

DELVER

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Introduction

Delver is an open source system based around the percentile die from a standard dice set, also known as--and referred to for the duration of this manual--as a D100.

The purpose of Delver is to provide a forever free and open alternative to existing systems. Delver is intended to preserve some of the feel of other systems without being entirely derivative.

If you are already familiar with systems that are based primarily on the D20 or the percentile die, this system should feel somewhat familiar. It is designed to fuse mechanics from popular D20 systems and D100 systems to make something a little different.

1A - System Fundamentals - Game Master

In Delver, the Game Masters (GM) run the game for the players. They design and/or field adventures, they set up obstacles for their players to overcome, roleplay non-playable allies and adversaries, and resolve rule disputes as they arise.

1B - System Fundamentals - D100

In this system, players will typically roll against a skill proficiency score out of 100. If they roll below it (accounting for modifiers) they succeed. If they roll above it, they fail. A score of 1-5 is a critical success and always succeeds. A score of 95-100 is a critical failure and always fails.

To roll a d100, take a d10 and a percentile dice from a standard dice set and roll them together. Add the numbers on the dice together to get the result of your roll. Note that a 0 on a d10 indicates a 10, not a 0.

Additionally, players and the game master will often be asked to roll with advantage or disadvantage. If the roll is with disadvantage, roll an additional d10 and add it to the roll. If the roll is with advantage, roll as normal but subtract the amount on the d10 instead of adding it.

Advantage and disadvantage are cumulative up to 3 times (triple advantage /

disadvantage is the maximum). For each time advantage or disadvantage is imposed, increase the number of d10s that you roll.

1D - System Fundamentals - Attributes

This system uses 4 main attributes as the basis of character creation. They are Charisma, Fortitude, Intellect, and Physique. The values populated into these attributes at character creation are then used to populate stats such as health, mana, and sanity as well as a list of skills which will serve as the primary basis for checks, saves, and attacks.

At this point, it may be informative to game masters and players alike to provide some explanation for the rationale behind these attributes and how they came to be assigned to specific skills. The definitions of the attributes (within the bounds of this system) are as follows...

Attribute	Definition
Charisma	The strength, power, or uniqueness of the character's identity or soul.
Fortitude	The resilience or endurance of the character's physical body, as well as their resolve in the face of adversity.
Intellect	The character's cunning, erudition, or sagacity, a measure of their knowledge.
Physique	The overall physical competency of the character.

There may be times when the players will be asked to make a roll that involves a character's attributes. However, as a rule, this should happen as little as possible. Delver is designed to target skill proficiencies rather than the basic scores from which they derive. This is done to represent how the real world tends to work, namely: any given task requires a specific skill.

1E - System Fundamentals - Stats

Before moving on to skills, a word about stats. Stats are measures of your character's physical and mental health along with their ability to cast and resist spells or physical attacks.

The four stats are health, sanity, mana, and armor. Health is the amount of damage you can sustain before falling unconscious or perishing. Sanity is a measure of how resilient you are in the face of mind-altering phenomena. Mana is your reservoir of spell casting and spell resisting power. Armor is a value that represents the current state of your armor (if you have any equipped).

1F - System Fundamentals - Skill Proficiencies

Skills are the basis of virtually every roll of the dice in Delver. They are subdivided into 7 subcategories, which are shown and explained in the table below...

Category	Definition
Athletics	Competencies covering a range of broad physical activity.
Martial	Fighting proficiencies, focused on weapons and armor.
Arcana	Arcane competency organized by magical school.
Social	Interpersonal skills, such as persuasion.
Awareness	Proficiency in being alert and observant.
Tradecraft	Job-related skills.
Wisdom	Broad-base intellectual skills and knowledge.

Proficiency itself is best defined as the degree to which a skill proficiency score matches or exceeds the value of a relevant base attribute. For instance, if a character has a fortitude of 80 and has trained a skill to 79, they are not yet proficient. The following tables provide a map of the skills by category and their relevant attributes (for the purpose of brevity, the attributes are indicated by their first letter in parentheses)...

Athletics	Martial	Arcana	Social
Might	(P) Wrestling	(P) Alchemy	(I) Persuasion (C)
Stealth	(P) Melee Light	(P) Divination	(I) Manipulation (C)
Jumping	(P) Melee Simple	(P) Olethromancy	(I) Performance (C)
Acrobatics	(P) Ranged Heavy	(P) Protection	(F) Strategy (I)
Dodge	(P) Ranged Light	(P) Necromancy	(F) Etiquette (C)
Swimming	(F) Ranged Guns	(P) Illusion	(C) Intimidation (C)
Climbing	(F) Ranged Simple	(P) Enchantment	(C) Resolve (F)
Running	(F) Unarmed	(P) Conjuraction	(C) Escamotage (P)
Conditioning	(F) Thrown	(P)	
	Armor Simple	(F)	
	Armor Light	(F)	
	Armor Heavy	(F)	
	Shield	(F)	
	Melee Heavy	(F)	

Awareness		Tradecraft		Tradecraft		Wisdom
Perception	(P)	Bushcraft	(I)	Philosophy	(I)	History
Intuition	(C)	Tracking	(I)	Art	(C)	Religion
Investigation	(I)	Artifice	(I)	Poetry	(C)	Lore
Deduction	(I)	Smithing	(I)	Linguistics	(I)	Medicine
Comprehension	(I)	Carpentry	(I)	Demolition	(P)	Nature
		Geography	(I)	Masonry	(I)	Animal Handling
		Cooking	(I)	Surgery	(I)	Mathematics
		Lockpicking	(P)	Woodcutting	(P)	Astrology
		Brewing	(I)	Sewing	(I)	Astronomy
		Musicmaking	(C)	Law	(I)	Memory
		Herbalism	(I)	Literacy	(I)	
		Sailing	(I)	Appraisal	(I)	

There are two main ways to earn proficiency in a skill: 1) through gradual use, and 2) through level ups at milestones. Note that these are not 2 options but expected components of gameplay. Without gradual skill training and the regular bursts of advancement that the milestone system provides, the system will not work as intended.

Option 1 (gradual use) involves your character using a skill over time to gradually increase their proficiency score with it. For example, if the character is trying to become better at running, they'll need to run regularly. If they want to improve proficiency with a magical school they'll either need a tutor or books that they can read in order to learn more. Alternatively, they may learn a practice spell (there's one in every school of magic). Points for skill proficiencies earned through this method may be given out at the game master's discretion at a maximum rate of 1 point per skill per full rest (unless otherwise indicated).

Option 2 (milestone progression) involves the player rolling 2 d10s and assigning the results on the dice to a skill. Note that skills are capped at certain values depending on your milestone.

More will be said about the milestone system in the chapter on character creation. For now it will suffice to say that it is similar to a standard numbered level system with 11 milestones numbered from 0 to 10.

An average character will start with around 6 skill proficiencies depending on race, class, and occupation. Some classes have more skill proficiencies than others.

Half proficiency is equivalent to $\frac{1}{2}$ a character's base attribute for a skill, rounded to the nearest whole number. Half proficiency is exclusively used to denote this formula, and is used when a character starts with half proficiency in a skill.

Throughout this manual you will see references to a proficiency modifier. This is equal to the value of your proficiency score for the relevant skill divided by 10 and rounded to the nearest whole number. This is an important number, as it will be used for a variety of purposes including adding to damage rolls. The table below can be used for convenience to determine modifiers without calculation. This table will be referred to again in the chapter on character creation...

Value	Modifier
0-4	0
5-14	1
15-24	2
25-34	3
35-44	4
45-54	5
55-64	6
65-74	7
75-84	8
85-94	9
95-100	10

A player should usually determine which check they wish to use, though when they roll is up to the game master. Skills convey knowledge about specific areas of expertise, but the table below will provide some common or possible use cases to assist you in determining which one to use...

Skill	Expected Use Case
Might	Used for brute force tasks (lifting, pulling, etc)
Stealth	Determines your ability to go unseen
Jumping	Used for jumps where the outcome is unclear
Acrobatics	Used for feats of dexterity and coordination
Dodge	Not dodge action, used chiefly as a saving throw
Swimming	Used when swimming
Climbing	Used when climbing
Running	Attempt to outrun or just run faster
Conditioning	Determines toughness and durability
Wrestling	Used when grappling or being grappled

Melee Light	Weapon attack with a light melee weapon
Melee Simple	Weapon attack with a simple melee weapon
Ranged Heavy	Weapon attack with a heavy ranged weapon
Ranged Light	Weapon attack with a light ranged weapon
Ranged Guns	Weapon attack with a gun (required to use a gun)
Ranged Simple	Weapon attack with a simple ranged weapon
Unarmed	Attack without a weapon
Thrown	Attack with a thrown weapon
Armor Simple	Skill with simple armor
Armor Light	Skill with light armor
Armor Heavy	Skill with heavy armor
Shield	Skill with shield
Melee Heavy	Weapon attack with a heavy melee weapon
Alchemy	Attack or save for Alchemy spells
Divination	Attack or save for divination spells
Olethromancy	Attack or save for Olethromancy spells
Protection	Attack or save for Protection spells
Necromancy	Attack or save for necromancy spells
Illusion	Attack or save for illusion spells
Enchantment	Attack or save for enchantment spells
Conjuration	Attack or save for conjuration spells
Persuasion	Attempt to persuade a being of something
Manipulation	Attempt to manipulate a being
Performance	Attempt to act in a particular way
Strategy	Assess a military situation
Etiquette	Attempt to intuit proper behavior
Intimidation	Attempt to cow someone or something
Resolve	Attempt to maintain courage
Escamotage	Attempt sleight of hand, petty theft, etc
Perception	Used for visual observation checks
Intuition	Gut feeling about a situation
Investigation	Examine closely for information
Deduction	Analyze facts and come to a conclusion
Bushcraft	Ability to survive in the wild and remain concealed
Tracking	Ability to track someone or something in the wild
Artifice	Ability to craft an arbitrary object
Smithing	Attempt to forge something with metal
Carpentry	Attempt woodworking
Cartography	Attempt to correctly portray a landscape on a map
Cooking	Attempt to cook a meal
Lockpicking	Attempt to pick a lock
Brewing	Attempt to brew something (alcohol, potion, etc)
Musicmaking	Attempt to play an instrument
Herbalism	Determine the nature of herbs and apply them
Sailing	Anything related to sailing
Philosophy	Knowledge of philosophy, ability to be logical

Art	Ability to create art
Poetry	Ability to recite or create poetry
Linguistics	Knowledge of language formation
Demolition	Attempt to destroy something
Masonry	Attempt to evaluate or create stonework
Surgery	Attempt to perform surgery
Woodcutting	Attempt to cut down a tree
Sewing	Attempt to sew or mend something
Law	Knowledge of legal precedence, code, and nuance
Literacy	Ability to read
Appraisal	Ability to determine value of an object
History	Awareness of history
Religion	Awareness of theology, doctrine, or trivia
Lore	Familiarity with folklore or mythology
Medicine	Familiarity with medicine
Nature	Familiarity with a specific animal or a wild region
Animal Handling	Knowledge of how to tame or work with animals
Mathematics	Ability to solve or understand math
Astrology	Rudimentary divination by means of the stars
Astronomy	Knowledge of celestial objects and current physics
Memory	Ability to recall

Setting

In the beginning Yaldabaoth--the demiurge--created the heavens and the earth. By the might of the unknowable one above all things he forged the stars and set the breath of life in the first living things. Knowing of no other Aeons, Yaldabaoth proclaimed that he alone was god.

Delver is a fantasy setting with elements of science fiction and cosmic horror. The world in which most of your adventures will take place is referred to by various names which you will hear in the common tongue. To the elves it is Mamdaer (the mother), to the dwarves it is Almajal (the Sphere), to humans it is Jord (soil). But, if you wish to make yourself understood in common, you will use its common name: Delver. The name was proposed by dwarvish astronomers who looked up and saw the night sky as a mine full of diamonds to be mined. The name stuck, and has remained the common name to this day.

This setting is a default starting point. It should not be taken as gospel truth and is intended to provide game masters and players with a general reference point to fashion characters and adventures around.

2A - Setting - The Beginning

Before there was life in the universe there were the Aeons. They were cosmic emanations of the unknowable one. Then came Yaldabaoth, created imperfectly by the Aeon Sophia so that he knew nothing of the other Aeons. Believing himself to be alone in the cosmos, he fashioned for himself beings of light and goodness and set himself as ruler over them.

Yaldabaoth's creations loved him at first and sought to please him with powerful artifice and art of outstanding beauty. But Yaldabaoth resented their skill and scorned them. In turn they despised him and plotted to overthrow him. A great war was fought in the primordial darkness. To defeat them Yaldabaoth wove the material universe and became a great serpent. They were defeated, and he broke them down into pieces and cast them into a dimension of darkness which in common is called the Pit.

In the pit these shards spawned twisted imitations and memories of the once-great beings that they had been. And the mongrel creatures that lurked therein set the fallen sons of Yaldabaoth up as rulers over them.

In time Yaldabaoth breathed life into the material universe. It was primitive at first, but over time it grew and matured into titans of immense power and

wisdom. They too sought to create life which might explore the universe or even escape its bounds.

It was at this time that Yaldabaoth learned of his mother and the Lands of Light from which she came. His fury knew no bounds, and he contemplated how to overthrow the Aeons and destroy their lands. He turned his gaze to the Titans' creations. The titans were like unto gods themselves and their creations had the potential to destroy the Lands of Light. He went to the titans and corrupted their creations so that they would first destroy the titans. Then he would set them on the gods.

The Titans were slaughtered, save for Yimlethutl who fled the cataclysm and hid deep in the fabric between dimensions. Now Yaldabaoth thought to turn his new allies against the Aeons and the Lands of Light. But they fell to fighting amongst themselves, and though they spawned more they nearly destroyed themselves. Yaldabaoth became despondent and slept beneath a primordial ocean for a time.

The creations came to a truce, and withdrew their consciousness to other dimensions while their bodies slumbered in the dark corners of the material universe. Life, timid life, continued on in their absence. Other Aeons visited the material universe and patronized the new life to help it grow. Elves and dwarves and humankind appeared on Delver and hailed the Aeons as gods. The Aeons did not argue.

Mortal races are ignorant of most of these events. It is either a mystery to them or they believe some other version. Perhaps their god did it, perhaps another did. Most religions have numerous origin stories, as Aeons do not know enough about Yaldabaoth's doings or simply do not wish to speak of it.

2B - Setting - Delver

Delver is a world going through a renaissance. The age of sword and sorcery is coming to a slow end, and the age of technology approaches to usurp its throne. In their mountain strongholds the dwarves manufacture muskets and halberds, the better to spread their empire with. In their universities and libraries and surgeries the elves research the secrets of biological life. In the halls of druidic orders humankind seeks to subjugate nature rather than live in harmony with it.

2C - Setting - Races

There are numerous sapient races on Delver. A list appears below. Not all have playable profiles, as noted in the chapter on character creation, but they are listed here for completeness and in case you wish to make your own playable race for one of them.

Human

Humans are the most numerous race on Delver. They tend to form permanent settlements, the largest of which are ruled over by minor gods of their pantheon who defend, enrich, and otherwise provide for the humans in their domain. The gods of the largest cities rule over entire regions and vie for kingship over humanity. Humans are not as advanced as elves or dwarves and their society is extremely unequal.

Elves

First to receive the gift of intellect from the Aeons, Elves are a proud and a long-lived race. Many of them lead a nomadic lifestyle, dwelling in the forests and lowlands in the winter and migrating to the coastal plain in the summer. Their cities are not walled. Instead, they are protected by ancient magic and by the extreme diplomatic efforts of the Llywodraeth. Their universities are unrivaled by all except the dwarves.

Dwarves

Great delvers and artificer geniuses of the age. Dwarves do not seek knowledge for its own sake as Elves do, but rather as a means to an end. If it does not interest them they are likely to discard it. Having passed through the fires of renaissance they seek to extend their highways beneath every mountain and forge an empire that spans the earth.

Orc

They were created from naturally occurring goblins by necromancers. They served their masters for more than a thousand years before rebelling and taking their freedom. They have no homeland, as the realm of the ancient necromancer lords was divided among humankind, elves, and dwarves. Though war is where they excel most seek a quiet existence among the local polities.

Dragonkin

When dragons walk among humans in disguise they will sometimes wed or kidnap maidens. The result of their union is the Dragonkin. Many will take to the mountains in search of the eyries where they are accepted as warriors, laborers, and scholars. The appearance of dragonkin varies greatly from humans

with some dragon-like features all the way to having the appearance of a dragon in the shape of a human.

Ratkin

While the humans and the elves were given the gift of wisdom, the ratkin were already walking on two legs and hunting and gathering from the forests and streams. The Ratkin are nonetheless seen as filthy when they encountered the other civilizations. They have formed a few small city states between the borders of other nations. Wherever they live outside their own burrows they are outcasts, save among the dwarves who care little for the kinship between ratkin and lesser rodents.

Catkin

It is said that the catkin--having witnessed the rise of the ratkin--were dismayed and feared they would starve. They ingratiated themselves to their gods and were given the gift of intellect which they so desired. They tend to either attach themselves to other nations or form whole enclaves within cities.

Halfling

A distant relative to humans, the halflings inhabit many a river valley and forest. They make their homes among the roots of great trees, in the earth by rivers, and in the cracked stones of the hills. Where the wilderness is lush and remote you will find their enclaves hidden away from civilization.

Pitspawn

The offspring of a human who has offered their soul to a daemon of the Pit. They are regarded with suspicion and often cast out of their homes and villages when discovered. Some are imbued with the cruel spirits of their fiendish parents, but most are capable of living normal lives. They have no land of their own unless they make their way down to the Pit.

Dryad

When the Aeons were blessing the creatures of the trees and the forest floor with wisdom, some of it took to the trees instead. From the trees were born the Dryads, long-lived and enduring. They largely dwell among the forests and don't much care for civilization. If the tree from which they were born is ever felled, they will be afflicted with rot and quickly perish.

Myconid

The children of Yimlethutl, born as he departed the material universe. They tend to form reclusive societies in the forests and caves of the world, frequently with the ability to communicate telepathically with other organisms. Their artifice is little and simple. As a rule they have compassion for all living things.

Cyclops

The cyclopeans are proficient warriors. Bold of deed and steadfast to oath and comrade alike, their villages are tight-knit and well defended. They have strong written and oral cultures. Cyclopean scholars are nomads, moving from village to village teaching and learning from each other and preserving knowledge.

Merkin

They are the shepherds of the sea, redoubtable as they are insightful. They live in cities of corral and tend the great reefs to ensure their sources of food remain intact. They do not like sailors and will occasionally assail fishermen. Their culture has a long history of the sea preserved in their underwater libraries of kelp and slate.

Goblin

The primitive, naturally occurring relative of the orc. They were almost wiped out by the necromancers who made the orcs and have a tendency to be violent towards trespassers as a result. Their intellectual endeavors tend towards metallurgy and mechanism. They have been pushed back into smaller and smaller caverns of the mountains by dwarvish expansion.

Gargoyle

The gargoyles were created by the dwarves in an effort to make more of themselves, and were quickly wielded against the orcs. Many still serve their dwarven masters. Others wander abroad, working for pay in whatever way they can. Though not remarkably clever, Gargoyles have been noted for their curiosity about the world.

Sharkfolk

Said to be distant relatives of the merkin, the sharkfolk are less comfortable on land and tend to remain in the sea. They are proficient in husbandry, their chief livestock being the diving bell spiders, the murkraptors, and the coastal manatee. Despite being better armed and trained in war than the merkin, they are generally peaceful unless stirred to violence.

Krevni

Firstborn of Yig, the Krevni are a race of upright, four-armed snake people. They have limited empathy but a great store of pragmatic reason. This has led many down an increasingly bellacose road. Some, however, reason that it is better to live in harmony with other intelligent creatures. The prevailing political tides favor domination, but many live in hope of a peaceful tomorrow.

2D - Setting - Scientific Knowledge

Not all nations will have the same level of scientific acumen (and therefore knowledge) as others. A few notes are provided below which can help when navigating the setting, but an exhaustive treatment is not within the scope of this document.

Dwarves rival but do not exceed elves in terms of the sheer quantity of mortal wisdom they have accumulated. Elvish libraries are vast vaults of information while dwarvish collections tend to be more modest with a focus on specific topics such as mathematics, astronomy, and metallurgy.

Humanity relies heavily on its gods for medicine--a situation that is gradually changing--while being advanced in agriculture and civil engineering. They will often purchase innovations from the dwarves and make copies which they can use in their mills, militaries, and mines. Sharkfolk and Merkin city states are beginning to make advancements and are at a comparable level of technology to humans.

Ratkin are among the most scientifically adventurous, and have experimented with numerous technologies that others would not. Their firearms are coveted and their surgeons sought out by those who can overcome their prejudice towards the Ratkin.

Most of the other races adopt the technology local to them or remain under the pall of the age of chivalry.

2E - Setting - Religion, Gods, and the Afterlife

The gods of mortals assist them in their mortal lives and usually grant them some sort of afterlife but not always.

Humans, elves, merkin, and sharkfolk believe in pantheons of gods who provide for them as long as they are loyal. The human pantheon is sprawling and ruled

by Wotan, the Elvish pantheon consists of Awyr, Mamdaer, and Ogof. The Merkin and Sharkfolk pantheon rotates regularly and involves a cycle of apotheosis for prominent lords of city states. They all believe in a peaceful afterlife, unless they've done great evil in life in which case they will be tormented in the Pit.

Dwarves and gargoyles both worship the stone. Specifically, dwarves observe cult offerings to the mountain under which they happen to be dwelling. Both believe that when they die their spirit will return to the stone and either be reincarnated or become entirely one with the mountain in apotheosis.

Ratkin, goblins and orcs tend to be cynical about the idea of a god. Their suffering and frequent homelessness has embittered them towards the gods they once worshiped and they no longer observe cult for those gods.

Cyclopeans believe in a dead pantheon who gave themselves up to save the cyclopeans long ago. Shrines to the unknown gods who came before are seen in the homes and village squares of the Cyclopeans.

Krevni worship Yig, the star snake who sired them. They give him offerings of meteoric iron and other cosmic metal when they find it. In the past they performed child sacrifice but it fell out of favor. They believe they will be reincarnated when they die.

Pitspawn, myconids, halflings, and Dryads have no particular religion. Sometimes they will adopt local religions. Pitspawn believe that they will be taken by the Pit when they die. Myconids and Dryads believe the only life after death

Catkin worship the goddess of cats who they believe gave them wisdom so long ago. They worship with burnt offerings of small animals and in the act of the hunt. They believe they will be taken to live with their goddess when they die.

2F - Setting - Nation and Language

The first societies on Delver generally formed around one or two races, but as they began to grow and expand they encountered others. By conquest, by diplomacy, or by simple convenience, these societies banded together to become civilizations.

The nations of Delver--while diverse--tend to have a majority that reflects the race that was most prominent in that nation's founding. To say that there is a dwarven kingdom or an elven kingdom is to use a kind of shorthand. Their tongues and cultures, their customs and politics, their architecture and music are all outgrowths of their diverse heritage.

The table below reflects some of the common tongues of Delver's nations along with some notes on where those languages are spoken...

Language	Usage
Dasian	The common tongue of the elven city states
Koryfian	The common tongue of the human kingdoms
Dagral	A common hill country language
Sirangish	Spoken by subterranean kingdoms, especially dwarves
Solyphian	An ancient alien tongue
Monachian	A common language among mountain dwellers
Parochial	A common rural dialect with variants in multiple languages
Eldritch	The language of magic and the elder gods
Tidesong	The common tongue of the sea kingdoms
Treespeech	The common tongue of forest dwellers
Wayspeech	The common tongue of taverns and travelers.
Erudite	A language spoken between scholars
Beggars Cant	A common language used by mendicants, thieves, and fugitives

2G - Setting - Economy

The economy on Delver has grown almost entirely out of feudalistic economics and entered a phase of mercantilism. Imperialism for the purpose of resource extraction and the increase of natural wealth is accelerating, and the great powers of the world have already come to blows over the right to control distant lands.

Most common trade uses copper coins. In most markets on Delver, 100 copper coins is equivalent to 1 silver coin, and 100 silver coins are equivalent 1 gold coin. This may vary (if your game master desires), as the coins of each nation are slightly different.

The value of a day's wages fluctuates based on where your character lives, but typically does not exceed 5 copper pieces. Adventurers tend to make more based on their job. Here are some reasonable rates based on milestones...

