevity**
Common diseases and poisons have reduced to no effect on you. All CON saving throws you make against disease and poison effects have advantage
- **Darwinism** (Level 4)
Your skin has hardened along your journey, literally! You now have innate resistances of +2 to Piercing, Slashing, and Bludgeoning
- **Warm Glow** (Level 8)
Exposure to ionizing radiation now regenerates your health when not in combat at a rate of +2 per hour

Cyborg Human

Bonuses

- +2 to Intelligence and Constitution ability scores
- +1 to two other ability scores of your choice

Powers / Abilities

- **Modularity**

Per the player's choice, you can have special modular limbs, eyes, teeth, ears, or a nose, but each reduces your Constitution ability score by 1. Eyes, teeth, and ears count as one each.

- Arm: +1 Strength
- Leg: +1 Dexterity
- Eyes: **Encoded Vision**
Gain advantage to perception checks when under an illusion or partially blinded
- Teeth: **Powered Bite**
Bite attacks deal 2 + Strength Mod. (minimum of 2) of Bludgeoning damage
- Ears: **SONAR**
See **Hyper-Hearing** under Canid race
- Nose: **Respiratory Filter**
Airborne poisons and pathogens have reduced to no effect on you. They are ineffective up to (5 * Character Level) HP of damage and do not linger for multiple turns

- **Breaking In I** (Level 4)

In adapting to your body's new features, you've gained +1 to your Constitution ability score. Cybernetic Arms and Legs' bonuses also each gain +1 to their respective ability score bonuses.

- **Breaking In II** (Level 8)

You have adapted even more to your body, and have gained an additional +1 to your Constitution ability score. Secondary cybernetics gain the following additional features:

- **Encoded Vision** now fully prevents blindness and affect by illusion
- **Powered Bite** now deals 3 + Strength Mod. + Dexterity Mod. (minimum of 3) of Bludgeoning & Piercing damage
- **SONAR** now integrates sonic data into a HUD that tracks and directs to the source of extreme sounds, loud or quiet, revealing the source's location
- **Respiratory Filter** now features a micro-rebreather that allows for underwater breathing for hours at a time equal to your Constitution Mod. (minimum of 1)

Ursa Beast-Folk (Bear)

Bonuses

- +3 to Strength ability score
- +2 to Constitution ability score
- +1 to one other ability scores of your choice

Powers / Abilities

- **In The Woods**

You are at home away from civilization. When outdoors in wooded or rural areas, gain +1 to all ability scores and general advantage in combat

- **Claws**

When unarmed, your claws add +3 Slashing damage to all unarmed attacks. This increases by +1 every fourth level (4, 8, 12, ...) hereafter

- **The Nose Knows** (Level 4)

You now have an uncanny ability to detect scents humans and other beast-folk cannot. You have advantage on and proficiency with olfactory-based Perception checks

- **Micro-Hibernation** (Level 8)

For 24 hours after every long rest you take, you gain +4 to your Armor Class, +1 to your Strength ability score, and your claws deal an additional +2 Slashing damage

Gecko Beast-Folk (Lizard)

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\begin{itemize}[wide]
  \item Bonuses
  \begin{itemize}
    \item +4 to Dexterity ability score
    \item +1 to two other ability scores of your choice
  \end{itemize}
  \item Powers / Abilities
  \begin{itemize}
    \item Mending Tongue

    Not only is good for cleaning one's eyes, a Gecko's tongue
    Mainly, it can heal minor wounds (four +4 HP licks)

    \item Darkvision
    \item Tongue Grapple (Level 4)

    Your tongue is now sturdy and long enough to support your weight
    Alternatively, you can sling objects of your weight
    \item Thick Skin (Level 8)

    After several times shedding, you find your new skin
    Per the player's choice, you can now resist either fire or cold
  \end{itemize}
\end{itemize}
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Canid Beast-Folk (Dog)

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\begin{itemize}[wide]
  \item Bonuses
  \begin{itemize}
    \item +3 to Charisma ability score
    \item +2 to Dexterity ability score
    \item +1 to one other ability score of your choice
  \end{itemize}
  \item Powers / Abilities
  \begin{itemize}
    \item **Friendliness

    Though your kind are now treated equal to humans
    You gain proficiency in Persuasion and Performance

    \item **Hyper-Hearing

    Your biology allows you to hear quieter sounds and
    You have advantage on and proficiency with auditory

    \item **Fangs (Level 4)

    Your teeth and jaw feel stronger since starting
    Your Unarmed Strikes that are bites now deal an
    \item **Hyper-Smelling (Level 8)

    You now have an uncanny ability to detect scents
    You have advantage on and proficiency with olfactory
  \end{itemize}
\end{itemize}
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Feline Beast-Folk (Cat)

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\begin{itemize}[wide]
  \item Bonuses
  \begin{itemize}
    \item +3 to Dexterity ability score
    \item +2 to Charisma ability score
    \item +1 to one other ability score of your choice
  \end{itemize}
  \item Powers / Abilities
  \begin{itemize}
    \item Cunning

    Like your simpler ancestors, you can get your way.
    You gain proficiency in Deception and Intimidation.
    \item Darkvision
    \item Claws (Level 4)

    Your claws feel stronger since starting your journey.
    Your Unarmed Strikes with your arms now deal an extra 1d4
    This increases by +1 every third level (6, 9, 12)

    \item Nine Lives (Level 8)

    You're not exactly sure how, but you can now cheat death.
    For the next nine times you either take damage or are killed,
    After using this ability nine times, it no longer works.
  \end{itemize}
\end{itemize}
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Daemon Hominis (Humanoid Demon)

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\begin{itemize}[wide]
  \item Bonuses
  \begin{itemize}
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Daemon Hominis (Humanoid Demon)

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\item +4 to Wisdom ability score
\item +2 to Intelligence ability score
\item -1 to Charisma ability score
\item +1 to one other ability score of your choice
\end{itemize}
\item Powers / Abilities
\begin{itemize}
\item Xenonic Fury

When casting damage-dealing magic, you gain +1 to damage.
This increases by +1 every fifth level (5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100).

\item Daemonvision

Darkvision extended to being able to sense cloaked creatures.

\item Daemonic Phasing (Level 4)

Once per short rest, you can phase out of the material plane.
Be warned, Daemonkind can inhabit this border world.

\item Group Phasing (Level 8)

You can now transport with you 2 other creatures.
This increases by 1 creature every other level (2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52, 54, 56, 58, 60, 62, 64, 66, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98, 100).
\end{itemize}
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