Milestone	Daily Rate
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Milestone 0	10-15 copper pieces per day
Milestone 1	20-30 copper pieces per day
Milestone 2	40-50 copper pieces per day
Milestone 3	60-80 copper pieces per day
Milestone 4	1 silver pieces per day
Milestone 5	2 silver pieces per day
Milestone 6	5 silver pieces per day
Milestone 7	10-15 silver pieces per day
Milestone 8	20-30 silver pieces per day
Milestone 9	40-50 silver pieces per day
Milestone 10	1 gold piece per day

Lodging runs from 3 copper pieces a night to 30 copper pieces a night. Here are some reasonable pricing standards for lodging...

Milestone	Nightly Rate
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Squalid	3-5 copper pieces a night
Poor	5-8 copper pieces a night
Modest	10-15 copper pieces a night
Comfortable	20-30 copper pieces a night
Opulent	1-3 silver pieces a night

Equipment prices range based on type, skill to produce, and quality. Here are some reasonable pricing standards for items...

Quality	Additional Cost
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Basic	--
Standard	5-10 silver pieces
Excellent	50-70 silver pieces
Superior	1-10 gold pieces
Heirloom	10-20 gold pieces

Magic, Masterwork, or Legendary items belong in an entirely different pricing bracket, as individuals with the level of skill needed to manufacture them likely work for the wealthy or for the state and will be hard to even locate. If an item is magic, it is recommended that you add 10-20 gold pieces to the original price. Here are some suggested prices for legendary or masterwork items...

Quality	Cost
Masterwork	200-250 gold pieces
Legendary	300-400 gold pieces

2H - Setting - On Dragons

Dragons make their eyries on the highest mountains they can find, carving them from the crags or occupying lofty caverns. Their eyries are the centers of their civilization. Some grow as large as small cities and are filled with dragonkin, dragons, and mortal scholars from numerous races. The eyries of dragons are matriarchal and--by extension--so too is dragon society as a whole.

Dragon do not bear many young, and so the birth of a wyrmling is cause for great celebration. They are born with light gray scales and spend decades maturing before they fledge. Once they do, however, they are dispatched from the eyrie to learn of the world, to bring back knowledge, and to seek their true colors.

A dragon's scales change color in accordance with key life choices and attitudes. Common dragon colors and what they mean are explained below...

Red Dragon

Some dragons, passing for mortals during their customary exile, become ensnared by the desire for wealth and love. They will usually go on to use their true form to satisfy these desires. They do a good turn every now and again but they are the most dangerous and unpredictable of all dragons.

Green Dragon - Some dragons are drawn to the wild and to their brethren the drakes and wyverns. Dragons turn green when they develop a deep affinity with the wild. They can either be gentle and wise guardians of the wilderness or violent and feral monsters.

Black Dragon

Driven from dragon society for a multitude of reasons, the black dragon did not adhere to the strictures of their eyrie. Some are dangerous and wicked, some are simply victims of prejudice.

Blue Dragon

Nomadic or errant, blue dragons tend to spend the most time in human form and are commonly employed as spies or agents. Specifically, many blue dragons are tasked with tracking down and eliminating dragons that threaten to draw dragon hunters towards the eyries.

Purple Dragon

Eyrie defenders and front line soldiers in times of war. They have seen much of the world and walk the line between the errant blue dragons and the violent red dragons.

Gray Dragons

Under the rare circumstances that a fledged dragon is never required to go into temporary exile, they become a gray dragon. Gray dragons also occur when a fledged dragon's errantry does not take them far from the eyrie or they have held extremely close to the values of their eyrie.

2I - Setting - Beyond Delver

There is a whole universe beyond the dome of Delver's sky. Things to do and see that most of Delver's inhabitants could never dream of. A few are listed below to fire your imagination or play a role in your adventures...

Leviathans

Far from the light of any star in the inky blackness and bitter cold of the void between planets there lurk indescribable things which ply the solar winds to devour or enlighten worlds that do not even know what a star is.

Nadyezhdi

On distant worlds bathed with the cold radiance of a red sun walk beings of towering psionic potency. They are tall, pale, with faces that bear neither mouth to speak nor eye to see. They have bestrode the stars with the might of their technology. But if they find themselves on a planet within the habitable zone of a star without a suit to cool their bodies they will perish within days.

Great Old Ones

The great old ones are on the whole malevolent, vindictive, and inimical to life itself. To them the intelligent races of the galaxy are but ants to be disregarded, trod upon, exterminated, or eaten. However, this is not universally true. Only those who have glimpsed the infinite library of Ybso'hath know the truth of their origins.

Chthonians

The soul eaters, the great fear of ancient mortals born of a time when they were visited by the soul eaters. They were created to foil the machinations of the great old ones. Some, the Nolexr, have lost their way in the untold millennia after their creation. The Yavhidra seek to foster civilization and the path of freedom. Some remain in the dimensional fortress of Eisenstein, venturing forth only to drag back mortals that might summon forth the destruction of the material universal. They appear like humanoid moles, with vestigial claws for fingers and dark, leathery, hairless skin,

Velarim

A lesser race, but bearing a likeness to the dragonkin of Delver. They have regressed somewhat as a society from their technological height and act primarily as a Yavhidran client state. As proficient users of an ancient yet ubiquitous interstellar portal system, they will sometimes be used as infiltrators to access less technologically advanced worlds.

Sanukh

Another lesser race. The Udarakhi have imperial designs on the material universe but lack the technological advancement or the political capital to rule all. They tend to solve their problems the same way--with violence.

2J - Setting - Great Old Ones and Outer Gods

There are a handful of great old ones and one outer god remaining after their violent war. They have grown in might in exile and surpass the Aeons in power. They often haunt an obscure corner of the dimension of dreams which can be reached by lucid dreaming, though this activity is not advised.

Player characters in universe should know next to nothing of the great old ones. Works like the king in yellow should be mystifying as to their origin. Warlocks that have sworn themselves to a great old one will know the name of that great old one, a little of their nature, and little else besides. The remaining eldritch deities in the material universe are listed below...

Cthulhu

Mercurial and vindictive, Cthulhu chafes under the control of Ybso'hath and the bullying of Yaldabaoth. He sometimes tolerates mortals for his own purposes.

Hastur

One of the less malevolent but still dangerous entities discussed here, Hastur has taken to the intelligent race's penchant for art. He has written a number of works that--if consumed by mortals--inflict madness, including the King in Yellow and the 9-part symphony of madness that has no name. He's unlikely to eat a mortal, but he may drive you mad.

Nyarlahotep

When the gods entered their truce, Nyarlahotep was reticent and evaded their grasp. However, a contract between himself and Ybso'hath has resulted in Nyarlahotep being free to wander the material universe and unleash mischief on a small or sometimes large scale.

Tsathoggua

Most dangerous of the great old ones for mortals, Tsathoggua is hunger itself. He will eat you if he gets even the slightest chance. Even his avatars cannot be trusted.

Shub-Nigurath

Alloof. She cares not for mortals unless they are of the millions she has spawned into the material universe. It is possible to encounter her safely if she is not surrounded by her young, but to do so is to confront certain madness.

Yog-Sothoth

Sadistic above all, Yog-Sothoth will try his best to keep you from madness until the full course of your torment has been exacted. He is the last of the outer gods.

Ybso'Hath

The tyrant of the infinite library and supreme among the great old ones. They carry a copy of the Akashic records with them at all times. As a rule Ybso'hath's primary objective is to keep the great old ones isolated from the material universe and to keep their mortal forms from danger.

2K - Setting - Other Dimensions

Outside the material universe are other pockets of reality. Some are very like the material universe that Delver inhabits. Others are utterly hostile to the very concept of corporeal flesh. For the most part inhabitants of Delver and the material universe as a whole are more or less unaware of these dimensions as locations.

The Dimension of Dreams

It has a few colloquial names in the various cultures of Delver. However, it is mostly just thought of as that place where the mind wanders in sleep. Within the Dimension of Dreams you will find Kadath where the great old ones meet. Sometimes you can speak with other sleepers, but it is nearly impossible to recognize them.

The Lands of Light

Where the Aeons dwell and where the blessed dead go when they die. The lands of light are a sprawling, peaceful dimension of verdant hills, lush forests, and icy mountains.

Subspace

The underlayment of all dimensions, subspace clings to them like a film. It is utterly hostile to life as you would know it, but it is not dead. Life indescribable thrives in subspace.

The Infinite Library

Built to facilitate the needs of the great old ones, only a handful of beings in the material universe know of its existence. The recently deceased may find themselves swept up from the river between worlds and set to wander the labyrinthine stacks of the library for centuries to come.

The Pit

A wasteland where souls are discarded for torment by some Aeons or dragged by the fallen servants of Yaldabaoth. It is a twisted, unsurvivable place dedicated to the destruction of hope and of the mortal soul.

Eisenstein

A world of endless, bottomless oceans and a single, lonely rock. Upon that rock live the Chthonians of Eisenstein in a vast fortress, and to that fortress they take as captives all those who threaten to destroy the material universe.

Nowhere

The empty space between dimensions.

Characters

Characters are the cornerstone of any roleplaying game. Delver is intended to allow you granular control over the result by focusing on skills and providing broad access to class features.

In this chapter, Intellect, Fortitude, Physique and Charisma will sometimes be abbreviated as Int., For., Phy., and Cha. This is done for brevity.

3A - Characters - Getting Started

The first thing you'll need to do is decide what kind of character you want to play. This is a high-level, conceptual decision that will govern your mechanical choices later on.

Next, you'll want to act on your character concept by selecting an appropriate race, class, and occupation. This will govern your attribute assignment in the next step and will also determine your skill proficiencies.

3B - Characters - Character Class

Your character's class will dominate the way you play Delver. As a result, once you've decided what kind of character you'd like to play, review the classes for options that suit that archetype. It is also possible to review the classes and perceive an archetype in them that you would like to play as. Classes and subclasses are detailed in a later chapter, but for convenience an overview of the 4 basic classes has been provided in the table below (note that attributes are abbreviated here by their first 3 letters)...

Class	Primary Attribute	Description
Warrior	For. or Phy.	Frontline combat class
Mage	Int., For., or Cha.	Spellcasting class
Rogue	Phy.	Damage and agility class
Scholar	Int or Cha.	Skill and support class

Once you've picked your class and features, it's time to pick a character race. Ideally this should supplement your class abilities, but it doesn't necessarily have to.

3C - Characters - Character Race

There are a total of 15 playable races in Delver. Most of these should be familiar to anyone who enjoys fantasy or plays other roleplaying games, but some may be new. Race selection will confer a feature which may be a unique ability, a skill proficiency, or a sense.

A detailed description of the races, their features, lore, skill bonuses, and other information can be found in the following chapter. For the purposes of convenience, the attribute and skill proficiency bonuses are detailed in the table below...

Race	Feature
Human	2 additional skills, half proficiency
Elf	Darksight, 30 ft
Orc	Full proficiency in conditioning, wrestling, or bushcraft
Dragonkin	2 additional skills, half proficiency
Ratkin	Darksight, 30 ft.
Catkin	Full proficiency in investigation, stealth, or enchantment
Halfling	2 additional skills, half proficiency
Dwarf	Darksight, 30 ft.
Pitspawn	Full proficiency in manipulation, dodge, or comprehension
Dryad	Full proficiency in nature, perception, or stealth
Myconid	Full proficiency in necromancy, herbalism, or intuition
Cyclops	Movement speed 35
Merkin	Underwater breathing for up to 10 hours
Goblin	Darksight, 30 ft.
Gargoyle	Full proficiency in Protection, resolve, or memory

3D - Characters - Character Occupation

A character's occupation is whatever they were doing before they started adventuring. They may also continue to do it once they start adventuring. Occupations give proficiencies with languages, skills, and/or equipment. A brief overview of the various occupations has been provided in the table below...

Occupation	Proficiency	Equipment
Smith	Smithing or Artifice	Smith's tools
Carpenter	Carpentry	Carpenter's tools
Cook	Cooking and a Language	Cooking utensils
Tinkerer	Artifice and a Language	Tinkerer's tools
Tailor	Sewing and a Language	Sewing kit
Soldier	Athletics (pick 1) or Strategy	Simple weapon (pick 1)
Sailor	Sailing and a Language	Simple weapon (pick 1)
Burglar	Lockpicking or Running	Lockpicks
Academic	Literacy and History	A ledger, quill, ink
Monk	Philosophy and Religion	--
Priest	Literacy and Religion	Symbol of office
Gladiator	Athletics (pick 1)	Simple weapon (pick 1)
Lumberjack	Woodcutting	Tinderbox
Brewer	Brewing and a Language	Brewing supplies
Politician	History or Manipulation	--
Orator	History or Persuasion	--
Merchant	Literacy or Persuasion	5 copper
Wanderer	Language (pick 2)	Quarterstaff
Holy Warrior	Religion or Athletics (pick 1)	Simple weapon (pick 1)
Mercenary	Martial (pick 1)	Simple weapon (pick 1)
Charlatan	Social (pick 1)	Forger's tools
Healer	Herbalism or Medicine	Herbalist's tools
Cartographer	Cartography and a Language	Cartographer's tools

3E - Characters - Generate Bonuses

To increase character viability and help them stand out from the common warriors around them, each of them will receive three bonuses as detailed below...

- 1) A 1d10 bonus to an attribute score of choice
- 2) A 1d10 bonus to apply to 2 skill scores of choice

Attribute values and skill scores are capped at 85. That means that if you have an attribute score of 80 you can add 5 to it at most. If you rolled more than you can assign to an attribute value or skill score, you can still use the value to max it out but the remaining points will be lost.

For example, if you pick a human you roll 1d10 for your attribute bonus and 2d10 for your skill bonuses. The feature for humans is an additional bonus to one intellect skill, so you will roll an additional 1d10 for the final skill

bonus. You roll 8, 3, 6, and 2, respectively. Your charisma score is 73, so you boost it to 81. As part of your class selection you take proficiency in Illusion Arcana. Your current illusion score is 81. You can boost it to 84 with the 3 you rolled or to 85 with the 6 you rolled, but you cannot boost it to 87. You decide to max it out because you'll only lose 2 points. You assign the others to Intuition Awareness, Enchantment Arcana, and an intellect-based tradecraft that came with your occupation selection.

3F - Characters - Generate Attributes and Assign Bonus

Attribute scores are selected by the player from an array of 4 numbers. There are three ways to obtain this array...

Option 1 (standard array) involves selecting from a predefined array containing the numbers 70, 60, 50, and 40.

Option 2 (point buy) involves assigning 40 to each attribute and assigning points to each attribute from a fungible pool of 60 points. Each attribute can be increased to a maximum of 80.

Option 3 (roll) involves rolling 6d10, dropping the 2 lowest, and multiplying the result by 2. This process is repeated 4 times (once for each attribute).

As noted, once you have an array of attribute values, you may assign those values as desired. At this time you should also assign the attribute bonus that you got during race selection to the relevant attribute. Record your final attribute values on your character sheet.

3G - Characters - Starting Gear

Now it's time to select the gear your character will start with. The primary starting gear selection is noted in the detailed description of your character's class in the chapter on classes. Additionally, most occupations will allow you to pick an additional piece of starting gear.

The starting gear list for each class will specify a "standard pack" that you can add to your starting gear. This is a backpack that contains the expected gear for a particular kind of person. The standard packs are listed below...

Pack	Contents
Itinerant's Pack	Tinderbox, 5 torches, 5 copper, bedroll, 5 days worth of rations
Merchant's Pack	Lantern, oil flask (5 lantern uses), bedroll, tent, 10 copper
Hermit's Pack	5 candles, 5 copper, 1 healing potion, bedroll, ledger, ink, and quill
Delver's Pack	5 torches, 5 copper, 3 days worth of rations, bedroll, pitons, 60 feet of rope

Record the gear you have selected in the gear section of your character sheet. If you have any armor in your gear, be sure to assign its armor value to the armor field in attributes and stats at the top of your sheet.

3H - Characters - Generating Stats

Once you have assigned your race's bonus to the relevant attribute value, you are able to generate your stats. There are 3 stats that derive from attributes: health, mana, and sanity, where health derives from fortitude, mana derives from charisma, and sanity derives from intellect.

These attributes are populated by rolling 1 die per milestone level for each of these stats, starting with 1 die at milestone 0. The size of the dice that you will roll scales in accordance with your relevant attribute score, as shown in the table below...

Attribute Value	Dice to Roll
8-31	d4
32-43	d6
44-55	d8
56-67	d10
68-85	d12

Add the numbers on the dice together, adding 1/10th the relevant attribute value (rounded to the nearest whole number). Repeat for each stat and record it on your character sheet.

The exception to this rule is sanity, which does not increase with each milestone.

3I - Characters - Assign Skill Proficiencies and Bonuses

Now that you've generated stats, attribute values, and selected your race, class, and occupation, it's time to fill out the skills section of your character sheet.

Start by filling in the score for each skill you are proficient in. The score should be equal to the relevant attribute as detailed in the introduction's section on skill proficiencies (page 4). Assign bonuses as desired, keeping in mind that there is a skill score cap.

If you have half proficiency in anything (this will typically be indicated by your subclass description), fill that in now in accordance with the formula for half proficiency as described in the introduction (page 6).

In addition to the skill proficiencies specified by class, occupation, and/or race, you may select 3 skills from any category as additional proficiencies. You may alternatively choose 6 skills to have half proficiency in.

Once all bonuses and proficient skill scores have been assigned, fill in all remaining skill scores with 1/10th the relevant attribute score (rounded to the nearest whole number). If you don't want to calculate this, a table with the relevant values has been provided on page 7.

3J - Characters - Document Any Additional Information

Document biographical fields at the top of the page as desired. It is also recommended that you copy any features and/or spells that you might have from your race or class into the features section so you don't forget what they are.

3K - Characters - Milestones

As noted in the introduction, there are two ways to advance. Gradual advancement was covered in the introduction. Milestones are a bit more in-depth, as what occurs at each milestone varies a little.

Milestones are what would be referred to as character levels in other systems. At each milestone the character receives a milestone dice count. This count is used to determine a variety of things, but is the number of dice to roll for mana, health, and sanity when creating a character at that level. Milestones

are provided at the game master's discretion or by experience count. The following are the experience counts expected at each milestone...

Milestone	Experience
Milestone 0	0
Milestone 1	2500
Milestone 2	5000
Milestone 3	7500
Milestone 4	12500
Milestone 5	20000
Milestone 6	32500
Milestone 7	52500
Milestone 8	85000
Milestone 9	137500
Milestone 10	222500

When a player's character reaches a milestone, they will perform the following actions as part of milestone progression...

- 1) Roll 1 additional fortitude dice for health.
- 2) Roll 1 additional charisma dice for mana.
- 3) Add 1 to the count of dice for any features that call for it
- 4) Pick new features if relevant
- 5) Roll 2d10 and add the number on each dice to a different skill if relevant

As indicated above, some milestones have additional tasks that the player will need to complete. Milestones where features are selected are called feature milestones. The table below records those tasks and the milestones at which they occur...

Milestone	Task
Milestone 0	Select 2 primary class features
Milestone 1	Select secondary class feature
Milestone 2	Select optional feature OR skill score increase
Milestone 3	--
Milestone 4	Select optional feature OR skill score increase
Milestone 5	Select tertiary class feature
Milestone 6	Select optional feature OR skill score increase
Milestone 7	Skill cap increases from 85 to 95
Milestone 8	Select optional feature OR skill score increase
Milestone 9	--
Milestone 10	Select capstone class feature

Once a capstone feature has been selected, no further changes can be made to the skill section of the character sheet. However, there are a number of post-progression activities that are detailed in the next chapter.

3L - Characters - Static Values

Some things about characters are the same across the board by default. All characters have 3 action points (unless otherwise stated) and all characters have a movement speed of 30 feet per 5 seconds. You can indicate these on your sheet or just hold it in your head as desired.

Another notable example that will be discussed in depth later on is armor. All characters have a default armor value of 0

Adventuring

Adventuring is not so much a profession as a common term to describe the activities of qualified individuals who hope to win fame or fortune, find love, or just help the plight of the common man. Adventurers commonly have training in a trade or skill that might make them valuable to nobles, merchants, or other tradesmen, but have chosen the less certain and comfortable path for various reasons. Typically, however, if you ask an adventurer their profession, they will say "blacksmith" or "scholar" or "soldier".

This chapter will go over the process of adventuring, common conditions, resting, and other miscellaneous topics that will have an impact on your character's career.

4A - Adventuring - Equipment

Equipment is essential to adventuring. For adventurers with martial proficiencies or interest in gaining proficiency, your character's equipment could make or break their fortunes.

Rarity

There are 4 main levels of rarity: common, uncommon, rare, and singular. These have specific definitions and tend to be associated with an item's power as well as how common it is. Game masters should note that rare and singular items should primarily be given out in treasure troves or as some other variety of loot while common and uncommon items can be purchased.

Common - Readily available in any city with a thriving economy.

Uncommon - Can be purchased from specialty merchants, made relatively inexpensively by a moderately skilled craftsman, or recovered from a mid-sized treasure trove.

Rare - Available in a handful of locations in small quantities. Some craftsmen can make it for you but you'll have better luck looking for it in treasure troves,

Singular - Cannot be purchased anywhere. Maybe 2 or 3 craftsmen in the whole world can make it at exorbitant price. The greatest treasure troves might have 1 or 2.

Armor

Armor value is determined by specific features in some cases but is primarily determined by whether or not the character is wearing armor. If a character is not wearing armor and has no feature that raises their armor value, then their armor value is equal to 0. A character's armor value represents the amount an enemy must roll below their skill proficiency score in order for their attack to succeed.

For example, if a character is wearing half plate, their armor value is 7. If an enemy with a Melee Heavy skill of 75 attacks the character, they will need to roll below 68. Assume they roll a 71 on their attack roll. This represents the armor being struck with a glancing blow.

Wearing armor that you are not proficient in will impact your performance. Add your skill modifiers to attacks and saving throws that you roll and subtract your skill modifier from any save that you cause an enemy to roll while wearing armor with which you are not proficient.

Armor users can roll an armor saving throw against your skill proficiency with armor when hit. If the throw is successful, the armor will reduce the damage that the wearer will take from the strike. However, the amount of damage it absorbs will be deducted from its armor value. If the amount of damage from the hit is equal to or greater than the armor value of the armor, its armor value becomes 0.

Anyone can wear armor even if they are not proficient in it. However, they cannot benefit from armor saving throws and must add the relevant skill proficiency modifier to any athletics or martial skill check or saving throw made while wearing the armor.

For enemies that have an armor value greater than 0, their ability to roll an armor save is dependent on whether they are proficient in their armor or not. If the proficiency isn't listed they still benefit from their armor value but cannot roll the save.

The following keywords are applicable to armor...

Simple - Skill points can be obtained at a rate of 2 points per full rest instead of 1.

Light - Lightweight armor, does not inflict disadvantage on skill checks, increased armor value.

Medium - Offers greater protection than light armor but less than heavy armor, increased armor value.

Heavy - Significantly heavier than other suits of armor, inflicts disadvantage on stealth skill checks, increased armor value.

Plated - The armor is a form of plate armor, increased armor value.

Held - Requires a free hand to use.

Additional - Can be added to other pieces of armor to increase overall armor value.

Five armor tiers are defined for player character weapons. The table below reflects those tiers...

Tier	Armor Value	Base Cost
1	2	25 copper
2	4	50 copper
3	6	25 silver
4	8	50 silver
5	10	5 gold
6	12	10 gold

Some armor keywords will increase the armor's tier and its respective armor value, along with its cost, as shown in the table below...

Keyword	Tier Bonus	Compatibility	Additional Cost
Plated	2	medium, heavy	50 silver
Light	1	additional, held	25 silver
Medium	2	plated, additional	50 silver
Heavy	3	plated	1 gold

Common sets of armor and the armor values they confer are listed below...

Armor	Value	Keywords	Cost
Hide	2	Simple	25 copper
Gambeson	2	Simple, Additional	25 copper
Shield	2	Simple, Additional, Held	25 copper
Helm	2	Simple, Additional	25 copper
Greatshield	4	Light, Additional, Held	2550 copper
Great Helm	4	Light, Additional	2550 copper
Leather	4	Light	2550 copper
Close Helm	6	Medium, Additional	75 silver
Cuirass	8	Light, Plated	125 silver
Chainmail	8	Heavy	150 silver
Breastplate	10	Medium, Plated	600 silver
Plate	12	Heavy, Plated	1150 silver

Weapons

Delver's weapons use keywords to describe their traits, their reach or range, and damage profiles. The system outlined below should allow players and game masters to create the weapons they desire, but to keep things as easy as possible some common weapons have been fully profiled.

Normally when you wield a weapon you may add your skill modifier to any damage that you do with your weapon. However, if you are not proficient you may not add your skill modifier.

The following keywords are applicable to weapons...

Simple - A basic weapon. Skill points in simple weapons are gained 2 at a time instead of 1 at a time.

Light - Can be used in tandem with another weapon if it can be used with 1 hand, increased damage.

Heavy - requires 2 hands and cannot be used in tandem with another weapon, increased damage.

Melee - Has no range and 5 ft reach.

Polearm - Has no range and 10 ft reach.

Thrown - Has a 90 ft range and 5 ft reach. Does not use the reload action.

Range - Has a 180 ft range and no reach. Does use the reload action.

Long Range - Has a 300 ft range and no reach. Does use the reload action.

Gun - A firearm, increased damage.

Discrete - Checks against awareness skills intended to find this weapon are rolled with disadvantage.

Five damage tiers are defined for player character weapons. The table below reflects those tiers and where simple weapon damage for piercing, slashing, and bludgeoning begin...

Tier	Die	Simple Damage Type	Base Cost
1	1d8	Piercing	25 copper
2	1d10	Slashing, Bludgeoning	1 silver
3	2d6	--	10 silver
4	1d12	--	1 gold
5	1d20	--	5 gold

Some weapon keywords increase damage. Adding these keywords will cause the damage to increase by 1 or 2 tiers, as shown in the table below...

Keyword	Increase	Compatibility	Add. Cost
Light	1	Gun, Thrown, Range, Long Range, Melee	25 cop.
Heavy	2	Gun, Long Range, Polearm, Melee	10 sil.
Gun	2	Heavy, Light, Range, Long Range	1 gold

As mentioned at the beginning of this section, some weapons have been defined in the table below to make selection of starting gear easier...

Weapon	Damage	Keywords	Cost
<hr/>			
Dagger	1d8 piercing	Simple, Thrown, Discrete	25 copper
Handaxe	1d10 slashing	Simple, Thrown	1 silver
Quarterstaff	1d10 bludgeoning	Simple	1 silver
Spear	1d8 piercing	Simple, Thrown, Polearm	25 copper
Hunting Bow	1d8 piercing	Simple, Range	25 copper
Shortsword	1d10 piercing	Light	125 copper
Battle Axe	2d6 slashing	Light	1025 copper
Warhammer	2d6 bludgeoning	Light	1025 copper
Longbow	1d10 piercing	Light, Long Range	125 copper
Crossbow	2d6 piercing	Heavy, Long Range	20 silver
Longsword	2d6 piercing	Heavy	20 silver
Greataxe	1d12 slashing	Heavy	110 silver
Greatsword	1d12 slashing	Heavy	110 silver
Glaive	2d6 piercing	Heavy, Polearm	20 silver
Maul	1d12 bludgeoning	Heavy	110 silver
Wheellock	1d12 piercing	Light, Gun, Range	20025 copper
Musket	1d20 piercing	Heavy, Gun, Long Range	610 silver

Quality

A weapon's damage bonus and a suit of armor's armor value are affected by their quality. Higher quality weapons will put out more damage and higher quality armor will make an entity harder to hit. All starting equipment is basic quality with no additional bonus to damage or armor value. Higher quality equipment will be more difficult to find and much more expensive. The table below details quality levels, their rarity, and the bonus that they confer to armor value or damage.

Quality	Rarity	Bonus
<hr/>		
Basic	Common	0
Standard	Common	1
Excellent	Uncommon	2
Superior	Rare	3
Heirloom	Rare	4
Masterwork	Singular	5
Legendary	Singular	6

4B - Adventuring - Enemies

The enemies you will encounter will have all the same basic attribute scores as you. For the most part they are proficient in fewer skills. As a rule most of them are resistant to several kinds of damage, and some are proficient or half proficient in specific schools of magic.

The broad classifications of enemies are listed below with their common language names listed...

Being - An intelligent native of the material universe with the ability to contemplate philosophical ideas, form civilization as well as society, and develop technology beyond simple tools.

Creature - A less intelligent native of the material universe generally incapable of the same degree of thought as a being.

Monster - A native of the material universe with malign intent towards beings and creatures.

Undead - A creature, being, or monster that has died and been either reanimated or brought back in some way that distinguishes themselves from their former being.

Automaton - A generally mechanical being created to mimic another being, with intelligence ranging from below that of creatures to above that of the average being.

Daemon - An inhabitant of the pit, usually but not always harboring malign intent towards beings.

Angel - A servant of an Aeon. They may be referred to by other names depending on religion and nationality.

Faerie - A native of the material universe that is in some sense also supernatural. Often malicious if not evil.

Interloper - A native of a different dimension or of subspace.

4C - Adventuring - Conditions

A number of conditions can afflict you or be inflicted by you with the use of spells or features. They are listed and defined below...

Prone - The target is flat on the ground. While prone their movement speed is half. Attacks made against them have advantage within 10 feet and disadvantage beyond that.

Incapacitated - The target's speed and action points are reduced to 0 for the duration. Attacks against them have advantage.

Restrained - The target's speed is reduced to 0. Their attacks have disadvantage and attacks against them have advantage. The condition ends when the restraint is removed.

Surprised - Attacks against the target have advantage and the target has disadvantage when determining initiative.

Grappled - The target's speed is reduced to 0. A grappled entity can attempt to escape a grapple once every 5 seconds by making a wrestling check.

Frightened - The target is frightened of a specified entity, item, space, or abstract concept. If nothing else is specified, the source of the condition is the object of the target's fear. The target has disadvantage on attacks against whatever it is afraid of. It must roll a check against its resolve skill to move closer to the object of its fear.

Insane - Roll on the table below with a d100 to determine an effect. This effect will apply until the target's mentality is increased above 0.

Result	Description
1	The target is comatose.
2-5	The target is frightened of anything similar to the cause of its insanity.
6-20	The target is afflicted by anxiety, and must roll a save against its resolve skill when it attempts to take an action. If it fails, the action point is consumed but the action does not occur.
21-30	The target takes 2d10 psychic damage. Their maximum health is reduced by the same amount.
31-50	The target is unable to speak.
51-60	The target is afflicted by hallucinations, and must roll a save against its intuition skill. If the target fails, it must attempt to attack the nearest entity within 10 feet.
61-75	The target is afflicted by seizures. Whenever it starts its turn it must roll a save against its conditioning skill. If it fails it is incapacitated until the start of its next turn.
76-90	The target is afflicted with terrible dreams. It takes twice as long to rest and recover health and mana.
91-99	The target is afflicted with aphasia and cannot speak intelligibly.
100	The target is afflicted with a nervous tick. It must roll a save against its resolve trait or scream at the top of its lungs for 1 minute.

Poisoned - The target's attacks and any check against an awareness skill has disadvantage.

Bleeding - The target takes 1d4 damage once every 5 seconds for the duration.

Stunned - The target's action points are reduced to 1 for the duration. Attacks against it have advantage.

Exhausted - The target's action points are reduced by 1. Its attacks have disadvantage and attacks against it have advantage. If the target becomes afflicted with exhaustion while already exhausted it becomes incapacitated.

Diseased - The target's movement is reduced by half, rounding down. Roll a fortitude die and reduce the target's maximum health by the amount on the die. The reduction persists until the condition is removed.

Unconscious - The target cannot speak or hear. Its speed and action points are reduced to 0.

Blind - The target automatically fails any check that requires the use of sight. It has disadvantage on attacks and attacks against it have advantage.

Deafened - The target automatically fails any check that requires the use of hearing. It has disadvantage on attacks and attacks against it have advantage.

Charmed - The target will not attack the cause of the condition, which will have advantage on social checks with the target. The target views the cause of the condition (if intelligent) as friendly.

Suffocating - All checks including attacks that the target makes have disadvantage. If the target continues to suffocate for a number of minutes equal to their fortitude modifier, they fall unconscious. If they fall unconscious while suffocating they have disadvantage on death saving throws.

Slain - The target is dead. They cannot be revived by healing and need to be resuscitated or resurrected.

4D - Adventuring - Diseases

Despite recent advances in medicine and the realization that disease is caused by microorganisms, a great many diseases afflict the natives of Delver. A few are described below...

Leprosy - Afflicted individuals are left without sensation in parts of their body, often leading to injury or the loss of extremities. Afflicted individuals are often sent away to colonies where they will live out their days to prevent further infection. Assign the diseased condition.

Dysentery - A common traveler's illness, dysentery causes acute stomach pain and illness. It can result in death if proper care is not available. Assign the diseased and exhausted condition.

Gangrene - Grievous wounds can become seriously infected. If the affected tissue is not removed, the infection will be fatal in many cases. Assign the diseased condition. Any entity infected with gangrene must roll a death saving throw (or a check against its necromancy skill,

if proficient) at the beginning of each day that it remains infected with gangrene. If it fails, that entity must roll a fortitude die and remove the amount on the die from its maximum health. When it is healed it regains the health it has lost.

Plague - Afflicted entities may exhibit the growth of buboes or a severe cough and weakness. Assign the diseased and exhausted condition. After 72 hours, assign the incapacitated condition. Any entity that spends more than 1 hour within 30 feet of an afflicted entity must roll a luck saving throw (or a check against its necromancy skill, if proficient) at the end of the day. If that entity fails, it starts the next day infected. Its max health will decrease by 1d4 at the start of each subsequent day that it is infected. When it reaches 0 it begins making death saving throws at the beginning of each day. If it fails any of these death saving throws it will die.

Lycanthropy - Typically only caused by direct curses or by the bite of another lycanthrope. Afflicted entities count as charmed by other lycanthropes, and must roll a saving throw against their insight or memory skill when they make an attack. If they fail they attack the closest non-lycanthrope instead

Malaria - An infection brought on by contact with bloodsucking insects. It can also be borne by vampires, the common kretch, and other creatures that drink blood. Assign the diseased and exhausted condition. After 2d10 hours, the afflicted entity must roll a luck or death saving throw. It may subtract its medicine or necromancy skill modifier. If that entity succeeds it recovers. If it fails, roll all its fortitude dice. If the amount is greater than its max health, the entity dies.

4E - Adventuring - Estimated Threat

Enemies that you encounter are rated by their estimated threat, found in their profiles in the chapter on enemies as the attribute labeled ETR. ETR is an estimation of how much damage they can do in a round (output) and how much damage they can absorb (absorption). It is recommended that you calculate the ETR of your adventuring party regularly, so that your game master can decide what enemies would be appropriately challenging for your party.

ETR is calculated using the following rules...

Output

Output takes the average of attack actions and features that do damage, affect the number of attack actions that can be performed, or affect the amount of damage output. Use the following steps to calculate output...

- 1) Set an ETR value of 0.
- 2) Take the average attack damage of each attack action (the number of dice multiplied by their size, divided in half), along with spells. If any of these actions is subject to the frenzy feature, multiply the average of that action by 2.
- 3) Take the average of the numbers calculated in step 1 and add it to the ETR value.
- 4) For each action reduction feature other than frenzy, add the average attack damage of the affected attack action to the ETR value
- 5) For each feature that does damage on a situational or semi-regular basis, take the average attack damage, divide it in half, and add it to the ETR value.
- 6) For each feature that inflicts a condition, add 10.

Absorption

Absorption takes into account health, armor, resistances, vulnerabilities, immunities, and features that can absorb damage.

- 1) Add the maximum health to the ETR value.
- 2) Add the armor value to the ETR value.
- 3) Count the number of resistances and add it to the ETR value.
- 4) Count the number of vulnerabilities, double it, and subtract it from the ETR value.
- 5) Count the number of immunities, double it, and add it to the ETR value.
- 6) For each feature that reduces damage by dice roll, take the average and add it to the ETR value. If the feature reduces damage by a set amount, add that amount to the ETR value. If the feature is situational add half the amount.

4F - Adventuring - Traveling and Resting

Resting is important to the recovery of combat resources such as mana and health as well as the prevention of exhaustion, which can be incurred in several ways during an adventure apart from enemy features and spells. The table below details the ways that it can be incurred and the interval necessary to cause it...

Cause	Interval
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Thirst	1 day
Sleep deprivation	2 days
Forced march	3 days
Hunger	7 days

A person of normal adventuring age can travel at a pace of approximately 20 miles a day. A forced march can be employed to travel at a pace of 30 miles a day. If this is continued for 3 days or more the exhausted condition is incurred, as indicated above.

A rest can be of variable length. For every 2 hours you rest you can roll a fortitude and/or charisma die to recover health and mana. Features that require a rest will specify how long you must rest to recover them. A rest that recovers health and mana to full is called a full rest. In order to avoid the exhausted condition you will need to rest 10 hours, 6 of which must be spent sleeping. Eating and drinking must also be undertaken as needed.

4G - Adventuring - Cover and Concealment

Sometimes you are able to take advantage of your surroundings to shelter from an enemy. This could take the form of ducking behind a stone wall for protection from a bowman or hiding in a bush to evade detection. These are referred to respectively as cover and concealment.

Concealment is visual cover only. You have no added safety from an attack if the enemy realizes you are present and they can attempt to apprehend you or target you with attacks. When attempting to conceal yourself, you are taking the hide action. If your game master rules that there is sufficient cover available, you may roll a stealth check. There are 3 possible outcomes...

- 1) You succeed. You are now concealed and will not be discovered unless your enemy knows where you are hiding in some way.
- 2) You fail, but your roll is greater than your enemy's observation skill score. If they were already alert, they will discover you.
- 3) You fail and your roll is lower than your enemy's observation skill score. They will discover you.

Cover is simple. If you are fully covered by wood, stone, or anything with a similar amount of substance, you are in cover and cannot be targeted by ranged attacks. Otherwise you are not and can be targeted.

4H - Adventuring - Athletics

Many characters will be athletic, some will not. Nevertheless anyone may be called upon to leap over a chasm or wrestle with a creature trying to grapple them.

As a baseline, anyone can leap a length equivalent to their height horizontally and half that distance vertically. Those with proficiency in jumping can attempt to leap further by rolling a check. The game master may determine how much extra is reasonable, but as a rule no more than half again their body length horizontally and their whole body vertically.

It's also worth noting that swimming is a special case. If a character who isn't proficient in swimming fails a swimming check, they receive the suffocating condition to indicate drowning.

4I - Adventuring - Luck and Death

At times you will need to make a luck or a death saving throw. Luck saving throws are used by features, by games of chance, and at the discretion of the game master. Death saving throws occur as the result of a feature or because an entity has been reduced to 0 health.

Luck and death saving throws work the same way. A player rolls a D100. If the result is lower than 50, they succeed on the check. Otherwise, they fail.

More on death and death saving throws will be described in the next chapter.

Combat

While fighting may not be ideal, it is occasionally necessary. Combat operates on the basis of action points. All characters have a pool of 3 action points by default, which they can spend on various actions as detailed in the table below...

Actions in Combat	AP Cost	Description
Move	1	Movement Action
Attack	2	Weapon or unarmed attack
Incant	2	Cast a spell
Counter	1	React to another action
Dodge	2	Increase armor value by 10
Prepare	2	Allows you to use a 2 AP cost action as a counter action
Help	2	Grant advantage to an ally on an action
Hide	1	Attempt to evade detection with a stealth check
Use	1	Draw, pick up, or put up a weapon.
Search	1	Roll a skill check from the awareness category
Reload	1	Reload a ranged weapon
Free	0	A fungible action as used by certain features

Action point costs above are exact. A player cannot opt to spend more or less on an action than specified in the table above unless a feature they have chosen allows them to do so. Unless otherwise specified, action points can only be spent during the player's turn in combat or during a counter action.

A round of combat lasts 5 seconds. A feature or spell that has a duration of 5 seconds is intended to reflect 1 full round of combat. Each round follows an order determined at the beginning of the encounter. To determine combat order, roll a D100 and subtract your intuition or perception skill modifier. The game master will roll combat order for all hostile entities and average it. Any entity with a combat order higher than this number will take their turns (in no particular order) before the hostile entities. Then the hostile creatures will take their turns. Finally, any entity with a combat order lower than the combat order of the hostile entities will take their turns (again, in no particular order). Note that there are only 3 positions to be in within combat order: first, second, and third. Combat order is not granular and entities simply inform the game master how they will spend their action points and then execute those actions.

For example, a party of 1 berserker, 1 ranger, and 1 wizard encounter 4

goblins. The berserker and the wizard roll below 50, the ranger rolls over 70, and the goblins average around 60. The berserker and the wizard spend their action points first. Then the goblins spend their action points. Finally, the ranger spends her action points.

If you choose to attack with a weapon or cast a spell that doesn't use a save, Roll a d100. If the result is lower than your skill proficiency score with that weapon and any modifiers applied by armor, you succeed. Otherwise, you fail. If you choose to cast a spell that requires a save, the target rolls against his skill with the relevant school of magic. If the result is lower than their skill, they resist. Otherwise, they do not.

Weapon damage is equal to the amount on the dice rolled as specified by the weapon's profile plus your skill modifier with the weapon plus the quality modifier of the weapon. Spell damage is equal to the amount on the dice rolled as specified by the spell's profile.

If you reach 0 health, you are incapacitated and must make a death saving throw each round on your turn. This continues until you are healed for at least 1 health. If you fail 3 death saving throws you are slain.

If an entity is incapacitated due to reaching 0 health and take more than 1 point of damage, that entity is slain.

If an entity is hit by an attack while more than one other entity friendly to the attacker is within 5 feet of the target entity, the target is overwhelmed and the attacker has advantage on that attack.

5A - Combat - Damage

Damage occurs when a weapon attack, ability, or spell succeeds. A variety of damage types exist in Delver, as documented in the table below...

Damage Type	Description
Acid	Damage inflicted by acid
Necrotic	Damage inflicted by tissue death
Fire	Damage inflicted by flames
Cold	Damage inflicted by freezing
Lightning	Damage inflicted by electricity
Thunder	Damage inflicted by loud sounds
Force	Damage inflicted by pressure
Psychic	Damage inflicted on or in the mind
Poison	Damage inflicted as the result of being poisoned
Radiant	Damage inflicted by light

Additionally, some characters or enemies may be vulnerable, resistant, or immune to some forms of damage. This is determined in their stat block. When an attack damages a creature that is vulnerable to that attack's damage type, roll 1 additional damage die. When an attack damages a creature that is resistant to that attack's damage type, remove 1 damage die if there is more than 1. When an attack damages a creature that is immune to that attack's damage type, no damage is done.

Some types of entities have metallurgical vulnerabilities. That is, when a weapon is made entirely of or alchemically altered to contain a particular metal, it is especially damaging to a particular type of enemy. The table below shows metallurgical vulnerabilities...

Entity Type	Metallurgical Vulnerability
Undead	Silver
Faerie	Iron
Daemon	Gold
Angel	Lead

A note for game masters: items sufficiently pure to count for metallurgical vulnerabilities should be difficult to obtain.

5B - Combat - Surprise and Non-Fatal Attacks

Sometimes it may be in a player's best interest to circumvent ordinary combat. If a player wishes to surprise an adversary, they must roll a check against either their stealth, escamotage, manipulation, or strategy skill. The appropriate skill should be determined based on the situation. To surprise an enemy in a social situation, manipulation or strategy are the most appropriate. If an attempt to redirect an enemy's attention is involved,

escamotage is best suited. Stealth is primarily used when laying a literal ambush. Note that these are just guidelines based around the intended utility of particular skills. A game master may decide that other checks are applicable or that the checks listed above can be used in other circumstances.

When the target is surprised, the requirement to do damage equal to or greater than the maximum health of the target to render it unconscious are suspended. All that is required is a successful check against a melee weapon skill. Another option would be to grapple the target, which requires that you roll a check against your wrestling skill and succeed.

Magic

The language of the great old ones--which is often referred to as eldritch--preserves some memory of the words of Yaldabaoth and the power they contained. Hidden within the complex eldritch language are words that can tap the mystical power of the world's creator.

This chapter will briefly cover the schools of magic, mana costs for casting, attacks and saves, and various other technical aspects of casting.

6A - Magic - Schools

The magical schools are a taxonomy for magical spells and will often form the basis of an entire organization's focus. Definitions of the various magical schools are provided below...

Alchemy - The study of magical change, specifically as relates to matter.

Protection - The study of wards and other protections against magic and mystical beings.

Divination - The practice of telling the future or exposing the hidden, often with supernatural aid.

Conjuration - The practice of calling up or summoning something, as a spirit, object, or effect that is non-illusory.

Olethromancy - The study of control over elements and nature.

Enchantment - The practice of directly affecting mental perception of the world.

Illusion - The study of magically false images and deceptions.

Necromancy - The study of life, death, and disease.

6B - Magic - Mana

Mana is a store of mystical energy. It can be spent to cast spells and roll saving throws against spells. A spell saving throw costs just 1 mana. If the target of a spell that requires a saving throw has 0 mana, the spell automatically succeeds.

Spells, on the other hand, cost substantially more mana than an ordinary spell save. It is possible to expend more mana to upcast or cast a spell by invoking a word of eldritch to amplify it. This will increase its damage but also cost more mana.

6C - Magic - Words of Eldritch Power

Even those proficient in the eldritch language may go their whole lives speaking it without ever casting a spell. The words of power that make spellcraft possible are mostly not proper words within eldritch, but rather are combinations of syllables possible within the language.

Spells are cast with a combination of nouns, pronouns, verbs, and modifiers (including adverbs and adjectives), and are spoken aloud. Whether it is a component of eldritch or a cognate added to clarify intent or meaning, every word in a spell costs at least 1 mana. Words that cost a caster more than 1 mana to cast will be indicated in a table later in this chapter.

Nouns - Nouns are flexible, as they will be necessary to elucidate open-ended effects for certain verbs and to indicate more specific targets. When a proper noun is used to indicate the target, the target of the spell will have disadvantage on saves against the spell and the caster will have advantage on any check needed to cast the spell.

Pronouns - Pronouns are generally used to indicate subject and object / caster and target. They can be used with a specific target in mind and that will be assumed or it can be used generically for any target that could adopt that pronoun from the caster's perspective. In other words, you do not have to use a common or proper noun for the spell to target the correct item, entity, object, etc. However, as noted above, proper nouns can be used to impose advantage or disadvantage.

Eldritch Pronoun	Translation
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Yn	I/Me
Ia	You
Tsa	It
Yog	Him
Yib	Her

Modifiers - Modifiers allow the caster to tailor the spell to its intended purpose or enhance it.

Eldritch Modifier	Translation	Usage
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Ynryl	Suddenly	Duration, immediate
Yrguoh	Lingeringly	Duration, 15 <units>, where units are seconds, minutes, or hours based on whether the word is used once, twice or three times.
Ynuah	Perpetually	Duration, perpetual until dispelled, cannot be used to describe how long a target is affected by condition or damage over Time, requires mnunlu
Mnunlu	Until	Temporal qualifier, generally makes duration conditional.
Yrlyo	Before	Indicates ahead of, in front of, prior to
Yothlu	Behind	Indicates behind, after
Yogch	Left	Indicates location to the left
Gurgch	Right	Indicates location to the right
Yrlthu	Above	Indicates location above
Lyuthu	Below	Indicates location below
Yntsa	Upon	Indicates attachment to, placement on
Rylcth	Like	Similar to, in the likeness of
Cthyn	Within	Inside of, can be used to indicate a closed space no more than 15 feet in any dimension
Ukthu	Away	15 <units>, where units are feet, yards, or Miles based on whether the word is used once, twice, or three times
Gchynolg	Further	15 more units of distance
Yolmu	Enduring	15 more units of duration
Lmugur	Greater	1 additional spell die, especially of damage, applies to all spell dice used in a spell
Ulmlyu	Friendly	Entity disposition is friendly respective to A specified entity
Uylmlu	Hostile	Entity disposition is hostile respective to a Specified entity

Verbs - Verbs are specific to the school of magic used by the spell, and will be enumerated in the chapter on spellcraft. Cognate verbs (i.e., non-Eldritch verbs) can be added in the course of describing an effect or action at a cost of 3 mana per cognate verb.

6D - Magic - Check or Save

There are two primary ways to determine whether a spell that is used on an unwitting or unwilling participant is effective: checks and saves. A save spell forces the opponent to roll a save against their skill with the specific school of magic that is being employed. If no save is indicated, a check is made to determine if the spell is successful

In this way, spells that force a save can be incredibly powerful, since a target who isn't a spellcaster or a scholar is fairly unlikely to have proficiency in the school of magic and may have less than a 10% chance to succeed. As a result, spells that force a save do less damage than spells that rely on a successful spell check by the caster.

When constructing a spell, a save will be required if a condition is involved. Otherwise the caster will roll a check against the relevant arcana skill.

6E - Magic - Dice Mechanics and Damage

Much like character stats, the dice used in a spell (when it uses a specific school's damage verbs) are determined by the caster's score in the base attribute value of the spell's magical school. For the purpose of simplicity the exact same chart is used, and can also be found in the section on generating character stats...

Attribute Value	Dice to Roll
8-31	d4
32-43	d6
44-55	d8
56-67	d10
68-85	d12

The die used will be referred to as a spell die.

For example, if a caster has a fortitude of 68 and uses a necromancy verb to heal a target, they can restore 1d12 health. This is because necromancy is based on the fortitude attribute and a score of 68 requires a d12.

If, however, the caster mentioned above had a charisma of 54 and were to use an enchantment verb to damage a target with psychic damage, they would only be able to roll a d8. This is because enchantment is based on charisma and a score of 54 requires a d8.

If the caster specifies yrguoh (lingeringly) for the duration of a spell that has a mechanical effect, the dice are divided as evenly as possible over the duration. If the dice cannot be divided evenly, the remainder is applied when the spell is initially cast.

6F - Magic - Advancement

The combination of syllables that will yield new eldritch verbs for use in spells are hard to come by and the mages lucky enough to discover them are universally reluctant to reveal them to strangers. As such, a new mage will often have a rudimentary vocabulary (see the subsection on mages in the chapter on classes and the chapter on character creation for initial spell vocabulary) that they can use to cast basic spells.

As a result, one of the most important aspects of advancement for casters is to increase their vocabulary. Some class features will give you additional routes to learning new spells, but the following options are also available for obtaining verbs (you can use one or all of these if desired)...

- 1) Each mage automatically receives 1 additional eldritch verb per milestone...
- 2) Game masters offer eldritch verbs as an in-game incentive for quests...
- 3) Joining mystical orders grants you access to the eldritch dictionaries in their libraries...

Note that any character can learn magic to add to their build, but only mages are intended to have an ability to consistently increase their eldritch vocabulary. It is recommended that any house rule or use of the options listed above extend only to characters that have the mage class. For characters that are warriors, scholars, or rogues, access to eldritch words will likely be gained through disgraced students of magic or black market grimoires.

6G - Magic - Syntax and Caveats

The constructed language of eldritch has been included to increase immersion and make spellcraft feel more natural. As such, it is relatively simple and superficial in structure. Sentence order isn't strictly important and there are no real cases. However, a subject, duration, school-verb combination, target, and list of modifiers as desired are necessary. For the sake of standardization, the following order is recommended and would be most common in game...

(Subject [pro]noun) (Duration adverb) ([school]'[verb]) (Target [pro]noun),
(list of modifiers)

For example, if our caster from section 6E wants to cast a spell that inflicts 4d12 necrotic damage against a target 45 feet away, he could use the sentence order template above to cast it this way...

yn ynryl yrgnla'yibuj ia, ukthu ukthu, lmugur lmugur lmugur

Here 'yn' is the subject, 'ynryl' indicates immediate duration, 'yrgnla' is the eldritch word for necromancy, 'yibuj' is the necromancy verb for necrotic damage, 'ia' is you (the target), 'ukthu ukthu' indicates 15 yards (treated as range), and 'lmugur' indicates the number of additional damage dice.

Composing a complex spell on the fly is more likely to result in failure. Casters can attempt spellcraft at any time, whether ensconced by a fire in a comfy tavern or diving for cover from a hail of arrows. However, it is more likely that a caster will make a mistake in a stressful situation. As such, the caster has disadvantage on any arcana skill check they roll to cast a spell they haven't at least partially recorded and the target of the spell has advantage on saves against the spell. Additionally, making brand new spells costs 2 action points when in combat.

Spells that last for an amount of time are fulfilled by some external force bound by the power of the Eldritch language. It is not necessary for the caster to sustain the spell on their own. However, if they become unconscious, incapacitated, or insane subsequent to the casting of the spell, the spell ends unless it has been inscribed.

When damage or conditions are inflicted by spell, modifiers indicating range must be used and the caster must have line of sight to the target or construct a spell with an area of effect.

6H - Magic - The Costs of Spellcraft

The mana cost of a spell adds up quickly, as you may have guessed. Some magic schools impose increased costs for specific verbs. For now, the table below enumerates the modifiers that will cost additional mana to utilize...

Modifier	Cost
Gchynolg	2
Yolmu	2
Lmugur	3
Cognate verbs	3

In addition, any spell that results in the sudden presence or unforeseen procurement of an entity, item, or object can have additional costs as detailed below...

- 1) Add 2 points to the mana cost for each point of ETR above 5 for entities...
- 2) Add 2 points to the mana cost per silver coin cost higher than 10 silver...
- 3) Add 2 points to the mana cost per diameter or length of object (as applicable) greater than 10 feet...

Classes

There are 4 primary classes in Delver, as indicated in the section on character creation. These classes are meant to fill the role of dominant frontline fighter, spellcaster, damage dealer, and support. Classes dictate the majority of your character's mechanical abilities and so it's recommended that you select your class before you select your race.

This chapter will describe the classes that are available for selection and their progression.

7A - Classes - Warrior

The night before the battle of Aihtimal Jadid the Orc horde turned on the necromancer lords and their mercenaries. Many fell before the arcane might of the necromancers, but still more endured. They cut down the faithful and the paid mercenary alike until at last they stood in the meeting tent. There were the necromancers: their magic spent, their trembling hands grasping at whatever weapons were close by.

Warriors are the primary martial archetype in Delver. They excel at both absorbing and inflicting damage. From the champion on the field of battle to the berserker slaughtering raiders to protect his village, warriors are the standard of martial excellence.

When building a warrior of any subclass, you may select 3 from the following list of primary proficiencies...

- 1) Melee (any keyword)
- 2) Ranged (any keyword)
- 3) Unarmed
- 4) Thrown
- 5) Armor (any keyword)

...and 3 from the following list of secondary proficiencies...

- 1) Arcana (Necromancy, Illusion, Enchantment, Alchemy)
- 2) Social (Strategy, Persuasion, Resolve, Etiquette)
- 3) Tradecraft (any)
- 4) Wisdom (any)
- 5) Athletics (any)

Warriors have the following starting gear...

- 1) 1 Melee weapon in which you are proficient
- 2) 1 Ranged or Thrown weapon in which you are proficient
- 3) 1 piece of armor (except for plate) in which you are proficient
- 4) 1 shield if you are proficient
- 5) A spellbook if you are proficient in arcana
- 6) A standard pack

Additionally, all warrior subclasses receive the following feat...

Defender - you may add your fortitude modifier to milestone health rolls.

Primary Class Features

At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

Superior Training - Your training allows you to observe and pick out your enemies' weaknesses. Critical hits occur on a 1-10 instead of 1-5.-

Agile Duelist - Once per short rest you can increase your action points by 1 for 5 seconds. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Fury - Berserkers are infamous for their seeming disregard for the most violent of blows and for the violence they can unleash when they fly into a rage. When creating your character, determine whether strength or dexterity will be used with your attacks. Your rage will apply to that stat only from now on. For one action point, you enter a rage for 1 minute and obtain the following advantages...

- 1) You have advantage on might or dodge saving throws
- 2) Your melee attacks do additional damage equivalent to how many milestone dice you currently have.

Bloodlust (Berserker) - Once per full rest while in a fury, you may decrease the action point cost of your attacks by 1 for 5 seconds. If you are wielding a heavy weapon, you gain the exhausted condition when your fury ends. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Crackshot - Once per short rest you can subtract your Ranged Guns modifier from your attack roll. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Quick on the Draw - Gunslingers tend to be suspicious and not particularly honorable. Unless surprised, you have advantage when determining combat order.

Strength of Ideals - When creating your character, select an ideal to uphold from the list below. Once per full rest, when you hit an enemy with a weapon attack, you can use mana to inflict 1d8 additional damage of the type specified by your selected bond. The number of damage dice and the number of times you can use this feature per full rest increase by 1 at each feature milestone.

- 1) War - Fire
- 2) Order - Force
- 3) Decay - Necrotic
- 4) Purity - Radiant
- 5) Revolution - Thunder

Contemptuous Gaze - You are able to determine the presence of any undead, angel, or daemon within 30 feet of you.

Arcanist - You know the Eldritch pronouns as well as the modifiers Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, and Yrguoh. You also know 1 verb from a magic school of your choice.

A Different Kind of Warrior - Select an optional class feature of your choice.

Secondary Class Features

At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Two Handed Fighting - When you damage an entity while dual-wielding, you may add your skill modifier to the result.

Heavy Weapon Adept - When you hit an entity with a heavy weapon attack, you may reroll 1s and 2s when rolling for damage.

Duelist - While wielding a single one-handed weapon, you can subtract your skill modifier from your attack rolls.

Defense - You add 2 to your armor value while you have at least 1 melee weapon in your possession that you can readily use.

Marksman - While wielding a ranged weapon, you may subtract 5 from your attack rolls.

Martial Artist - Your unarmed attacks do 1d6 bludgeoning damage and you may add your skill modifier to your unarmed attacks.

Simple Weapon Fighter - While wielding simple weapons you may increase your damage rolls by 2.

Stalwart - Your armor value increases by 2 while wearing armor.

Arcanist's Blade - Your weapon counts as one quality level higher than it is. If it is a legendary weapon already, its bonus is increased to 12.

Tertiary Class Features

At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Fearsome Visage - You choose to cow an opponent within 30 feet that you can see and that can see you. Roll an intimidation check contested by a resolve check from them. If you succeed, they are frightened of you for 15 seconds.

Effortless Reload - You can reload 1 ranged weapon as a free action if it is in your hand and not being used for an attack.

Armored in Might - When not wearing armor you have an armor value equal to your light or heavy armor proficiency modifier.

Splinter Shot - Once per short rest, when you damage an enemy with a ranged weapon attack, you can choose to also damage one enemy within 10

feet of the original target by the same amount. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Unyielding Defender - Once per short rest you can reroll one saving throw. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Expert Positioning - Once per short rest you can take the dodge action at a cost of 1 action point. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Polymorphic Weapon - Once per full rest you can change the damage profile of your weapon to slashing, piercing, bludgeoning, force, fire, or cold. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Mortal Wound - When you deal a critical hit to an opponent they must roll a conditioning saving throw. If they fail they receive the bleeding condition until the start of your next turn.

Blind Rage (Berserker) - You are ignorant of all obstacles that block your path. While furious your speed becomes 40 and you ignore difficult terrain. If you move within 5 feet of a medium or smaller hostile entity it must make a might or dodge saving throw or be knocked prone. If it succeeds, it may use its counter action to make an attack against you if you move away from it.

Capstone Class Features

At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Peerless Agility - Your action point count is permanently increased by 1.

Deathblow - When you deal a hit to an opponent that reduces them to less than 10 health, they must roll a conditioning saving throw. If they fail they die instead.

Deadeye - You can re-roll any failed ranged martial check if it is between 91 and 100.

Unerring Weapon - You can subtract any quality modifiers your weapon has from your attack rolls with that weapon.

Unyielding Rage (Berserker) - Once per full rest you become immune to all damage for 15 seconds while furious. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Lethal Precision - The threshold for a crit is reduced by 5. Barring the presence of other features, any hit of 1-10 is a crit. If it has already been reduced by 5, any hit of 1-15 is a crit.

Spellcraft Acolyte (Arcanist) - You learn 3 additional Eldritch modifiers of your choice.

Icon of War - Your body changes to resemble the cause you serve. Your skin becomes hard and resembles steel. Your armor value increases by 5 permanently.

Icon of Order - Your body changes to resemble the cause you serve. Your mere presence brings dismay to the forces of chaos. You become one size larger. The first time you hit a creature with an attack they must roll a resolve saving throw. If they fail they must use their counter action to move away from you as far as possible.

Icon of Decay - Your body changes to resemble the cause you serve. You are a living aspect of rot and unhealth. You are immune to necrotic damage. If you are reduced to 0 health, roll a conditioning saving throw. If you succeed you are reduced to 1 health instead.

Icon of Purity - Your body changes to resemble the cause you serve. Your face glows with an inner light so glorious that those who look upon it dare not strike you. Opponents within 15 feet who can see your face must roll a resolve saving throw when they want to attack you. If they fail the action points are spent but they do not attack you.

Icon of Revolution - Your body changes to resemble the cause you serve. Your voice is the voice of unity against the forces that tear down the common man. After combat order is rolled, up to 5 opponents that you can

see of ETR 9 or lower must roll an intuition saving throw. If they succeed they will assist you on their turn.

Optional Class Features

At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Dual Wielding Expert - You may use a heavy, 1-handed weapon in tandem with a light, 1-handed weapon when dual-wielding.

Charger - If you move more than half your movement before making a melee attack, you have advantage on your attack.

Overwhelming Blow - When you damage an enemy with a melee weapon attack, roll a check against your might skill. If you succeed, the enemy counts as overwhelmed for 10 seconds even if no one else is within 5 feet.

Stunning Blow - Once per full rest when you damage an enemy with a weapon attack, you can force them to make a saving throw against their conditioning skill. If they fail they are stunned for 10 seconds.

Piercing Shot - Once per full rest when you target an opponent with a ranged weapon attack, you can ignore up to half of their armor value. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Warning Shot - Once per short rest when you miss an opponent with a ranged weapon attack, you can roll an intimidation check contested by a resolve check from them. If you succeed they are frightened of you for 15 seconds. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Parry - Once per short rest when an enemy hits with a melee attack, roll a save against your skill with your current weapon. If you succeed, your armor value is increased by 3. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Riposte - Once per short rest when you are damaged by a melee attack, you may use your counter action to attack. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Disarm - Once per short rest, when you hit an enemy with a melee weapon attack, you may force them to make a saving throw against their proficiency with that weapon. If they fail, they drop the weapon they are currently holding. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Feint - Once per short rest you can grant yourself advantage on a melee weapon attack against an enemy. The number of times this feature can be used per short rest increases by 1 at feature milestones.

Polearm Expert - If an enemy comes within reach while you're wielding a weapon with a reach of 10 or greater, you may use your counter action to make an attack. If the attack hits, the enemy takes damage and their speed is reduced to 0.

Legendary Resilience - Once per full rest when you're damaged, roll a conditioning check. If you succeed, you may reduce the damage taken from the attack by 1 fortitude die. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divining Blade - Once per full rest when you damage an enemy with a weapon attack you learn one resistance, immunity, or vulnerability (your choice) that it has. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Seeking Blade - Once per full rest when you damage an enemy with a weapon attack you give yourself advantage on your next attack against it. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Vampiric Blade - Once per full rest when you damage an enemy with a weapon attack you can heal yourself by the amount on the dice. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Ancestral Rage (Berserker) - Your resistance is amplified by the fury of your ancestors who goad you on. Once per full rest, you become resistant

to all damage except psychic while furious. The number of times this feature can be used per full rest increases by 1 at feature milestones

Ignorant Rage (Berserker) - While furious you cannot be affected by spells that require a minimum level of intelligence. You are resistant to psychic damage while furious and have advantage against being charmed.

Warrior's Spellcraft (Arcanist) - You know 1 additional verb from a magic school of your choice.

Divine Aid of Mamdaer - Once per full rest you roll 1 fortitude die and heal yourself or someone within 10 feet by the amount on the die. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Wotan - Once per full rest you roll 1 physique die. You may add this amount to the damage inflicted by your next melee or ranged weapon attack. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Yig - Once per full rest you roll 1 physique die. For the next 10 minutes you gain the ability to spit venom in a 15 by 5 foot line. Any entity in that area must roll a saving throw against its own dodge or might skill. If the entity fails it is blinded for 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Balbataek - If you are not already proficient in unarmed combat you become proficient. Once per full rest you grow teeth like a shark's for 10 minutes and you can make an unarmed bite attack that does 1d8 damage plus your unarmed skill modifier. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Niemand - Once per full rest your armor value increases by 10 to a maximum of 15 for the next 10 minutes. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Jabal - Once per full rest a weapon that you are proficient with is infused with rare metals and the artifice of the mountain. Your weapon does one additional die worth of damage for the

next 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

7B - Classes - Mage

Emhyr, the elvish sorcerer steps over his writhing opponent, the sneering jests about pointed ears now forgotten as the watchman's world dissolves into hellish agony. A bell rings out somewhere up above. More soldiers, coming down the stairs within. Emhyr does not hesitate but quickly incants the words that will save his life. The soldiers rush in and immediately activate the circle created by Emhyr's spell only moments before. They scream and cry in psychic agony. Emhyr grabs what he came for and leaves them to their fate.

Mages are spellcasters, wielders of the obscure, the divine, and the blasphemous. Where the warrior or the rogue uses violence the mage wields subtle incantations. How they learn to cast spells varies. Some are researchers who gather scraps of ancient wisdom from around the globe. Others give themselves to gods or alien powers. Still others have merely adopted the primal power of nature. Whatever the source of their power, they are respected and feared wherever they go.

When building a mage of any subclass, you may select 3 from the following list of primary proficiencies...

- 1) Alchemy
- 2) Divination
- 3) Olethromancy
- 4) Protection
- 5) Necromancy
- 6) Illusion
- 7) Enchantment
- 8) Conjuration

...and 3 from the following list of secondary proficiencies...

- 1) Additional Arcana (of choice)
- 2) Social skill (of choice)
- 3) Tradecraft (of choice)
- 4) Wisdom (of choice)
- 5) Athletics (of choice)

Mages have the following starting gear...

- 1) An arcane focus or component pouch
- 2) 1 simple weapon

-
- 3) 1 other weapon in which you are proficient
 - 4) A standard pack

Additionally, all mages receive the following feat...

Caster - you may add your charisma modifier to milestone mana rolls.

Finally, there are certain eldritch words necessary for casting known to all mages. By default this includes all pronouns and modifiers, and 1 verb from each magic school they are proficient in.

Primary Class Features

At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

Mystic Spellcraft - When you reach a feature milestone you may acquire 1d4 additional Eldritch verbs by inquiring of a supernatural entity that you have relationship with.

Wizard Spellcraft - When examining Eldritch inscriptions, spellbooks, and other writings, roll a check against an arcane skill you have proficiency in. If you succeed you obtain 1 additional Eldritch verb for that magic school which can be used in spells.

Sorcerer Spellcraft - You obtain 2 additional Eldritch verbs for a magic school of your choice that can be used in spells.

Warrior Mage - You gain a martial proficiency of your choice.

Witchhunter - You may subtract your relevant skill modifier from saving throws that use arcana skills when the saving throw was caused by a faerie.

Half Faerie - When creating your character, you may roll a 1d10 and add that amount to your mana stat.

Divine Aid of Mamdaer - Once per full rest you roll 1 fortitude die and heal yourself or someone within 10 feet by the amount on the die. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Wotan - Once per full rest you roll 1 physique die. You may add this amount to the damage inflicted by your next melee or ranged weapon attack. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Yig - Once per full rest you roll 1 physique die. For the next 10 minutes you gain the ability to spit venom in a 15 by 5 foot line. Any entity in that area must roll a saving throw against its own dodge or might skill. If the entity fails it is blinded for 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Balbataek - If you are not already proficient in unarmed combat you become proficient. Once per full rest you grow teeth like a shark's for 10 minutes and you can make an unarmed bite attack that does 1d8 damage plus your unarmed skill modifier. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Niemand - Once per full rest your armor value increases by 10 to a maximum of 15 for the next 10 minutes. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Divine Aid of Jabal - Once per full rest a weapon that you are proficient with is infused with rare metals and the artifice of the mountain. Your weapon does one additional die worth of damage for the next 15 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Arcane Adept - Once per full rest you can roll against your charisma attribute for a check or saving throw that would normally use an arcana skill. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Mana Resilience - You may re-roll 1s and 2s when regenerating mana during a rest.

Natural Caster - The mana cost to cast spells with more spell dice than is reduced by 1.

Pledged to the Aeons - You sold your soul for power. It's actually fairly difficult to pledge yourself to an aeon. However, with the right

oaths and incantations they can be convinced. You learn one additional verb from a magic school of your choice.

Pledged to the Great Old Ones - You sold your soul for power. Whether Cthulhu, Hastur, or Tsathoggua, the great old ones are undeniably powerful and they have their uses for mortals. Once per full rest you have advantage on a saving throw against a feature, ability, or spell that reduces sanity. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Pledged to the Pit - The easiest of all patrons to stumble into a deal with, Daemons are constantly on the lookout for souls to torment for eternity in exchange for a little temporal influence. Once per full rest you have advantage on a saving throw against a feature, ability, or spell that inflicts the charmed condition. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Pledged to Death - Death cannot be avoided. Unless you serve her. For a little servitude, she may be willing to give you the secrets to extend your life. Once per full rest you regain 1d4 health points when damaged by an attack. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Pledged to the Leviathan - There are creatures that swim in the depths of space that are neither great old ones nor mortal wanderers. Their minds listen for feeble prayers which they seek to answer out of hunger, curiosity, or even benevolence. You learn to speak telepathically to other beings within 30 feet of you. If their intellect is greater than 40 they can respond. You are also aware if telepathic speech is being used within 15 feet of you.

Changer of Shapes - Once per 4 hour rest you can change into a creature that you are familiar with, as long as it has an ETR equal to or less than your own milestone (minimum of 1). You gain that creature's stats, features, and size, but retain your attributes and skills.

Secondary Class Features

At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Destroyer's Boon - Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Once per full rest you add the modifier of your relevant spellcasting skill to damage inflicted by your spell attacks. The number of times this feature can be used per full rest increases by 1 at feature milestones.

World eater's Boon - Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Once per full rest when you damage an entity with a ranged spell attack, you regain 1d4 health. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Corruptor's Boon - Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Once per full rest when you damage an entity with a spell attack you reduce their armor by 2 for 30 seconds. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Empowered Spellcraft (Cost 1 Mana) - The target of the next spell you cast that uses a saving throw must add 10 to their saving throw against the spell.

Intensified Spellcraft (Cost 1 Mana) - You increase the duration of the next spell you cast from seconds to hours at no additional cost.

Magnified Spellcraft (Cost 1 Mana) - If the next spell you cast damages a target you may reroll any 1s when rolling to determine damage

Quicken (Cost 2 Mana) - You may reduce the action point cost of casting 1 spell from 2 action points to 1 action point for the next 2 spells you cast.

Discrete (Cost 1 Mana) - The next spell you cast can be cast without speaking.

Limited Pyrokinesis - You are able to start a small fire within 5 feet of you. The fire can be no larger or brighter than a candle's flame, does not grow, and lasts no longer than 10 minutes unless fuel is added.

Limited Telekinesis - You are able to lift objects no heavier than 5 pounds with your mind. You cannot throw them and you can only keep them suspended for 10 minutes or move them 15 feet per turn for 5 minutes.

War Magic - You gain proficiency in 1 martial skill in addition to other proficiencies.

Potions Expert - You have a talent for making potions. You can subtract your proficiency modifier for the potion's school of magic from bushcraft and brewing checks when making potions.

Aura of Healing - Once per full rest you are able to generate an aura 10 feet in diameter. The aura lasts up to 1 minute. If a friendly entity starts its turn within this aura, it regains 1d4 points of health. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Aura of Denial - Once per full rest you are able to generate an aura 10 feet in diameter. The aura lasts up to 1 minute. If a hostile entity attempts to enter this aura it must roll a resolve check or be unable to enter. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Aura of Protection - Once per full rest you are able to generate an aura 10 feet in diameter. The aura lasts up to 1 minute. If a friendly entity starts its turn within this aura its armor value increases by 2. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Aura of Light - Once per full rest you are able to generate an aura 30 feet in diameter. The aura lasts up to 1 hour. The aura creates a zone of bright light for 15 feet and dim light for 15 feet beyond that. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Aura of Darkness - Once per full rest you are able to generate an aura 15 feet in diameter. The aura lasts for up to 1 hour. The aura creates a zone of darkness which non-magical light cannot penetrate. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Lesser Golemancy - You have obtained a fragment of the book of creation. You are able to speak the secret tongue of golems and have advantage on any social skill checks when speaking to them.

Spellslinger - If you have proficiency with a ranged weapon, you may use the damage type of a spell that you know instead of the weapon's usual damage type.

Tertiary Class Features

At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Elemental Spellcraft (4 Mana) - You change the damage type of a spell to a damage type employed by another spell that you know.

Warded Spellcraft (4 Mana) - You add to the incantation of a spell that protects it against attempts to defeat it. If the spell affects an area it cannot be dispelled. Any other action taken to defeat it are have disadvantage.

Violent Spellcraft (4 Mana) - You increase the power of your spell. When casting a spell that requires a save you may add your skill modifier to the number you roll when determining damage.

Spellcraft Adept (6 Mana) - You cast a spell from one school of magic using the proficiency score of a different school of magic with which you are proficient.

Signs and Wonders - Once per full rest, you can petition a deity to work a miracle. It cannot do damage either directly or indirectly. If it heals it can only heal one person. It cannot directly affect more than 10 people. If an environmental effect or object is conjured it lasts for 8 hours.

Favored of the Aeons - Your stature is rewarded by your patron. You gain the ability to sprout wings once per full rest. While your wings are in use you have a flying speed of 30. You are immune to 20 feet of fall damage and resistant to 10. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Favored of the Great Old Ones - Your stature is rewarded by your patron. You gain the ability to lucid dream and can move about the dreamlands freely. If you encounter someone from the real world they will not recognize you but you will know it is them. You can subtract your proficiency modifier from social checks against them in the dreamlands, and what was said will impact their behaviors in the material universe.

Favored of the Pit - Your stature is rewarded by your patron. You are given a minion who you can order to possess another being or creature of an ETR up to half your current milestone number. Once per full rest, you can take control of the possessed being or creature for up to 10 minutes. If it is a being it will realize it has been possessed after you take control of it and the minion will stop possessing it. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Favored of Death - Your stature is rewarded by your patron. You are a trusted instrument of the grim reaper and she will not take you from your work just yet. If you succeed on a death saving throw, you are healed by 1d6 and stand back up.

Favored of the Leviathan - You become adept at psionics and can either shut down or enhance telepathic speech. Once per short rest--if telepathic speech is being used within 15 feet of you--you may either triple its range or generate static that reduces its range to 5 feet.

Warded Spellbook - If you have a spellbook it is awakened by the magic within it and seeks to protect you from harm. Once per full rest your spellbook can give you advantage on a saving throw against a spell from a school of magic with which you are proficient. If you lose your spellbook you no longer have access to this feature. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Kindred of the Wild - The animals, the trees, and even the very earth are your brothers and sisters and will intervene on your behalf. Once per full rest, you can petition the wild animals to perform small tasks for you such as covering your tracks, creating a distraction, or retrieving something for you. As a rule they will not do anything that would reasonably be considered dangerous or inflict direct harm on your

enemies. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Conservation of Mana - Once per full rest when you cast a spell, roll a charisma die. You regain an amount of mana equal to the amount on the die.

Golemancy - You have obtained a fragment of the book of creation. You are able to create bronze golems if you gather a sufficient quantity of bronze to form the golem. The bronze for the golem cannot be gathered from a dead golem.

Capstone Class Features

At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Master of Spellcraft - Once per full rest when you cast a spell that requires a save you can impose a mana cost on your opponent's saving throw equal to the mana expended to cast the spell.

Force of Nature - You are able to change your shape in ways that transcend your previous abilities. You gain the ability to become a pool of water, a sapling, a stone, a vapor or any other natural object that can fit within a 10 foot cube. While in this shape you can see and hear and can change back at will. You can also cast spells so long as you don't increase the number of spell dice that they use. If you are attacked in this form you cannot benefit from any armor that you are wearing.

Immutable Spellbook - If you have a spellbook it is protected against physical harm and loss. If it is lost or destroyed it will reappear in your pack or in your hand. Spells written in this spellbook can't be removed.

Unerring Spell - You cast a spell against which there is no defense. Once per full rest when you cast a spell of 4th circle or lower, you may spend 8 Mana to make it unerring. The spell automatically succeeds without a save or a spell attack.

Greater Golemancy - You have obtained a fragment of the book of creation. You are able to create any golem if you gather a sufficient amount of material, which cannot come from a dead golem.

Avatar of the Aeons - You are granted the status of a minor demigod. Once per full rest when you speak, all entities within earshot must roll a saving throw against their resolve skill. If they fail they are either charmed, frightened of you, or deafened. The effect lasts for 1 minute.

Avatar of the Great Old Ones - The great old ones reward you with profane knowledge that, if shared, could inflict insanity on others. Once per full rest when you speak, all entities within earshot must roll a saving throw against their perception or comprehension skill. If they succeed they lose 1d10 sanity.

Avatar of the Pit - You carry out the will of the Pit. Once per full rest, you are able to banish a being of an ETR 10 or less to the pit. They will be banished for 24 hours and will have 1 health when they return.

Avatar of Death - You become an aspect of the grim reaper. If you reduce an entity to 10 health or less without reducing it to 0, it must roll a death saving throw. If it fails, it is immediately slain.

Avatar of the Leviathan - You become extremely adept at psionics. Once per full rest, you are able to project your consciousness as far as 10 miles for up to 10 minutes. You cannot be seen or detected unless otherwise specified. You can see and hear.

Optional Class Features

At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Psychic Detection - You are aware if other entities with psychic abilities are within 30 feet of you.

Psychic Eavesdropping - If telepathic speech is being sent or received within 15 feet of you, you are able to hear what is said.

Duelist - You may subtract your proficiency modifier from your roll when you use Protection to prevent a spell from succeeding.

Casting Savant - You learn any remaining verbs for a magic school with which you are proficient.

Accelerationist - It costs only 1 mana instead of 3 to use the spell modifier that increases the number of spell dice.

Arcane Protection - Once per full rest, if an entity within 15 feet of you is attempting to make a save against a spell in a school for which you are proficient, they may use your proficiency score instead.

Arcane Defense - Once per full rest, you may give yourself resistance to damage from a school of spells in which you are proficient. This lasts for 10 minutes.

7C - Classes - Rogue

Creeping catlike along the ledge, Shahsuvar darts through the light cast by the great glass window. Her eyes dart to the empty courtyard below. Just minutes ago it was alive with partygoers gossiping and laughing on their way inside. The faint strains of music and conversation told her that she had all the time she needed to get what she came for. The goblin finds the small study window. It is dark inside. She pries the window open with her dagger, the leaded glass shuddering and wooden frame splintering as the inexpensive lock breaks away. She slips inside, grabbing everything of value before vanishing into the night.

The rogue makes a living on the edges of society. Where there's dirty work to do and money to be made there you will find the rogue. Rogues aren't always villains. Some hunt monsters and solve crimes. But at the end of the day they expect you to pay for their services.

When building a rogue of any subclass, you may select 3 from the following list of primary proficiencies...

- 1) Melee Light
- 2) Melee Physique
- 3) Ranged Light
- 4) Ranged Heavy
- 5) Ranged Simple
- 6) Thrown
- 7) Unarmed
- 8) Divination
- 9) Armor Simple

...and 3 from the following list of secondary proficiencies...

- 1) Additional Arcana (of choice)
- 2) Social skill (of choice)
- 3) Tradecraft (of choice)
- 4) Wisdom (of choice)
- 5) Athletics (of choice)

Mages have the following starting gear...

- 1) 1 Melee weapon with which you are proficient
- 2) 1 Ranged weapon with which you are proficient

- 3) 1 suit of armor with which you are proficient
- 4) A standard pack

Additionally, all rogue subclasses receive the following feat...

Evasive - While not wearing any armor your armor value is 2 instead of 0.

Primary Class Features

At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

Ambush - You have advantage against targets that are surprised

Decisive Blow - Once per round when you hit a surprised entity with a weapon attack, you inflict 1d10 additional damage. The number of damage dice increases by 1 with each feature milestone.

Prepared Attack - Once per round, you may deal 2d4 additional damage to an entity if there is more than one entity friendly to you within 5 feet of the target entity or if it cannot see you. The number of damage dice increases by 2 with each feature milestone.

Moving Target - Once per turn you can take the dodge action without expending an action point or the run action at the cost of only 1 action point.

Expert Tracker - You have advantage on tracking and bushcraft checks while pursuing an entity you are familiar with.

Trained Killer - Once per round when you hit an entity with a weapon attack, you inflict 1d8 additional damage if it has already been damaged by an entity friendly to you. The number of damage dice increases by 1 with each feature milestone.

Animal Affinity - You become proficient in animal handling if you aren't already. You have advantage on animal handling checks when trying to tame or calm an animal.

Beastmaster - You tame 1 creature or monster that will serve as a companion. You can order your creature to perform an action at the cost

of 1 of your action points per order. The table below specifies the maximum ETR of the animal by Milestone...

Milestone	ETR	Example
Milestone 0	5	Kretch
Milestone 1	6	Epicyon
Milestone 2	6	Spotted Amphiptere
Milestone 3	7	Dire Hyena
Milestone 4	8	Sabertooth
Milestone 5	10	Murk Stalker
Milestone 6	11	Albino Drake
Milestone 7	13	Shipbreaker
Milestone 8	14	Thunderbird
Milestone 9	17	Terrorbat
Milestone 10	19	Basilisk

Secondary Class Features

At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Swift Attack - Once per full rest you can reduce the cost of an attack action to 1 action point for 5 seconds. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Cunning Attack - If you hit a target in the preceding turn, you have advantage on your first attack against that target in the current turn.

Two Handed Fighting - When you damage an entity while dual-wielding, you may add your skill modifier to the result.

Violent Attack - If you damaged a target in the preceding turn, you may increase your next damage roll against that target by 2.

Tandem Attack - If you have advantage on an attack against an entity, you may expend an action point to allow a friendly entity within 10 feet of you to make an attack with a counter action.

Inconspicuous - When you take the hide action you may subtract your skill modifier from your stealth check.

Thrown Weapon Fighter - When you damage a target at range with a thrown weapon you may increase your damage rolls by 2.

Tertiary Class Features

At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Sharpshooter - While using a ranged weapon, you may roll one additional damage die when you score a critical hit.

Masterful Ambush - You may subtract 10 from stealth checks when attempting to lay an ambush.

Outnumbered but not Overwhelmed - When being attacked by multiple foes you are not overwhelmed unless there are at least 4 enemies within 5 feet of you.

Giant Slayer - You may subtract your skill modifier from your attack rolls against enemies 2 or more sizes larger than you.

Beastbond - Once per short rest you are able to know exactly what your companion creature or monster is thinking.

Expert Pickpocket - You gain proficiency in Escamotage if you are not already proficient. You may subtract your skill modifier from Escamotage checks.

Capstone Class Features

At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Blind Shot - You are able to estimate the shot necessary to target an enemy behind cover with a ranged weapon.

Menagerie - You are able to take 1 additional companion creature or monster. It costs 1 action point to issue a command to both creatures if it is the same command. If it is a different command it will cost 2 action points.

Well Prepared - Once per full rest you become resistant to one type of damage for 1 hour.

In the Shadows - You can always take the hide action in dim light or darkness.

Blood in the Water - If you score a critical hit on an enemy, you gain 1 free action point which can be used immediately.

Optional Class Features

At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Breadth of Experience - You can select a secondary or tertiary feature from another subclass that has not already been selected by another member in your party.

Hardy Constitution - You gain proficiency in conditioning if you are not already proficient. You can go 1 additional day without incurring exhaustion from any natural cause (hunger, thirst, forced march, sleep deprivation).

Unsavoury Ally - You have connections in the local underworld. Once per full rest you can set up a meeting with them. They can give basic information about the local underworld and goings on in the city.

Sprinter - Your movement speed increases by 10.

Lucky - Once per full rest, you may re-roll a saving throw of your choice. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Disarm - When you hit an opponent with an attack, you may force them to make a dexterity saving throw. If the result is higher than their dexterity trait, they drop the weapon they are currently holding.

Two Weapon Expert - You are able to wield weapons that are one-handed but do not have the light or the heavy keyword in tandem with other light weapons.

Poisoner - Once per full rest you can coat one of your weapons with a potent toxin. It will last for 24 hours. While the weapon is poisoned, once per turn you may inflict additional poison damage when you damage an enemy with it in accordance with the poisons listed in the chapter on items.

Interrupting Attack - Once per full rest when an enemy attempts to make an attack against a friendly entity within 5 feet of you you may use your counter action to make an attack. If you hit you do no damage but your enemy's attack automatically fails. The number of times this feature can be used per full rest increases by 1 at feature milestones.

Cautious Pursuit - Once per full rest, you may use the dodge action for the cost of 1 action point. The number of times this feature can be used per full rest increases by 1 at feature milestones.

7D - Classes - Scholar

Tonraq the scholar sits in the library and rubs his eye. The light of a trio of candles dimly illuminates the pages that he has been poring over for the last six hours. The night bell chimes two o'clock. His comrades are relying on him to deliver the insights they will need should the clockwork assassins of the dwarven fiefs put in an appearance. He consults his ledger: a handful of notes, some even have tactical value. He turns back to his work. It will be a long night.

The scholar brings wisdom, inspiration, experience, and--above all--instruction to the party. Scholars are seldom learned in ways of war or the use of a weapon. Nor are they skilled in the casting of spells. Rather they rely on others to do the fighting, and others rely on them to guide them and teach them.

When building a scholar of any subclass, you may select 3 from the following list of primary proficiencies...

- 1) Melee Simple
- 2) Ranged Simple
- 3) Ranged Guns
- 4) Divination
- 5) Protection
- 6) Wisdom (of choice)
- 7) Tradecraft (of choice)

...and 3 from the following list of secondary proficiencies...

- 1) Additional Arcana (of choice)
- 2) Social skill (of choice)
- 3) Tradecraft (of choice)
- 4) Wisdom (of choice)

Scholars have the following starting gear...

- 1) 1 Melee or ranged weapon with which you are proficient
- 2) 1d6 books or an instrument
- 3) A standard pack

Additionally, all scholar subclasses receive the following feat...

Erudite - You gain proficiency in literacy if you are not already proficient. You have half-proficiency in wisdom in all skills from the wisdom, arcana, awareness, or social categories.

Primary Class Features

At milestone 0 you are allowed to select a primary feature. These will serve as building blocks which will influence your selection of secondary, tertiary and capstone features.

Inspirational Tone - Once per full rest, you may use your skill with your instrument to grant an ally a 1d10 that can be subtracted from a check, attack, or saving throw. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Words of Cruelty - At the cost of 2 action points you may insult an enemy in a way that fundamentally damages them. They must roll a saving throw against their resolve skill or take 1d8 psychic damage. If they succeed on the saving throw, they take half the damage.

Observant - Once per full rest, you can impose disadvantage on an entity attempting to avoid notice using an escamotage or stealth check.

Cunning Strategy - Once per 2-hour (minimum) rest, you can perform one of the following actions per round at a cost of 1 action point, depending on which category you have half proficiency in. The number of times you can perform this action per short rest increases by 1 with each feature milestone...

- 1) Wisdom - You point out a flaw in your enemy's strategy, defenses, or technique. An ally within 5 feet of you can subtract 5 from their next attack against that enemy.
- 2) Arcana - You recite information about the school of magic that is being used against an ally within 5 feet of you. They may subtract 10 from their next saving throw against that school of magic.
- 3) Awareness - You observe signs of danger. The next time your allies use the dodge action within 1 hour it will cost 1 action point.
- 4) Social - If one of your allies is forced to make a saving throw against the charmed condition, you can use your counter action to grant them advantage.

Keeper of the Secret of Fire - You have discovered mystical secrets that have an effect on the world around you. Once per full rest you light a

fire that is immune to being extinguished as long as it only burns within a circle 3 feet in diameter. If it grows large than that, it goes out. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Keeper of the Secret of Shadows - You have discovered mystical secrets that have an effect on the world around you. You are able to create a patch of darkness 10 feet in diameter. This patch lasts for 10 minutes and cannot be seen through. The number of times you can perform this action per short rest increases by 1 with each feature milestone.

Keeper of the Secret of the Deep - You have discovered mystical secrets that have an effect on the world around you. You are able to swim underwater at a speed equal to your walking speed. You do not need to breathe.

Keeper of the Secret of the Moon - If you can see the moon, you are able to make it cast a circle of bright light in a 10 foot diameter where you walk for 1 hour.

Keeper of the Secret of Iron - You are able to materialize a shortsword with which you are proficient.

Learned Traveler - Once per short rest, you can perform one of the following actions at a cost of 1 action point, depending on which category you have half proficiency in. The number of times you can perform this action per short rest increases by 1 with each feature milestone...

- 1) **Wisdom** - You are familiar with the local flora and fauna. You know either 1 vulnerability, 2 resistances, or 1 immunity of a creature you are fighting or are about to fight.
- 2) **Arcana** - You once learned a countercharm against spellcraft when you were traveling. You can impose disadvantage on a spellcaster that you can see and hear within 30 feet when they attempt to make a spell attack.
- 3) **Awareness** - Your familiarity with the terrain allows you to be prepared for danger. You have advantage when rolling combat order for 1 hour.
- 4) **Social** - You are familiar with local customs and traditions. You have advantage on social checks with locals for 10 hours.

Secondary Class Features

At milestone 1 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Quick Learner - Once per full rest when you earn 1 proficiency point in a skill you may add 2 points to the skill instead. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Weaponsmith - Once per full rest you temporarily improve 1 weapon in one of the following ways...

- 1) You improve its quality by 1 tier, up to superior quality, for 1 hour.
- 2) You craft 5 pieces of specialized ammunition which ignore up to half of an enemy's armor value.
- 3) You improve its range by 30 feet for 1 hour.

Observant Learner - Once per full rest when a friendly entity that you can see earns 1 proficiency point in a skill you may also earn 1 proficiency point in that skill as long as you have not already increased it. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Physician - Once per full rest you can restore 1 health to an unconscious entity within 5 feet of you. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Secret of the Mind - Once per full rest, one person you touch may subtract or must add their skill modifier to their next check or saving throw against an intellect-based skill.

Enthralling Performance - Once per full rest you can use a performance check to charm a group of beings within 30 feet of you. If you succeed they are charmed for 1 hour.

Tertiary Class Features

At milestone 5 you are allowed to select a secondary feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Outsmart - Once per full rest you can use your counter action to switch positions in the combat order with an entity that you can see.

True Polymath - You can pick another skill category to gain half proficiency in.

Osmotic Reading - You once learned a secret technique for learning the contents of books and scrolls by leaving them beneath your head at night. Once per full rest you can read up to 1/10th of a book by placing it under your head when you sleep. If you do this 10 times in a row you will learn the contents of the entire book. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Warsmith - Once per full rest you permanently or temporarily improve 1 weapon in one of the following ways...

- 1) You improve its quality by 1 tier, up to heirloom quality. The same weapon cannot be improved twice.
- 2) You craft 10 pieces of specialty ammunition that do 1d8 additional lightning, fire, or cold damage.
- 3) The weapon's user may reroll any critical failures rolled while attempting to hit an enemy with that weapon.

Words of Violence - Once per full rest one friendly entity within 15 feet that can hear you is able to add an extra damage die when they hit an enemy with an attack. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Secret of the Soul - You are able to hear whispers from beyond the veil and how they overcame a similar situation. When a friendly entity you can see within 30 feet fails a saving throw or skill check (with the exception of martial skills), you can change it to a success.

Capstone Class Features

At milestone 10 you are allowed to select a capstone feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Words of Command - Once per full rest you tell someone to do something. They may roll an intuition saving throw at disadvantage. If they fail they will do as you suggest. The command must not require the entity to harm oneself or another and the task required must take no longer than 10 hours.

Confidently Incorrect - Once per full rest you tell an entity that they are wrong. The entity may roll a deduction saving throw at disadvantage. If they fail they realize they were incorrect and will behave accordingly. This may simply be with regards to a factual dispute or may extend to goals and motivations, such as why an army is fighting.

Secret of the Stars - Once per full rest you can take on a protoplasmic form for 1 hour. While in this form any attack that damages you causes the entity that attacked you to take 1d8 acid damage. In addition you can fit through openings that would normally require you to be size tiny or smaller to fit through.

Master Artificer - Once per full rest you permanently or temporarily improve 1 weapon in one of the following ways...

- 4) You improve its quality by 1 tier, up to legendary quality. The same weapon cannot be improved twice.
- 5) You craft 10 pieces of specialty ammunition that ignore armor value altogether.
- 6) You imbue it with the power to sense danger, such that it will leap into the hand of its user when danger is close by. The user thus has advantage on saving throws against being surprised.

Uncanny Deduction - Once per full rest you are able to deduce the approximate thoughts, intentions, personality, and recent history of 1 entity that you have known for at least 10 minutes.

Optional Class Features

At multiple milestones you are allowed to select an optional feature. The selection is broad but builds upon the subclass features that you've selected already, so while some of these features may be of interest to you they will not all build upon your existing features. In some cases, these features have specific prerequisites which will be noted in parentheses.

Surgeon - Once per full rest you can roll surgery checks on behalf of an entity. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Glamor - Once per full rest you weave a simple charm into your words that enhances your physical appearance or makes you difficult to recognize. When attempting to make perception checks to see through the glamor, entities must add your skill modifier to their roll. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Librarian - You are able to find rare books as easily as uncommon books.

Military Scholar - Once per full rest you determine that an enemy is about to hit a friendly entity you can see within 60 feet of you. You grant them the ability to roll a saving throw against their dodge skill, which will result in them taking half damage on a successful save. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Pathfinder - Once per full rest when a friendly entity within 30 feet of you rolls a bushcraft or tracking check they may subtract your modifier from their roll. If they must make a saving throw against an athletic or awareness skill they may use your bushcraft skill score instead. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Words of Healing - Once per full rest 1 entity within 15 feet that can hear you regains 1d4 health. The number of times you can perform this action per full rest increases by 1 with each feature milestone.

Words of Strength - Once per full rest 1 entity within 60 feet that can hear you has advantage on their next athletics check or saving throw.

Words of Doubt - Once per full rest 1 entity within 30 feet that can hear you has disadvantage on their next resolve check or saving throw.

Secret of the Tale - You weave a tale that confuses the listener. Anyone that hears it has disadvantage on the next awareness check they make.

Spellcraft

Spells are the ultimate expression of a caster's power. Some spells are well known among casters and can be found in every spellbook, but the greatest mages' spellbooks contain incantations that appear in no library of mystical wisdom. By knowing the words of the magic schools you can build spells to your liking and to do exactly what you want.

While some limitations have been made explicit here, the goal is to allow for some flexibility of interpretation. Game masters have final say over whether the spell will work in the way the caster expects.

8A - Spellcraft - Alchemy

Alchemy is the study of magical change, specifically as it affects matter. Alchemical spells may arrest change, accelerate change, or alter the course of change. The Eldritch word for Alchemy is Ynthlam. The table below details the verbs specific to Alchemy...

Verb	Usage
Luxuux	Enlarge or intensify by 1/2
Uxxulu	Shrink or lessen by 1/2
Rylyrl	Invest distilled essence into target
Lugch	Transmute material composition
Uxthlam	Change shape
Yrlryl	Divest invested essence from target
Yrlyrg	Distill essence from target

Some example spells that players may wish to add or emulate appear below...

Yn ynryl ia ynthlam'uxxulu ynthlam'uxxulu ynthlam'uxxulu - shrink a target that the caster is referring to down to 1/8th their size.

Yn ynryl tsa ynthlam'yrlyrg lantern, yrguoh yrguoh yrguoh ynthlam'rylyrl sword - distill the essence of a lantern and invest it into a sword for 15 hours

Yn yrguoh yrguoh uxthlam yn rylcth moose - change your shape into that of a moose

8B - Spellcraft - Protection

The study of wards and other protections against magic and mystical beings. Protection is widely used in magical circles to shield ritual sites or protect important individuals. The Eldritch word for Protection is Ynthoth. The table below details the verbs specific to Protection...

Verb	Usage
Ylduth	Inflict the restrained condition
Yrgtsa	Inflict the prone condition
Lmucth	Inflict the stunned condition
Olmolg	Negate a magical effect, can reduce the action point cost of a spell to 1 if the mana cost is less than 7.
Tsalmu	Entities have disadvantage on awareness checks against the target, can be used up to 3 times to impose maximum disadvantage.
Sothuth	Convey a one-time damage reduction to the target equal to the number of times the word is used (no armor saves)
Xuluj	Increase target's armor value by an amount equal to the number of times the word is used
Yrglmu	Give the subject advantage on awareness checks against a target, can be used up to 3 times to convey maximum advantage.
Uthbo	Bind the spell to a surface in the form of a glyph including spells of other schools
Xuux	Glyph activates when it detects an entity, item, or object's presence
Thlamuth	Return the target to its native dimension

Some example spells that players may wish to add or emulate appear below...

Yn ynryl ynthoth'thlamuth yog, ynuah ynthoth'uthbo yntsa wall I am touching mnunlu activated, ynthoth'xuux yog - banish an entity you are aware of, inscribing it on the wall that you are touching until it's activated by the presence of the target entity

Yn ynryl ynthoth'xuluj ynthoth'xuluj ynthoth'xuluj ynthoth'xuluj ynthoth'xuluj ia, ynuah ynthoth'uthbo yntsa this tile mnunlu defaced, ythoth'xuux ia cthyn ukthu - increase the armor value of any entity that comes within 15 feet of the glyph by 5 until it is defaced.

8C - Spellcraft - Conjunction

The practice of calling up or summoning something, as a spirit, object, or effect that is non-illusory. Conjunction is often favored by some patrons over illusion and is commonly used to speak with spirits or other entities, sometimes in conjunction with protection spells to keep summoners safe. The Eldritch word for Conjunction is Shuuk. The table below details the verbs specific to Conjunction...

Verb	Usage
Lyuthlu	Conjure an entity, item, or object
Thothuk	Direct conjured entity or entities to ignore an item or entity
Ynnux	Enable conjured object or entities to inflict the suffocating condition
Xubo	Direct conjured entity or entities to grapple a target
Tsathlu	Direct conjured entity or entities to surround a target
Shublu	Direct conjured entity or entities to follow a target
Sothuah	Direct conjured entity or entities to attack a target
Ymnuoh	Direct conjured entity or entities to defend a target

Note that all verbs for conjuration are discrete commands, and once the commands of the initial spell wear out the conjured entity, item, or object is free. A duration on Lyuthlu is necessary to prevent conjured entities from remaining.

Some example spells that players may wish to add or emulate appear below...

Yn yrguoh yrguoh shuuk'lyuthlu kretch shuuk'lyuthlu kretch shuuk'lyuthlu kretch, shuuk'thothuk yn, shuuk'thothuk ulmlyu yn, shuuk'sothuah yog cthyn ukthu - summon 3 kretches for 15 minutes, order them to ignore you and any entity friendly to you and attack any entity that could reasonably be referred to as "him" within 15 feet.

Yn yrguoh yrguoh shuuk'lyuthlu ulmlyu black dragon, shuuk'sothuah ia - summon a black dragon who you have a prior friendly relationship with for 15 seconds and direct it to attack a specific entity.

8D - Spellcraft - Divination

The practice of telling the future or exposing the hidden, often with supernatural aid. Emperors, kings, warlords, and nobles all employ a wizard skilled in Divination to help them foresee trouble with future endeavors. The Eldritch word for Divination is Thogryl. The table below details the verbs specific to Divination...

Verb	Usage
Thoguth	Determine location
Shuthlu	Remove illusions or enchantments designed to disguise
Ynthlay	Detect based on movement
Gcholg	View or see remotely, requires Ukthu or target proper noun
Shubuth	Enter the dimension of dreams
Thluuj	Seek insight a number of hours into the future equal to the

	Number of times the word is used
Shuuj	Seek insight a number of hours into past equal to the number of Times the word is used
Thlucth	Inflict disadvantage on a target for 10 seconds
XuInlu	Receive messages from a mind or hear passive thoughts

Some example spells that players may wish to add or emulate appear below...

Yn ynryl thogryl'thoguth tsa - determine the location of an item

Yn yrguoh yrguoh thogryl'shuuj thogryl'shuuj thogryl'shuuj thogryl'gcholg yog - observe an entity that could reasonably be considered "him" 3 ago for 15 minutes

Yn yrguoh yrguoh yrguoh thogryl'gcholg ukthu ukthu gchynolg yogch - see remotely 30 yards to the left

8E - Spellcraft - Enchantment

The practice of directly affecting mental perception of the world. Faeries, elves, and Dryads all have an affinity for enchantment. The Eldritch word for Enchantment is Thluxu. The table below details the verbs specific to Enchantment...

Verb	Usage
Yrgorg	Inflict the charmed condition
Thotholg	Inflict the frightened condition
Sothuk	Reduce insanity by an amount equal to the number of times the word is used
Hlalyu	Give entity that you have charmed instructions at a cost of 1 mana per action point expended
Shutsa	Convince entity of a belief they do not hold
Uthux	Enhance the attractiveness of something
Nluxul	Send messages to another mind, requires ukthu
XuInlu	Receive messages from another mind, requires ukthu
Thoguj	Inflict 1 spell die of psychic damage

Some example spells that players may wish to add or emulate appear below...

Yn yrguoh yrguoh yrguoh thluxu'yrorg ia - Inflict the charmed condition for 15 hours

Yn yrguoh yrguoh thluxu'yrorg ia, thluxu'hlalyu attack ulmlyu ia cthyn ukthu - Charm an entity for 15 minutes and order it to attack all entities friendly to it within 15 feet

8F - Spellcraft - Illusion

The study of magical images and mirages that are apparently real but ultimately facile. Illusion is used by a variety of casters from court magicians to common charlatans. The Eldritch word for Illusion is Gchryl. The table below details the verbs specific to Enchantment...

Verb	Usage
Othuth	Make a visual illusion less than 30 feet in size that has No physical substance, emits no sounds, smells, or substantial Ambient light
Mnuthlu	Make an illusion emit an illusory light within 5 feet
Hlagur	Make an illusion emit an illusory scent within 5 feet
Gchuj	Make an illusion emit an illusory sound within 5 feet
Cthux	Use an illusion to apparently intensify, increase, or enlarge
Lyulmu	Use an illusion to apparently decrease, lessen, or reduce
Lmuuth	Replicate the appearance of something no larger than 10 feet in size
Thunix	Give an illusion the ability to inflict the surprised condition
Lyuuoh	Give an illusion apparent physical substance, so that it Appears real to the touch but cannot do damage
Lyuyib	Give an illusion the ability to inflict 1 spell die of psychic damage

Some example spells that players may wish to add or emulate appear below...

Yn yrguoh yrguoh gchryl'othuth dragon, gchryl'hlagur rylcth dragon cthyn ukthu ukthu - make a 15-minute visual and olfactory illusion of a dragon less than 30 feet in size that can be smelled from 15 yards away

Yn ynryl gchryl'othuth ghost, gchryl'thunix ia - make an immediate illusion of a ghost that will attempt to inflict the surprised condition

8G - Spellcraft - Necromancy

The study of life, death, and disease. Both blessed priests and profane workers of flesh practice necromancy. The Eldritch word for Necromancy is Yrgnla. The table below details the verbs specific to Necromancy...

Verb	Usage
Yibuj	Inflict 1 spell die of necrotic damage
Nuxymn	Inflict specific disease for 5 hours
Othlyu	Inflict the diseased condition
Olgoth	Inflict the poisoned condition

Olmnl	Inflict the bleeding condition
Nlutsa	Regain health equal to the amount on 1 spell die used
	By this spell to damage an entity
Ynhla	Cause a corpse or item to be animated
Lyusoth	Restore health points equal to 1 spell die

Some example spells that players may wish to add or emulate appear below...

Yn ynryl lmugur lmugur lmugur yrgnla'yibuj ia ukthu, yrgnla'nlutsa yn yrgnla'nlutsa yn
 - do 4 spell dice of necrotic damage to a target less than 15 feet away and heal for the amount on 2 of those dice

Yn ynryl yrgnla'lyusoth ia - restore 1 spell die worth of health to an entity within 5 feet

8H - Spellcraft - Olethromancy

The study of control over elements and nature. Olethromancy is commonly employed by casters of all sorts. The Eldritch word for Olethromancy is Nluthoth. The table below details the verbs specific to Olethromancy...

Verb	Usage
<hr/>	
Ymnnlu	Inflict 1 spell die of fire damage
Bohla	Inflict 1 spell die of cold damage
Hlaxu	Inflict 1 spell die of force damage
Yoguk	Inflict 1 spell die of acid damage
Lmuthlam	Inflict 1 spell die of lightning damage
Ynyib	Inflict 1 spell die of thunder damage
Gchuth	Inflict 1 spell die of radiant damage
Hlulmu	Inflict the prone condition

Yn ynryl lmugur nluthoth'ymnlu ia, nluthoth'ymnlu ia, nluthoth'ymnlu ia ukthu - inflict 2 spell dice of worth of fire damage on 3 specific entities within 15 feet of you

Yn ynryl lmugur nluthoth'yoguk ia cthyn house ukthu - inflict 2 spell dice worth of acid damage on any entity within a house less than 30 feet away

Bestiary

In your travels you will meet numerous adversaries. A selection have been cataloged here for use by your game master.

Undead - Werewolf

Size : Medium
ETR : 6
Speed : 30
Health Dice : 6d8
Description : A mortal afflicted with lycanthropy, changing into a wolf or wolf-like abomination at the waxing of the moon.

----- Attributes -----

Physique : 65
Fortitude : 55
Intellect : 45
Charisma : 41

----- Stats -----

Health : 29
Sanity : 6
Mana : 10
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Force, Psychic, Acid, Fire, Cold, Poison, Lightning, Thunder
Vulnerability : Radiant
Immunity : Charmed

----- Proficiencies -----

Running (55)
Tracking (45)
Bushcraft (45)
Perception (65)
Necromancy (55)

----- Actions -----

Claw (<65 | 5 ft | 1d8+7 slashing) // Bite (<65 | 5 ft | 1d12+7 piercing)

----- Features -----

Infect (An entity the werewolf damages with a bite attack must roll a necromancy saving throw. If they fail they are infected with lycanthropy.)

Frenzy (The werewolf make 2 claw attacks at 1 action point each)

Necrotic Recovery (If the werewolf has not been damaged for 10 seconds it recovers 1d4 health)

Undead - Werewolf Alpha

Size : Medium

ETR : 15

Speed : 35

Health Dice : 13d12

Description : A veteran werewolf, often leading a pack of werewolves.

----- **Attributes** -----

Physique : 77

Fortitude : 72

Intellect : 45

Charisma : 52

----- **Stats** -----

Health : 85

Sanity : 6

Mana : 21

Armor : 0

Action : 3

----- **Adjustments** -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Force, Psychic, Acid, Fire,
Cold, Poison, Lightning, Thunder

Vulnerability : Radiant

Immunity : Charmed

----- **Proficiencies** -----

Running (72)

Might (77)

Tracking (45)

Bushcraft (45)

Perception (77)

Necromancy (36)

----- **Actions** -----

Claw (<77 | 5 ft | 2d8+8 slashing) // Bite (<77 | 5 ft | 2d10+8 piercing)

----- **Features** -----

Infect (An entity the werewolf damages with a bite attack must roll a necromancy saving throw. If they fail they are infected with lycanthropy.)

Apex Predator (If the werewolf uses its frenzy feature and both claw attacks are successful it will begin the next round with 4 action points instead of 3.)

Lash Out (If an entity within 10 feet damages the werewolf with a critical hit or with an attack that does 12 or more damage of any type, the werewolf can immediately make a claw attack as a counteraction as long as it is not incapacitated.)

Blood Drinker (The werewolf has advantage on attacks against hostile entities that do not have all their health. If it scores a critical hit it regains 1d6 health.)

Frenzy (The werewolf makes 2 claw attacks at 1 action point each.)

Necrotic Recovery (If the werewolf has not been damaged for 10 seconds it recovers 1d6 health.)

Undead - Werewolf Hierarchy

Size : Medium
 ETR : 13
 Speed : 30
 Health Dice : 14d10
 Description : A religious leader of werewolves, superior to an alpha werewolf

----- Attributes -----

Physique : 68
 Fortitude : 61
 Intellect : 58
 Charisma : 74

----- Stats -----

Health : 76
 Sanity : 8
 Mana : 37
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Force, Psychic, Acid, Fire, Cold, Poison, Lightning, Thunder

Vulnerability : Radiant

Immunity : Charmed

----- Proficiencies -----

Running (61)
 Tracking (58)
 Bushcraft (58)
 Perception (68)
 Necromancy (61)
 Enchantment (74)
 Divination (58)

----- Actions -----

Claw (<68 | 5 ft | 1d10+7 slashing) // Bite (<68 | 5 ft | 2d8+7 piercing)

----- Features -----

Infect (An entity the werewolf damages with a bite attack must roll a necromancy saving throw. If they fail they are infected with lycanthropy.)

Half Faerie (The werewolf has advantage on saving throws against magic)

Sanguinary Healing (If the werewolf damages an entity with an attack, the werewolf can regain health equal the amount on the dice up to maximum health)

Frenzy (The werewolf make 2 claw attacks at 1 action point each)

Caster (The hierarch knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, and Yrguoh, as well as the necromancy verbs Othlyu, Yibuj, Olmnl, and Lyusoth.)

Lash Out (If an entity within 10 feet damages the werewolf with a critical hit or with an attack that does 12 or more damage of any type, the werewolf can immediately make a claw attack as a counteraction as long as it is not incapacitated.)

Undead - Cave Vampire

Size : Medium
 ETR : 9
 Speed : 40
 Health Dice : 7d10
 Description : A primitive cave-dwelling vampire with clusters of dull eyes and Gaping jaws lined with needle-like teeth. The cave vampire is said to descend from troglodytes bitten but not butchered by primordial vampires.

----- Attributes -----

Physique : 72
 Fortitude : 64
 Intellect : 67
 Charisma : 39

----- Stats -----

Health : 35
 Sanity : 5
 Mana : 16
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Cold, Force
 Vulnerability : Radiant
 Immunity : Charmed

----- Proficiencies -----

Jumping (72)
 Climbing (64)
 Stealth (72)
 Wrestling (72)
 Tracking (67)
 Perception (72)
 Necromancy (64)

----- Actions -----

Claw (<72 | 5 ft | 2d6+7 slashing) // Bite (<72 | 5 ft | 1d12+7 piercing)

----- Features -----

Gory Regeneration (If the vampire damages an entity with a bite attack, the vampire can regain health equal the amount on the dice up to maximum health)

Frenzy (The vampire makes 2 claw attacks at a cost of 1 action point each)

From Above (The vampire can make a bite attack at a cost of 1 action point if it dropped onto the entity you are going to bite)

Hard to Slay (If the vampire is reduced to 0 health, it can roll a necromancy saving throw. If it succeeds it regains 1 health.)

Undead - Ghoul

Size : Medium
 ETR : 8
 Speed : 30
 Health Dice : 6d10
 Description : A half-decayed humanoid with the head of a dog.

----- Attributes -----

Physique : 78
 Fortitude : 66
 Intellect : 45
 Charisma : 32

----- Stats -----

Health : 30
 Sanity : 0
 Mana : 15
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Necrotic
 Vulnerability : Radiant
 Immunity : Charmed, Bleeding, Diseased, Insane

----- Proficiencies -----

Running (66)
 Climbing (66)
 Tracking (67)
 Perception (72)
 Necromancy (32)

----- Actions -----

Claw (<72 | 5 ft | 2d6+7 slashing) // Bite (<72 | 5 ft | 1d12+7 piercing)

----- Features -----

Frenzy (The ghoul make 2 claw attacks at a cost of 1 action point each)

Chimeric Abomination (The ghoul can get down on all fours and run, making 2 move actions at a cost of 1 action point total.)

Jaws of Decay (If the ghoul damages an entity with a bite attack, that entity must roll a saving throw against its own necromancy skill. If it fails it takes an additional 1d12 necrotic damage. If it succeeds it takes half damage.)

Pursuer (If the ghoul moves more than twice in a round it has advantage on any attack it makes that round. In addition, it scores a critical hit on a roll of 1-10 instead of 1-5.)

Undead - Skeleton

Size : Medium

ETR : 0

Speed : 20

Health Dice : 2d6

Description : A lesser undead, the animated skeleton of a dead warrior.

----- **Attributes** -----

Physique : 64

Fortitude : 40

Intellect : 11

Charisma : 11

----- **Stats** -----

Health : 10

Sanity : 0

Mana : 0

Armor : 6

Action : 3

----- **Adjustments** -----

Resistances : Piercing, Necrotic

Vulnerability : Radiant, Bludgeoning, Slashing, Force

Immunity : Charmed, Bleeding, Diseased, Psychic

----- **Proficiencies** -----

Melee Light (64)

Melee Simple (64)

Ranged Light (64)

Necromancy (20)

Enchantment (6)

----- **Actions** -----

Longbow (<64 | 350 ft | 2d6+6 piercing) // Shortsword (<64 | 5 ft | 1d6+6 piercing)

----- **Features** -----

Frenzy (The skeleton makes 2 shortsword attacks at a cost of 1 action point each)

Undead - Zombie Shambler

Size : Medium

ETR : 4

Speed : 20

Health Dice : 3d10

Description : The slow, reanimated flesh of a humanoid being.

----- Attributes -----

Physique : 59

Fortitude : 66

Intellect : 21

Charisma : 11

----- Stats -----

Health : 21

Sanity : 0

Mana : 6

Armor : 0

Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Psychic

Vulnerability : Radiant

Immunity : Charmed, Bleeding, Insane

----- Proficiencies -----

Necromancy (32)

Enchantment (6)

----- Actions -----

Bite (<59 | 5 ft | 1d4+6 piercing)

----- Features -----

Infect (An entity the zombie damages with a bite attack must roll a saving throw against its own necromancy saving throw. If the entity fails it is infected by a zombie plague. If it is not healed with the spell Restore Body and Mind within 10 days it dies and come back as a zombie of the type that it was bit by.)

Undead - Zombie Sprinter

Size : Medium
ETR : 4
Speed : 35
Health Dice : 3d8
Description : A more vital, athletic zombie.

----- Attributes -----

Physique : 72
Fortitude : 54
Intellect : 21
Charisma : 11

----- Stats -----

Health : 17
Sanity : 0
Mana : 6
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Psychic
Vulnerability : Radiant
Immunity : Charmed, Bleeding, Insane

----- Proficiencies -----

Running (54)
Necromancy (32)
Enchantment (6)

----- Actions -----

Bite (<72 | 5 ft | 1d4+6 piercing)

----- Features -----

Infect (An entity the zombie damages with a bite attack must roll a saving throw against its own necromancy saving throw. If the entity fails it is infected by a zombie plague. If it is not healed with the spell Restore Body and Mind within 10 days it dies and come back as a zombie of the type that it was bit by.)

Frenzy (The zombie makes two bite attacks at a cost of 1 action point each.)

Undead - Zombie Bruiser

Size : Medium

ETR : 4

Speed : 30

Health Dice : 3d8

Description : A more powerful zombie, often animated from the corpse of a laborer

----- Attributes -----

Physique : 61

Fortitude : 72

Intellect : 21

Charisma : 11

----- Stats -----

Health : 17

Sanity : 0

Mana : 6

Armor : 0

Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Necrotic, Psychic, Force

Vulnerability : Radiant

Immunity : Charmed, Bleeding, Insane

----- Proficiencies -----

Might (72)

Conditioning (72)

Necromancy (36)

Enchantment (6)

----- Actions -----

Bite (<61 | 5 ft | 1d4+6 piercing) // Batter (<61 | 5 ft | 2d6+6 bludgeoning)

----- Features -----

Infect (An entity the zombie damages with a bite attack must roll a saving throw against its own necromancy saving throw. If the entity fails it is infected by a zombie plague. If it is not healed with the spell Restore Body and Mind within 10 days it dies and come back as a zombie of the type that it was bit by.)

Undead - Primordial Vampire

Size : Medium
 ETR : 10
 Speed : 40
 Health Dice : 11d10
 Description : Winged, primitive, and cruel, the ur-vampire from which all other vampires descend stalks the forsaken woods and peaks of the world. Unlike the creatures it gave rise to, the primordial vampire is entirely naturally occurring.

----- Attributes -----

Physique : 74
 Fortitude : 66
 Intellect : 63
 Charisma : 57

----- Stats -----

Health : 62
 Sanity : 10
 Mana : 16
 Armor : 0
 Action : 5

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Cold, Force
 Vulnerability : None
 Immunity : Charmed, Necrotic

----- Proficiencies -----

Climbing (64)
 Stealth (74)
 Tracking (63)
 Perception (74)
 Necromancy (33)
 Enchantment (29)

----- Actions -----

Claw (<74 | 5 ft | 4d4+7 slashing) // Bite (<74 | 5 ft | 1d6+7 piercing)

----- Features -----

Fly (The vampire may use its movement speed to fly instead of walk)

Gory Regeneration (If the vampire damages an entity with a bite attack, the vampire can regain health equal the amount on the dice up to maximum health.)

Paralyze (Any entity that the vampire damages with a bite attack must roll a saving throw against its own necromancy skill. If it fails it is incapacitated until the start of its next turn. Cannot be used in the same round as gory regeneration.)

Bleed you Dry (If the vampire damages an entity with a claw attack that does more than 15 damage, that entity must roll a saving throw against its own necromancy skill. If it fails it gains the bleeding condition for 15 seconds. If it succeeds it takes an additional 1d4 slashing damage.)

Undead - Wihtikow

Size : Medium

ETR : 17

Speed : 40

Health Dice : 16d12

Description : A creature born of unending hunger, devouring whatever it can find to eat until it gnaws the bones to splinters

----- Attributes -----

Physique : 66

Fortitude : 81

Intellect : 52

Charisma : 33

----- Stats -----

Health : 126

Sanity : 0

Mana : 10

Armor : 0

Action : 4

----- Adjustments -----

Resistances : Psychic

Vulnerability : None

Immunity : Charmed, Diseased, Exhausted, Insane, Piercing, Slashing, Bludgeoning, Necrotic, Cold

----- Proficiencies -----

Running (81)

Stealth (78)

Jumping (78)

Tracking (52)

Perception (81)

Necromancy (41)

----- Actions -----

Claw (<78 | 5 ft | 2d6+8 slashing) // Bite (<78 | 5 ft | 2d10+8 piercing)

----- Features -----

Hunter's Sense (The wihtikow can effectively see entities within 30 feet even if it is blind)

Indestructible (If the Wihtikow is slain it rolls 3 death saving throws, subtracting 4 for its necromancy skill modifier. If it succeeds on any of them it will stand back up 1 hour later with 1d12 health.)

All-Consuming Hunger (Once per day, the Wihtikow is immune to all damage until the start of its next turn if it uses all its action points for the round to make 2 bite attacks.)

Moving Target (Attacks against the Wihtikow have disadvantage if it has moved twice in the round already)

Undead - Undying Gravedigger

Size : Large
ETR : 7
Speed : 20
Health Dice : 5d12
Description : A necromancer's familiar raised from the dead to dig up corpses

----- Attributes -----

Physique : 59
Fortitude : 73
Intellect : 41
Charisma : 28

----- Stats -----

Health : 37
Sanity : 0
Mana : 7
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Psychic, Poison, Slashing, Bludgeoning, Cold, Fire
Vulnerability : Radiant
Immunity : Charmed, Diseased, Insane, Necrotic

----- Proficiencies -----

Might (59)
Necromancy (73)
Enchantment (14)
Melee Simple (59)

----- Actions -----

Shovel (<59 | 5 ft | 2d12+6 bludgeoning)

----- Features -----

Salt of the Earth (If the gravedigger is on the ground and hasn't been damaged since the end of its last turn it recovers 1d12 health)

Undead - Arch Vampire

Size : Medium
ETR : 24
Speed : 30
Health Dice : 36d10
Description : A mortal who has neither descended into madness nor become like the primordial vampires and thus attained immortality and power beyond the wildest dreams of mortals.

----- Attributes -----

Physique : 78
Fortitude : 56
Intellect : 68
Charisma : 75

----- Stats -----

Health : 185
Sanity : 12
Mana : 20
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Piercing, Slashing, Bludgeoning, Cold, Fire, Force, Psychic
Vulnerability : Radiant
Immunity : Charmed, Diseased, Bleeding, Necrotic

----- Proficiencies -----

Stealth (78)
Climbing (56)
Perception (78)
Intuition (75)
Persuasion (75)
Manipulation (75)
Necromancy (56)
Enchantment (75)
Illusion (75)

----- Actions -----

Bite (<78 | 5 ft | 1d20+7 piercing) // **Claw** (<78 | 5 ft | 4d8+7 slashing) // **Incant**

Undead - Arch Vampire

----- Features -----

Misty Form (The arch vampire takes the form of a mist and can seep into any space not airtight. While in this form it is immune to damage but cannot use its bite attack, claw attack, or incant action.)

Festering Bite (When the arch vampire wounds an enemy with its bite, that entity must roll a saving throw against its own necromancy skill. If it fails the bite does an additional 1d10 damage at the beginning of the vampire's turn for the next 3 rounds. The entity cannot be healed for the duration. If they die because of this ability they are immune to the effects of the resuscitate spell. Cannot be used in the same round as Gory Regeneration.)

Gory Regeneration (If the vampire damages an entity with a bite attack, the vampire can regain health equal to the amount on the dice up to maximum health. Cannot be used in the same round as Festering Bite.)

Perturnatural Senses (The arch vampire can smell things that it cannot see. It is aware of the location of entities within 15 feet even if they are invisible and has advantage on any saving throw or check to detect hidden entities within 30 feet.)

Overwhelming Charm (The arch vampire targets an entity for enthrallment. That entity must succeed on a saving throw against its resolve skill or be charmed by the arch vampire for 1 day.)

Greater Undead (If the arch vampire dies to a weapon that doesn't count as silver and isn't buried in accordance with the local vampire slaying customs, it returns to life with half its health after 1 day.)

Caster (The arch vampire knows ynryl, yrguoh, yrlyo, yothlu, yntsa, lyuthu, rylcth, ukthu, yolmu, lmugur, and gchynolg, as well as the enchantment verbs yrgorg, uthux, nluxul, and xulnlu, as well as the necromancy verbs yibuj, olmnlu, and nlutsa.)

Necromancer's Rage (If the arch vampire is reduced to 50 health it may immediately make 2 claw attacks at a cost of 1 action point each or make 1 bite attack and use both festering bite and gory regeneration.)

Faerie - Ogre

Size : Huge
 ETR : 11
 Speed : 25
 Health Dice : 11d12
 Description : A dull-witted creature of faerie kind, prized for brute strength.

----- Attributes -----

Physique : 76
 Fortitude : 81
 Intellect : 21
 Charisma : 33

----- Stats -----

Health : 74
 Sanity : 4
 Mana : 7
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Bludgeoning, Slashing, Cold, Psychic, Force
 Vulnerability : Fire
 Immunity : None

----- Proficiencies -----

Might (81)
 Protection (39)
 Melee Simple (81)
 Melee Heavy (76)

----- Actions -----

Ogre Club (<81 | 5 ft | 2d10+8 bludgeoning) // **Stomp** (<76 | 10 ft | 1d8+8 bludgeoning)

----- Features -----

Earthshaker (When the ogre makes a stomp attack, all entities within a 10 foot radius must roll a saving throw against their dodge or might skill. If they fail they are prone.)

Dying Breath (If the ogre drops to 0 health it immediately makes another attack against 1 entity within 5 feet of it)

Magic Resistance (The ogre can subtract its charisma modifier of 3 from any check against arcana skills)

Faerie - Kelpie

Size : Medium

ETR : 3

Speed : 40

Health Dice : 6d10

Description : The kelpie appears to be a wild horse dwelling in a wetland or walking on the water.

----- **Attributes** -----

Physique : 52

Fortitude : 61

Intellect : 35

Charisma : 64

----- **Stats** -----

Health : 36

Sanity : 6

Mana : 16

Armor : 0

Action : 3

----- **Adjustments** -----

Resistances : Bludgeoning, Slashing, Piercing, Cold

Vulnerability : None

Immunity : None

----- **Proficiencies** -----

Running (57)

Swimming (57)

----- **Actions** -----

Bite (<52 | 5 ft | 1d10+5 piercing) // **Trample** (<52 | 20 feet 1d8+5 bludgeoning)

----- **Features** -----

Charger (When the kelpie makes a trample attack, all entities within a 20 foot-line in front of the kelpie must roll a saving throw against their dodge skill. If they succeed they are not damaged but cannot make an attack of opportunity. The kelpie moves its full distance.)

Entrapped Rider (Any entity that touches the kelpie with a part of their body is unable to detach from the kelpie. The kelpie will dive deep into the nearest source of water, imposing the suffocating condition on any entity attached to it.)

Magic Resistance (The kelpie can subtract its charisma modifier of 6 from any save against arcana skills)

Faerie - Swamp Hag

Size : Medium

ETR : 9

Speed : 25

Health Dice : 16d8

Description : The swamp hag is a faerie witch that dwells in wetlands and forests.

----- **Attributes** -----

Physique : 64

Fortitude : 46

Intellect : 60

Charisma : 72

----- **Stats** -----

Health : 68

Sanity : 12

Mana : 57

Armor : 0

Action : 3

----- **Adjustments** -----

Resistances : Bludgeoning, Slashing, Piercing

Vulnerability : None

Immunity : Charmed

----- **Proficiencies** -----

Protection (46)

Enchantment (72)

Illusion (36)

Necromancy (23)

Olethromancy (60)

Manipulation (72)

----- **Actions** -----

Claw (<64 | 2d6+6 slashing) // **Incant**

----- **Features** -----

Frenzy (The hag makes 2 claw attacks at a cost of 1 action point each)

Caster (The hag knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Rylcth and Yrguoh, as well as the necromancy verbs Yibuj, Olgoth, Othlyu and Lyusoth, and the olethromancy verbs Ymnnlu and Yoguk)

Superior Magic Resistance (The hag can subtract its charisma modifier of 7 from any save against arcana skills. Once per round the hag can use a counter action to reduce the damage inflicted on it by a spell by 1d8.)

Faerie - Coven Hag

Size : Medium

ETR : 11

Speed : 25

Health Dice : 20d8

Description : The coven hag is a faerie witch serving a hag matron.

----- **Attributes** -----

Physique : 57

Fortitude : 46

Intellect : 68

Charisma : 72

----- **Stats** -----

Health : 84

Sanity : 12

Mana : 95

Armor : 0

Action : 3

----- **Adjustments** -----

Resistances : Bludgeoning, Slashing, Piercing

Vulnerability : None

Immunity : Charmed

----- **Proficiencies** -----

Protection (46)

Enchantment (72)

Illusion (72)

Divination (68)

Necromancy (46)

Olethromancy (34)

Manipulation (72)

----- **Actions** -----

Claw (<57 | 5 ft | 2d6+6 slashing) // **Incant**

----- **Features** -----

Frenzy (The hag makes 2 claw attacks at a cost of 1 action point each)

Caster (The hag knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Rylcth and Yrguoh, as well as the necromancy verbs Othlyu and Lyusoth, as well as the olethromancy verb Ymnnlu, and the enchantment verbs Yrgorg, Nluxul, and Thotholg)

Hag's Curse (Any entity that wounds the hag must roll a saving throw against their Protection skill. If they fail half of the damage they inflict on the hag is instead inflicted on them.)

Superior Magic Resistance (The hag can subtract its charisma modifier of 7 from any save against arcana skills. Once per round the hag can use a counter action to reduce the damage inflicted on it by a spell by 1d8.)

Faerie - Hag Matron

Size : Medium
ETR : 17
Speed : 25
Health Dice : 22d10
Description : A parochial ruler of exiled faerie witches.

----- Attributes -----

Physique : 62
Fortitude : 56
Intellect : 68
Charisma : 75

----- Stats -----

Health : 116
Sanity : 12
Mana : 100
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Bludgeoning, Slashing, Piercing
Vulnerability : None
Immunity : Charmed

----- Proficiencies -----

Protection (56)
Enchantment (75)
Illusion (75)
Divination (68)
Necromancy (56)
Olethromancy (68)
Manipulation (75)
Herbalism (68)

----- Actions -----

Claw (<62 | 5 ft | 2d8+6 slashing) // **Incant**

Faerie - Hag Matron

----- Features -----

Frenzy (The hag makes 2 claw attacks at a cost of 1 action point each)

Caster (The hag knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Rylcth and Yrguoh, as well as the necromancy verbs Othlyu, Nuxymn, Nlutsa, and Lyusoth, as well as the olethromancy verbs Ymnlū and Hlulmu, and the enchantment verbs Yrgorg, Nluxul, Sothuk, and Thotholg)

Hypnotic Appearance (The hag appears to be very innocuous or beautiful. Any entity seeing her for the first time must roll a saving throw against their resolve skill or be charmed by her. If they have been charmed by her and then recover from the condition, they take 2d10 psychic damage.)

Hag's Curse (Any entity that wounds the hag must roll a saving throw against their Protection skill. If they fail half of the damage they inflict on the hag is instead inflicted on them.)

Supreme Magic Resistance (The hag can subtract its charisma modifier of 3 from any save against arcana skills. Once per round the hag can use a counter action to reduce the damage inflicted on it by a spell by 2d8.)

Faerie - Coven Witch

Size : Medium
 ETR : 4
 Speed : 30
 Health Dice : 10d6
 Description : A mortal who has become a servant of a coven in exchange for magic and being made half-faerie.

----- Attributes -----

Physique : 37
 Fortitude : 40
 Intellect : 59
 Charisma : 64

----- Stats -----

Health : 34
 Sanity : 10
 Mana : 32
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : None
 Vulnerability : None
 Immunity : None

----- Proficiencies -----

Protection (20)
 Enchantment (64)
 Illusion (64)
 Necromancy (40)
 Conjuratation (59)
 Manipulation (72)

----- Actions -----

Dagger (<37 | 5 ft | 1d4+4 piercing) // **Incant**

----- Features -----

Frenzy (The coven witch makes 2 dagger attacks at a cost of 1 action point each)

Caster (The coven witch knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, and Yrguoh, as well as the necromancy verbs Othlyu and Lyusoth, as well as the olethromancy verb Ymnlul)

Magic Resistance (The coven witch can subtract her charisma modifier of 6 from any save against arcana skills)

Faerie - Banshee

Size : Medium

ETR : 6

Speed : 30

Health Dice : 10d4

Description : The spirit of a faerie torn from its body before its time.

----- Attributes -----

Physique : 11

Fortitude : 25

Intellect : 51

Charisma : 72

----- Stats -----

Health : 23

Sanity : 10

Mana : 16

Armor : 0

Action : 3

----- Adjustments -----

Resistances : Force, Radiant, Fire, Psychic

Vulnerability : None

Immunity : Charmed, Bleeding, Insane, Diseased, Piercing, Bludgeoning, Slashing, Cold, Poison, Acid, Necrotic

----- Proficiencies -----

Protection (20)

Enchantment (36)

Illusion (36)

Necromancy (13)

Conjuration (26)

----- Actions -----

Shriek (60 ft | 4d8 necrotic)

----- Features -----

Banshee's Lament (The banshee's scream is an omen of death. Any entity within 60 feet when the banshee shrieks must roll a saving throw against their enchantment skill. If they fail they take 4d8 necrotic damage and will have disadvantage on death saving throws the next time they are knocked unconscious. If they succeed they take half damage.)

The Cold Grasp of Death (Any entity seeing the banshee for the first time must roll a saving throw against their resolve skill or be frightened of the banshee for 1 minute.)

Magic Resistance (The banshee can subtract her charisma modifier of 7 from any save against arcana skills)

Faerie - Yeti

Size : Large
ETR : 25
Speed : 35
Health Dice : 30d12
Description : A mystical ape-like creature that dwells in the cold and protects the mountain slopes from intruders.

----- Attributes -----

Physique : 81
Fortitude : 77
Intellect : 52
Charisma : 43

----- Stats -----

Health : 188
Sanity : 8
Mana : 10
Armor : 0
Action : 4

----- Adjustments -----

Resistances : Bludgeoning, Slashing, Necrotic, Acid, Poison
Vulnerability : None
Immunity : Cold

----- Proficiencies -----

Protection (39)
Enchantment (22)
Illusion (22)
Necromancy (39)
Might (81)
Stealth (81)
Running (81)
Conditioning (77)
Dodge (81)

----- Actions -----

Claw (<81 | 2d10+8 slashing) // **Bite** (<81 | 1d20+8 piercing)

Faerie - Yeti

----- Features -----

Tear Limb From Limb (When the yeti spends all its action points making 2 claw attacks against an entity with less than 30 health, it scores a critical on a 1-15 instead of a 1-5.)

Maul (When the yeti spends all its action points making 2 bite attacks, it imposes the bleeding condition on the entity it targets with the bite attacks.)

Uncanny Stalker (The yeti has advantage on stealth checks when in its natural habitat.)

Last Violent Gasp (When the yeti is reduced to 0 health, it immediately makes an attack against the nearest hostile entity)

Magic Resistance (The yeti can subtract its charisma modifier of 4 from any save against arcana skills)

Faerie - Selkie

Size : Medium
ETR : 3
Speed : 30
Health Dice : 5d8
Description : A faerie creature that can appear as a seal.

----- Attributes -----

Physique : 47
Fortitude : 55
Intellect : 59
Charisma : 68

----- Stats -----

Health : 26
Sanity : 10
Mana : 19
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Psychic, Cold
Vulnerability : None
Immunity : None

----- Proficiencies -----

Protection (55)
Enchantment (68)
Illusion (68)
Divination (30)
Necromancy (39)
Swimming (55)
Stealth (47)

----- Actions -----**Incant****----- Features -----**

Caster (The selkie knows Ynryl, Yrguoh, Yrlyo, Yothlu, Ukthu, Ulmlyu, and Uylmlu, as well as the divination verbs thluuj and shubuth, and the protection verb Yrglmu)

Creature of the Sea (The selkie can transform into a seal. In this form it can swim at its movement speed.)

Disarming Glamor (Any entity within 5 feet that can see the selkie has disadvantage on attacks against it)

Magic Resistance (The selkie can subtract its charisma modifier of 7 from any save against arcana skills)

Interloper - Virvel

Size : Medium

ETR : 5

Speed : 30

Health Dice : 8d6

Description : Sometimes described as a swarm of metal insects in humanoid form, the virvel is a violent creature sometimes harnessed by beastmasters.

----- Attributes -----

Physique : 82

Fortitude : 36

Intellect : 58

Charisma : 47

----- Stats -----

Health : 28

Sanity : 10

Mana : 13

Armor : 0

Action : 3

----- Adjustments -----

Resistances : Psychic, Necrotic, Acid, Poison

Vulnerability : Lightning

Immunity : None

----- Proficiencies -----

Alchemy (29)

Necromancy (18)

Resolve (36)

Strategy (47)

----- Actions -----

Spike (<82 | 5 ft | 1d12+8 piercing) // **Swarm** (<82 | 30 ft | 2d6+8 slashing)

----- Features -----

Psionic Feedback (If the virvel rolls a critical hit while attacking an entity with a spike attack, it does an additional 1d6 psychic damage.)

Interloper - Razorwing

Size : Small

ETR : 4

Speed : 30

Health Dice : 6d6

Description : A metal falcon with a razor beak and sharp talons.

----- **Attributes** -----

Physique : 71

Fortitude : 42

Intellect : 62

Charisma : 53

----- **Stats** -----

Health : 22

Sanity : 10

Mana : 13

Armor : 4

Action : 3

----- **Adjustments** -----

Resistances : Slashing

Vulnerability : None

Immunity : None

----- **Proficiencies** -----

Perception (71)

Stealth (36)

Dodge (71)

Olethromancy (31)

----- **Actions** -----

Talon (<71 | 2d8+7 slashing)

----- **Features** -----

Fly (The razorwing can use its movement speed to fly)

Carry Off (When the razorwing damages an entity of size tiny with a talon attack, it can choose to fly with that entity in its talons. Its speed is reduced to half while doing this.)

Interloper - Wirehound

Size : Medium
ETR : 5
Speed : 40
Health Dice : 4d10
Description : A canine-like creature with sinuous cords instead of skin, muscle, or bone.

----- Attributes -----

Physique : 75
Fortitude : 62
Intellect : 59
Charisma : 43

----- Stats -----

Health : 26
Sanity : 10
Mana : 10
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Lightning
Vulnerability : None
Immunity : None

----- Proficiencies -----

Perception (75)
Running (62)
Tracking (59)
Resolve (62)

----- Actions -----

Claw (<75 | 5 ft | 2d4+8 slashing) // Bite (<75 | 5 ft | 1d8+8 piercing)

----- Features -----

Tackle (If the wirehound moves to within 5 feet of an entity with more than 5 feet of movement remaining, it may choose to tackle them. The tackled entity must roll a saving throw against its might or dodge skill. If the tackled entity fails it is prone.)

Maul (If the wirehound damages an entity with a bite or claw attack while that entity is prone, the cost of that attack is reduced by 1 action point)

Interloper - Traumjager

Size : Large
ETR : 15
Speed : 25
Health Dice : 15d10
Description : A tall, lanky creature covered in thick wiry hair. It creeps in the windows of villagers in remote corners of the world to haunt their dreams.

----- Attributes -----

Physique : 41
Fortitude : 56
Intellect : 82
Charisma : 67

----- Stats -----

Health : 81
Sanity : 12
Mana : 17
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Force
Vulnerability : None
Immunity : All except Psychic, Radiant, Force

----- Proficiencies -----

Perception (39)
Stealth (79)
Tracking (82)
Enchantment (67)
Olethromancy (41)

----- Actions -----

Psionic Lash (<82 | 10 ft | 2d10+8 psychic) // **Psionic Push** (10 ft | 3d6 force)

Interloper - Traumjager

----- Features -----

Coma (The traumjager can place one entity it can see within 120 feet that is either unconscious or sleeping while below max health in a comatose state. Until the traumjager is killed or the spell restore body and mind is cast, the entity cannot be awakened and counts as incapacitated. Any save the comatose entity rolls against the traumjager's abilities while it is comatose are rolled at disadvantage.)

Nocebo (An exhausted entity that can see the traumjager must roll a saving throw against its resolve skill once every 5 minutes while it can see the traumjager. If it fails it takes 1d8 psychic damage. If the exhausted entity closes its eyes for longer than would be required to blink it takes 1d8 psychic damage.)

Dream Hunt (The traumjager infests the dreams of 1 sleeping entity that it touches. The entity takes 1d8 psychic damage for every hour that the traumjager is touching it. If the traumjager has infested the dreams of an entity for more than an hour it has advantage on any tracking check it rolls in an attempt to find that entity.)

Incorporeal Form (The traumjager can become incorporeal at will. It cannot be attacked or detected with awareness checks. If it attacks it will become visible and cannot become incorporeal for another hour.)

Psionic Push (All entities within 10 feet must roll a saving throw against their might or resolve skill. If they fail they are pushed back 3d10 feet and take 3d6 force damage. If they succeed they take half damage.)

In your Dreams (The Traumjager immediately knows the location of any sleeping creature within 10 miles.)

Interloper - Teithiwr

Size : Small
 ETR : 9
 Speed : 35
 Health Dice : 12d10
 Description : A small, floating sphere of apparently bony plates surrounding a giant red eye. It is usually passive and seems interested in observing the world around it without interrupting.

----- Attributes -----

Physique : 51
 Fortitude : 61
 Intellect : 79
 Charisma : 42

----- Stats -----

Health : 66
 Sanity : 0
 Mana : 10
 Armor : 8
 Action : 3

----- Adjustments -----

Resistances : Slashing, Psychic, Force, Radiant, Fire
 Vulnerability : None
 Immunity : None

----- Proficiencies -----

Perception (51)
 Stealth (51)
 Tracking (79)
 Necromancy (31)
 Protection (31)
 Enchantment (21)

----- Actions -----

Heat Ray (<79 | 60 ft | 2d6+8 fire) // **Dart** (<79 | 90 ft | 1d4+8 piercing)

----- Features -----

Gravity Field (Any entity within 5 feet of the teithiwr must roll a saving throw against its own might or resolve skill. If it fails its action points are reduced by 1 for 5 seconds.)

Fly (The teithiwr may use its movement speed to fly.)

Tranquilizer Dart (If the teithiwr damages an entity with a dart attack that entity must roll a saving throw against its own conditioning or resolve skill. If it fails it is exhausted for 1 minute. This may not be used in the same turn as the tracking dart.)

Tracking Dart (If the teithiwr an entity with a dart attack that entity must roll a saving throw against its own perception skill. If it fails the teithiwr automatically succeeds on any attempt it makes to track that entity. This may not be used in the same turn as the tranquilizer dart.)

Interloper - Nightgaunt

Size : Large
ETR : 20
Speed : 35
Health Dice : 33d8
Description : A bipedal winged monster with dark, rubbery skin and a blank face, the nightgaunt hunts intelligent beings to drag back to its lair to torment and devour.

----- Attributes -----

Physique : 76
Fortitude : 52
Intellect : 68
Charisma : 56

----- Stats -----

Health : 137
Sanity : 0
Mana : 16
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Slashing, Piercing, Bludgeoning, Force, Radiant, Fire, Cold
Vulnerability : Psychic
Immunity : Insane, Charmed, Suffocating, Blinded

----- Proficiencies -----

Perception (76)
Dodge (38)
Necromancy (26)
Protection (26)
Wrestling (76)

----- Actions -----

Tail Lash (<76 | 1d12+8 slashing) // **Claw** (<76 | 2d6+8 slashing)

Interloper - Nightgaunt

----- Features -----

Fly (The nightgaunt may use its movement speed to fly)

Carry Off (When the nightgaunt damages an entity of size large or smaller with a claw attack, it may force that entity to roll a saving throw against that entity's own wrestling skill. If it fails the night gaunt may choose to fly off with that entity.)

Stinging Lash (When the nightgaunt damages an entity with a tail lash attack, it may force that entity to roll a saving throw against that entity's own resolve or conditioning skill. If the stung entity fails it is poisoned for 15 seconds. If the entity is stung again while poisoned it is incapacitated for 1 minute or until healed of the condition.)

Stench of Terror (Any entity that remains within 30 feet of the nightgaunt for more than 5 seconds must roll a saving throw against its resolve skill. If it fails it is frightened for 10 seconds.)

Nightmarish Regeneration (For each entity afflicted by the frightened condition within 10 feet of the nightgaunt, the nightgaunt regains 1d8 health every 5 seconds.)

Frenzy (The nightgaunt makes 2 claw attacks at a cost of 1 action point each)

Interloper - Nolexr Operative

Size : Medium
ETR : 16
Speed : 30
Health Dice : 22d10
Description : A chthonian working to further the ends of the Nolexr civilization on a distant world. Violent, ruthless, and cunning, they work to undermine local societies by killing leaders, fomenting unrest, and degrading institutions.

----- Attributes -----

Physique : 74
Fortitude : 52
Intellect : 68
Charisma : 59

----- Stats -----

Health : 115
Sanity : 12
Mana : 16
Armor : 6
Action : 3

----- Adjustments -----

Resistances : Psychic, Force
Vulnerability : None
Immunity : Charmed, Insane, Diseased, Poisoned, Bleeding

----- Proficiencies -----

Enchantment (59)
Illusion (59)
Conjuration (59)
Tracking (68)
Perception (37)
Stealth (37)
Dodge (37)
Ranged Guns (37)
Melee Light (74)
Melee Simple (74)

----- Actions -----

Nanoblade (<74 | 5 ft | 1d10+7 slashing) // **Cerebral Assault** (30 ft | 3d8 psychic)

Interloper - Nolexr Operative

----- Features -----

Cerebral Assault (The Chthonian attempts to disrupt the mind of 1 entity it can see within 30 feet. That entity must roll a saving throw against its resolve skill. If it fails it takes 3d8 psychic damage and is stunned for 10 seconds. If it succeeds the entity takes half damage.)

Unravel Psyche (If the Chthonian damages an entity with cerebral assault, that entity must roll a saving throw against its own resolve skill at the beginning of each of its turns for the next 15 seconds. If it fails, its sanity is reduced by 1d4.)

Frenzy (The Chthonian makes 2 nanoblade attacks at a cost of 1 action point each)

Charnel Lust (The Chthonian may subtract its melee light modifier of 7 from its nanoblade attack rolls against entities that are below max health)

Telepath (The Chthonian exile can communicate telepathically with other entities within 30 feet of it)

Psionic Salvation (When the Chthonian fails a save against an enchantment, divination, or illusion spell, it may re-attempt the save on its next turn)

Adrenal Surge (When the Chthonian is reduced to 0 health it may instead choose to be reduced to 1 health)

Nanoblade (If the Chthonian attacks with the nanoblade, it ignores any armor modifiers)

Interloper - Yavhidra Operative

Size : Medium
 ETR : 16
 Speed : 30
 Health Dice : 21d10
 Description : A chthonian working to further the ends of the Yavhidra on a distant world. Cautious and subtle, Yavhidra operatives gather intelligence passively until action is necessary. Their goal is largely to thwart political destabilization on a galactic scale.

----- Attributes -----

Physique : 76
 Fortitude : 62
 Intellect : 71
 Charisma : 56

----- Stats -----

Health : 111
 Sanity : 12
 Mana : 17
 Armor : 10
 Action : 3

----- Adjustments -----

Resistances : Psychic, Force
 Vulnerability : None
 Immunity : Charmed, Insane, Diseased, Poisoned, Bleeding

----- Proficiencies -----

Enchantment (56)
 Illusion (56)
 Conjuration (28)
 Tracking (71)
 Perception (76)
 Stealth (76)
 Dodge (76)
 Ranged Guns (76)
 Melee Light (74)
 Melee Simple (74)

----- Actions -----

Nanoblade (<76 | 5 ft | 1d10+8 slashing) // **Cerebral Assault** (30 ft | 2d12 psychic) //
Bone Rifle (<76 | 200 ft | 2d8+8 piercing)

Interloper - Yavhidra Operative

----- Features -----

Cerebral Assault (The Chthonian attempts to disrupt the mind of 1 entity it can see within 30 feet. That entity must roll a saving throw against its resolve skill. If it fails it takes 2d12 psychic damage and is stunned for 10 seconds. If it succeeds the entity takes half damage.)

Frenzy (The Chthonian makes 2 nanoblade attacks at a cost of 1 action point each)

Telepath (The Chthonian exile can communicate telepathically with other entities within 30 feet of it)

Psionic Salvation (When the Chthonian fails a save against an enchantment, divination, or illusion spell, it may re-attempt the save on its next turn)

Psionic Fury (Twice per day the Chthonian may increase its action point pool from 3 to 4 action points for 10 seconds)

Nanoblade (If the Chthonian attacks with the nanoblade, it ignores any armor modifiers)

Interloper - Chthonian of Eisenstein

Size : Large
ETR : 17
Speed : 30
Health Dice : 17d12
Description : A chthonian devoted to tracking down agents of chaos. They are considerably more mole-like and primitive than their Nolexr or Yavhidran counterparts.

----- Attributes -----

Physique : 64
Fortitude : 72
Intellect : 59
Charisma : 68

----- Stats -----

Health : 109
Sanity : 10
Mana : 19
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Psychic, Slashing, Piercing, Bludgeoning
Vulnerability : None
Immunity : Charmed, Insane, Diseased, Poisoned

----- Proficiencies -----

Enchantment (68)
Illusion (68)
Conjuration (34)
Necromancy (72)
Tracking (59)
Perception (32)
Stealth (32)
Might (32)

----- Actions -----

Claws (<64 | 5 ft | 2d8+6 slashing) // **Cerebral Assault** (30 ft | 4d6 psychic)

Interloper - Chthonian of Eisenstein

----- Features -----

Cerebral Assault (The Chthonian attempts to disrupt the mind of 1 entity it can see within 30 feet. That entity must roll a saving throw against its resolve skill. If it fails it takes 4d6 psychic damage and is stunned for 10 seconds. If it succeeds the entity takes half damage.)

Frenzy (The Chthonian makes 2 claw attacks at a cost of 1 action point each)

Protoplasmic Flesh (Once per round the Chthonian may roll a check against its necromancy skill. If it succeeds, it regains 1d12 health.)

Aura of the Seeker's Lantern (Any entity within 15 feet of the Chthonian must roll a saving throw against their resolve skill. If they fail they are frightened of the Chthonian for 10 seconds.)

Chains of Eisenstein (The Chthonian attempts to chain an entity that is frightened of it within 30 feet. That entity must roll a saving throw against its dodge or might skill or be restrained. This lasts until the chain is removed or the Chthonian dies.)

Interloper - Divine Avatar

Size : Large
ETR : 20
Speed : 30
Health Dice : 20d10
Description : A greater herald of a great old one or aeon

----- Attributes -----

Physique : 51
Fortitude : 65
Intellect : 83
Charisma : 79

----- Stats -----

Health : 107
Sanity : 0
Mana : 100
Armor : 15
Action : 3

----- Adjustments -----

Resistances : Slashing, Piercing, Bludgeoning, Force, Radiant, Fire, Cold, Psychic,
Necrotic, Acid, Poison
Vulnerability : None
Immunity : Insane, Charmed, Suffocating, Blind, Bleeding, Poisoned, Diseased,
Frightened, Exhausted

----- Proficiencies -----

Perception (51)
Dodge (51)
Melee Heavy (83)
Alchemy (83)
Divination (83)
Olethromancy (83)
Protection (65)
Necromancy (65)
Illusion (79)
Enchantment (79)
Conjuration (79)

----- Actions -----

Divine Weapon (<83* | 3d12+8 slashing) // **Incant**

Interloper - Divine Avatar

----- Features -----

Divine Intellect (The divine avatar uses its Intellect instead of its Fortitude score to populate its melee heavy skill.)

Swift Retribution (Once per round the divine avatar can use its counter action to make a divine blade attack.)

Unbearable Countenance (The divine avatar is terrible to look upon. Any entity within 10 feet of the divine avatar must roll a saving throw against their resolve skill at the beginning of their turn. If they fail they are forced to use at least 1 action point to move away from the divine avatar. If they succeed their attacks are rolled with disadvantage.)

The Terror of the Beyond (Remaining within the presence of the divine avatar is perilous. After 2 rounds of combat, all entities within 90 feet of the avatar will take 1d6 psychic damage at the beginning of the divine avatar's turn.)

Before I Depart (When the divine avatar is reduced to 0 health, it does not become incapacitated. Instead, it can continue to fight until the end of the round following the round in which it was reduced to 0 health. During the next round its action points increase to 4. At the end of the following round it vanishes.)

Monster - Murk Stalker

Size : Medium
ETR : 10
Speed : 30
Health Dice : 10d10
Description : A wolf-like crustacean.

----- Attributes -----

Physique : 71
Fortitude : 60
Intellect : 55
Charisma : 43

----- Stats -----

Health : 56
Sanity : 8
Mana : 10
Armor : 7
Action : 3

----- Adjustments -----

Resistances : Slashing, Cold, Force
Vulnerability : None
Immunity : Charmed

----- Proficiencies -----

Enchantment (22)
Perception (71)
Stealth (36)
Necromancy (30)
Might (71)

----- Actions -----

Claw (<71 | 5 ft | 2d6+7 slashing) // **Bite** (<71 | 5 ft | 1d12+7 piercing) //
Headbutt (<71 | 5 ft | 1d8+7 bludgeoning)

----- Features -----

Headbutt (If the murk raptor wounds an entity with a headbutt attack, that entity must roll a saving throw against its own might or dodge skill. If it fails it is stunned.)

Opportunist (If the murk raptor successfully stuns an entity with its headbutt attack, it may immediately make a claw attack at a cost of 1 action point against that entity.)

Monster - Bone Worm

Size : Large
ETR : 10
Speed : 30
Health Dice : 13d10
Description : A large plated eel with bony jaws and a powerful bite.

----- Attributes -----

Physique : 68
Fortitude : 65
Intellect : 51
Charisma : 43

----- Stats -----

Health : 72
Sanity : 8
Mana : 10
Armor : 3
Action : 3

----- Adjustments -----

Resistances : Cold, Force, Slashing, Bludgeoning, Piercing
Vulnerability : None
Immunity : Charmed

----- Proficiencies -----

Enchantment (22)
Perception (68)
Necromancy (33)
Might (68)

----- Actions -----

Bite (<68 | 5 ft | 2d8 piercing)

----- Features -----

Death Roll (The bone worm automatically succeeds on any attack against entities it has grappled.)

Vice Jaw (When the bone worm damages an entity with a bite attack, it may choose to grapple it instead.)

Brutal Bite (Critical hits occur on a 1-10 instead of 1-5.)

Monster - Shipbreaker

Size : Huge
 ETR : 13
 Speed : 30
 Health Dice : 13d12
 Description : A shark-like creature with a flat, bony head and four long claws used
 To impale and hold prey.

----- Attributes -----

Physique : 63
 Fortitude : 72
 Intellect : 49
 Charisma : 51

----- Stats -----

Health : 85
 Sanity : 8
 Mana : 13
 Armor : 5
 Action : 3

----- Adjustments -----

Resistances : Cold, Force, Slashing, Bludgeoning, Piercing
 Vulnerability : None
 Immunity : Charmed, Grappled

----- Proficiencies -----

Enchantment (26)
 Perception (32)
 Necromancy (36)
 Protection (36)

----- Actions -----

Scything Claw (<63 | 5 ft | 1d10+6 piercing) // **Rushing Slam** (5 ft | 2d8 bludgeoning)

----- Features -----

Rushing Slam (If the shipbreaker moves twice, any entity in its path must roll a saving throw against its own dodge or might skill. If that entity fails, it takes 2d8 bludgeoning damage and is stunned for 15 seconds. If the entity succeeds, it takes half damage.)

Impaling Claws (When the shipbreaker hits an entity with a scything claw attack, it may choose to grapple that entity. While that entity is grappled it takes 1d6 damage at the beginning of its turn.)

Hit and Run (The shipbreaker does not need to take the dodge action when moving out of a 5 foot radius of a hostile entity)

Monster - Mimic

Size : Medium

ETR : 7

Speed : 10

Health Dice : 6d12

Description : A sedentary creature able to disguise its maw as a storage container.

----- Attributes -----

Physique : 62

Fortitude : 71

Intellect : 43

Charisma : 30

----- Stats -----

Health : 43

Sanity : 6

Mana : 7

Armor : 2

Action : 3

----- Adjustments -----

Resistances : None

Vulnerability : None

Immunity : Charmed

----- Proficiencies -----

Enchantment (15)

Perception (31)

Protection (36)

Stealth (71)

----- Actions -----**Bite** (<62 | 5 ft | 3d6+6 piercing) // **Tongue** (<62 | 15 ft | 2d6+6 bludgeoning)**----- Features -----****Grab** (If the mimic damages an entity with a tongue attack, that entity must roll a saving throw against its might or dodge skill. If that entity fails it is grappled.)**Eat** (If the mimic hits an entity it has grappled with a bite attack, that entity is swallowed. When swallowed, the entity is restrained and takes 2d4 acid damage at the beginning of each of its turns. If the mimic dies the entity no longer takes damage but remains restrained until released or until it rolls a check against its wrestling or might skill and succeeds.)

Monster - Basilisk

Size : Huge
 ETR : 19
 Speed : 35
 Health Dice : 20d12
 Description : The king of serpents, the basilisk appears like a giant crested snake
 With large, feather-like scales

----- Attributes -----

Physique : 72
 Fortitude : 76
 Intellect : 53
 Charisma : 46

----- Stats -----

Health : 123
 Sanity : 8
 Mana : 13
 Armor : 5
 Action : 3

----- Adjustments -----

Resistances : Necrotic, Psychic, Force, Piercing, Bludgeoning, Slashing
 Vulnerability : None
 Immunity : Charmed, Prone

----- Proficiencies -----

Enchantment (23)
 Necromancy (38)
 Might (72)
 Wrestling (72)

----- Actions -----

Bite (<72 | 5 ft | 3d12+7 piercing) // **Venom Spray** (30 ft | 6d6 poison) //
Coil (<72 | 15 ft | 2d10+7 bludgeoning)

----- Features -----

Venomous Trail (Any entity that moves through an area the basilisk has moved through in the past 10 hours is poisoned for the next 1 hour)
Petrifying Gaze (Any entity that looks at the basilisk must roll a luck saving throw. If they fail they begin to turn to stone. At the end of their next turn they are incapacitated until the basilisk is killed or the spell restore body and mind is cast on them.)
Venom Spray (Any entity within a 30 foot by 5 foot line in front of the basilisk must roll a saving throw against their might or dodge saving throw. If they fail they take 6d6 poison damage.)
Coil (Any entity that the basilisk successfully hits with a coil attack must roll a saving throw against its might or dodge skill or be grappled. If the basilisk rolls a critical hit, that entity is also restrained. The grappled entity may re-roll the saving throw at the beginning of each of its turns. Subsequent coil attacks by the basilisk against the grappled entity have advantage.)

Monster - Vard

Size : Huge
ETR : 21
Speed : 30
Health Dice : 15d12
Description : A primordial amphibian crafted by the great old ones to terrorize
And consume mortals

----- Attributes -----

Physique : 76
Fortitude : 63
Intellect : 67
Charisma : 52

----- Stats -----

Health : 96
Sanity : 10
Mana : 13
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Piercing Acid, Cold, Psychic, Force
Vulnerability : None
Immunity : Charmed, Prone

----- Proficiencies -----

Enchantment (26)
Necromancy (32)
Olethromancy (34)
Stealth (72)
Swimming (63)
Perception (72)
Tracking (67)

----- Actions -----

Bite (<76 | 5 ft | 3d12+8 piercing) // **Tail Whip** (<76 | 10 ft | 3d10+8 bludgeoning) //
Bile Spit (15 ft | 8d6 acid)

Monster - Vard

----- Features -----

Standing Leap (The vard can leap up to 15 feet in the air)

Stench (Any entity within 5 feet of the vard must roll a saving throw against its own might or resolve skill. If it fails it is poisoned for 10 seconds.)

Lurking (The vard has advantage on stealth saving throws when attempting to ambush an entity)

Grasping Jaws (Any entity that the vard successfully damages with a bite attack must roll a saving throw against its own might or dodge skill. If it fails, it is grappled by the vard. The vard may not grapple or bite another entity until it swallows or releases the entity it already has grappled.)

Stun (If the vard rolls a critical hit with a tail whip attack, the entity that it hits is stunned)

Adrenaline Surge (The action point cost of the vard's tail whip attacks are decreased to 1 action point each for 5 seconds. This ability cannot be used again for 10 seconds. If the vard is reduced to half its health, the action point cost is reduced until it dies or is healed.)

Swallow (The vard makes a bite attack against an entity that it has grappled. If it hits, the entity is swallowed. It is restrained and blind while in the vard's stomach, its attacks do half damage, and it takes 6d4 acid damage at the start of each of its turns. The entity is no longer restrained if the vard dies.)

Bile Spit (Any entity within a 15 foot by 15 foot cone in front of the vard must roll a saving throw against their might or dodge saving throw. If they fail they take 8d6 acid damage.)

Monster - Kretch

Size : Small
ETR : 5
Speed : 35
Health Dice : 2d10
Description : A bat-like creature with a long, bony snout concealing a proboscis.

----- Attributes -----

Physique : 68
Fortitude : 59
Intellect : 51
Charisma : 43

----- Stats -----

Health : 16
Sanity : 8
Mana : 10
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Poison, Acid
Vulnerability : None
Immunity : None

----- Proficiencies -----

Necromancy (30)
Perception (68)
Stealth (34)

----- Actions -----

Bite (<68 | 1d8+7 piercing)

----- Features -----

Bloodsucker (If the kretch succeeds on a bite attack, it regains 1d4 health)

Shred (The kretch makes two bite attacks at a cost of 1 action point each)

Monster - Spined Drake

Size : Large
ETR : 12
Speed : 30
Health Dice : 14d10
Description : A four-legged, wingless dragonoid covered in spikes. The spined drake lacks the sophisticated intelligence of the eyrie dragons.

----- Attributes -----

Physique : 79
Fortitude : 67
Intellect : 60
Charisma : 59

----- Stats -----

Health : 77
Sanity : 10
Mana : 16
Armor : 7
Action : 3

----- Adjustments -----

Resistances : Slashing, Piercing, Bludgeoning, Fire, Cold
Vulnerability : None
Immunity : None

----- Proficiencies -----

Olethromancy (30)
Enchantment (30)
Perception (79)
Stealth (40)
Tracking (30)
Running (67)

----- Actions -----

Bite (<79 | 2d12+8 piercing) // **Claw** (<79 | 3d6+8 slashing)

----- Features -----

Frenzy (The spined drake makes two claw attacks at a cost of 1 action point each)

Bladed Armor (Any entity within 5 feet of the spined drake must roll a saving throw against its own might or dodge skill at the beginning of each of its turns. If it fails it takes 1d6 slashing damage.)

Pursuit Predator (The spined drake can inflict the surprised condition by rolling a check against its running skill and succeeding.)

Vengeful Rage (The spined drake may immediately use its frenzy ability if one of its allies dies as a counter action.)

Monster - Albino Drake

Size : Large
ETR : 11
Speed : 30
Health Dice : 12d10
Description : A four-legged, wingless dragonoid with light pink skin. The albino drake haunts the depths of caves, hoping for a meal to wander its way.

----- Attributes -----

Physique : 72
Fortitude : 60
Intellect : 67
Charisma : 59

----- Stats -----

Health : 66
Sanity : 10
Mana : 17
Armor : 3
Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Necrotic, Poison, Cold
Vulnerability : None
Immunity : None

----- Proficiencies -----

Olethromancy (34)
Enchantment (30)
Perception (70)
Stealth (70)
Tracking (30)

----- Actions -----

Bite (<72 | 2d12+7 piercing) // **Claw** (<72 | 3d6+7 slashing)

----- Features -----

Frenzy (The albino drake makes two claw attacks at a cost of 1 action point each)

Ambush Predator (The albino drake has advantage on checks against its stealth skill when attempting to inflict the surprised condition.)

Ablative Armor (Once per day when the albino drake is wounded by a weapon attack, it can reduce the damage by 1d6.)

Poisonous Saliva (Any entity that the albino drake wounds with a bite attack must roll a saving throw against its own necromancy skill. If the entity fails it is poisoned for 1 hour.)

Monster - Spotted Amphiptere

Size : Medium

ETR : 6

Speed : 30

Health Dice : 6d8

Description : A winged wyrm covered in spots to camouflage itself.

----- **Attributes** -----

Physique : 71

Fortitude : 55

Intellect : 68

Charisma : 60

----- **Stats** -----

Health : 29

Sanity : 12

Mana : 16

Armor : 4

Action : 3

----- **Adjustments** -----

Resistances : Slashing, Bludgeoning, Acid, Poison

Vulnerability : None

Immunity : None

----- **Proficiencies** -----

Olethromancy (68)

Enchantment (60)

Dodge (71)

Perception (71)

Stealth (71)

Tracking (36)

----- **Actions** -----

Bite (<71 | 5 ft | 1d12+7 piercing) // **Claw** (<71 | 5 ft | 1d8+7 slashing) // **Venom**

Spray (15 feet | 6d6 acid)

----- **Features** -----

Frenzy (The amphiptere makes two claw attacks at a cost of 1 action point each)

Fly (The amphiptere may use its movement speed to fly)

Venom Spray (Any entity within a 15 foot line in front of the amphiptere must roll a saving throw against its own might or dodge saving throw. If the entity fails it takes 6d6 acid damage.)

Monster - Razorback Worm

Size : Large
ETR : 12
Speed : 30
Health Dice : 15d12
Description : A large, armored worm covered in bony protuberances and growths that help it grind through stone and silt alike.

----- Attributes -----

Physique : 66
Fortitude : 71
Intellect : 56
Charisma : 48

----- Stats -----

Health : 97
Sanity : 10
Mana : 13
Armor : 5
Action : 3

----- Adjustments -----

Resistances : Slashing, Fire, Poison, Acid
Vulnerability : None
Immunity : None

----- Proficiencies -----

Olethromancy (28)
Perception (66)
Enchantment (48)

----- Actions -----

Bite (<66 | 5 ft | 2d12+7 piercing) // **Fiery Breath** (15 ft | 5d6 fire)

----- Features -----

Burrower (The razorback worm lives mostly underground. It can sense movement within 30 feet of it. It creates upheaval when it passes, which is visible on the surface.)

Emerge (Any entity within a 10 foot radius of the spot where the razorback worm emerges from underground must roll a saving throw against their might or dodge saving throw. If they fail they are prone. Otherwise they are knocked back 10 feet.)

Bite (Any entity that the razorback worm successfully bites must roll a saving throw against their might or dodge skill. If they fail, they are grappled by the razorback worm. The razorback worm may not grapple or bite another entity until it releases the entity it already has grappled.)

Chew (The razorback worm has advantage on bite attacks against entities that it has grappled. If it fails the entity is released.)

Fiery Breath (Any entity within a 15 foot by 5 foot line in front of the razorback worm must roll a saving throw against their might or dodge saving throw. If they fail they take 5d6 fire damage.)

Monster - Giant Brown Recluse

Size : Medium
ETR : 10
Speed : 40
Health Dice : 10d8
Description : A giant spider with a vicious bite. Non-active hunters.

----- Attributes -----

Physique : 70
Fortitude : 55
Intellect : 63
Charisma : 50

----- Stats -----

Health : 46
Sanity : 10
Mana : 13
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Poison, Acid, Necrotic
Vulnerability : None
Immunity : None

----- Proficiencies -----

Necromancy (28)
Perception (68)
Stealth (68)
Jumping (34)
Running (28)

----- Actions -----

Bite (<70 | 5 ft | 1d10+7 piercing) // **Venom Spray** (15 ft | 4d4 poison) //

Web (<70 | 15 ft | restrained)

----- Features -----

Venomous Bite (If the recluse rolls a critical hit on a bite attack the entity that it bites is poisoned for 1 hour. If it does not heal in that time it is incapacitated for 1 week.)

Solifuge (The recluse has disadvantage on resolve checks in full sunlight.)

Web (Any entity the recluse successfully hits with a web attack must succeed on a might or dodge saving throw or be restrained until removed from the spider's web)

Venom Spray (Any entity within a 15 foot by 5 foot line in front of the recluse must roll a saving throw against their might or dodge saving throw. If they fail they take 4d4 poison damage.)

Monster - Feral Beastman

Size : Medium
ETR : 5
Speed : 35
Health Dice : 6d8
Description : A man who wandered into the woods and was warped by nature into something between a human and a beast. The feral beastman has no mind left to speak of.

----- Attributes -----

Physique : 61
Fortitude : 55
Intellect : 52
Charisma : 46

----- Stats -----

Health : 30
Sanity : 0
Mana : 13
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Poison, Necrotic
Vulnerability : None
Immunity : Insanity

----- Proficiencies -----

Necromancy (28)
Enchantment (23)
Perception (31)
Stealth (31)
Bushcraft (26)
Tracking (26)

----- Actions -----

Bite (<61 | 5 ft | 1d8+6 piercing) // **Claw** (<61 | 5 ft | 2d4+6 slashing)

----- Features -----

Frenzy (The feral beastman makes two claw attacks at a cost of 1 action point each)

Obsession (The feral beastman has advantage on attacks against any entity that it has attacked at least once before)

Monster - Beastman Warrior

Size : Medium

ETR : 6

Speed : 35

Health Dice : 7d10

Description : A man who wandered into the woods and was warped by nature into something between a human and a beast. The beastman warrior is an outcast but is usually attached to some form of beastman society or faerie court. They have a reputation as highly stable due to passing through the crucible of madness.

----- Attributes -----

Physique : 71

Fortitude : 62

Intellect : 59

Charisma : 50

----- Stats -----

Health : 41

Sanity : 10

Mana : 13

Armor : 5

Action : 3

----- Adjustments -----

Resistances : Poison, Necrotic, Psychic

Vulnerability : None

Immunity : None

----- Proficiencies -----

Enchantment (25)

Perception (71)

Stealth (36)

Bushcraft (71)

Tracking (36)

Might (71)

----- Actions -----

Longbow (<71 | 350 ft | 2d6+7 piercing) // **Longsword** (<71 | 5 ft | 1d10+7 piercing)

----- Features -----

Frenzy (The beastman warrior makes two Longsword attacks at a cost of 1 action point each)

Moving Target (Ranged attacks against the beastman warrior have disadvantage if the beastman has moved more than half of its movement speed in the same turn)

Monster - Giant Wolf Spider

Size : Large
ETR : 9
Speed : 40
Health Dice : 14d8
Description : A wolf spider grown to massive proportions

----- Attributes -----

Physique : 71
Fortitude : 53
Intellect : 66
Charisma : 58

----- Stats -----

Health : 61
Sanity : 10
Mana : 16
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Acid, Poison, Necrotic
Vulnerability : Bludgeoning
Immunity : None

----- Proficiencies -----

Necromancy (27)
Perception (71)
Stealth (36)
Jumping (36)
Running (53)

----- Actions -----

Bite (<71 | 2d8+7 piercing) // **Web** (<71 | restrained)

----- Features -----

Frenzy (The spider makes a bite attack and a web attack at a cost of 1 action point each)

Nimble Antagonist (Once every 10 seconds the wolf spider can use the dodge action at a cost of 1 action point)

Web (Any entity the spider successfully hits with a web attack must succeed on a might or dodge saving throw or be restrained until removed from the spider's web)

Monster - Terrorbat

Size : Large
ETR : 17
Speed : 35
Health Dice : 20d10
Description : An enormous nocturnal predator birthed by alchemists and necromancers.

----- Attributes -----

Physique : 73
Fortitude : 58
Intellect : 61
Charisma : 55

----- Stats -----

Health : 106
Sanity : 10
Mana : 14
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Cold, Necrotic, Poison
Vulnerability : None
Immunity : Frightened, Charmed

----- Proficiencies -----

Perception (37)
Might (73)
Dodge (37)
Resolve (29)
Intimidation (28)
Tracking (31)
Necromancy (29)
Olethromancy (31)

----- Actions -----

Bite (<73 | 5 ft | 3d12+7 piercing) // **Talon** (<73 | 10 ft | 3d8+7 slashing) //
Terrifying Shriek (60 ft | frightened)

----- Features -----

Terrifying Shriek (The terrorbat unleashes a piercing shriek at a cost of 1 action point. Any entity within 60 feet must succeed on a resolve saving throw or be frightened of the terrorbat.)

Lash Out (Once per round the terrorbat may make a talon attack as a counter action.)

Stench of the Necromancer's Familiar (Any entity within 10 feet of the terrorbat must roll a saving throw against its own resolve skill. If the entity succeeds it must use 1 action point to move at least 15 feet away from the terrorbat. If it fails it remains where it is but takes 1d10 poison damage.)

Fly (The terrorbat may use its movement speed to fly instead of walk)

Through Steel and Flesh (Armor saves cannot be made against the terrorbat's attacks.)

Eager Ripper (If an entity's health is reduced to half, the terrorbat's talon attacks cost 1 action point.)

Automaton - Clockwork Laborer

Size : Medium
ETR : 4
Speed : 20
Health Dice : 4d8
Description : A mechanical automaton fashioned by the dwarves to work the stone under the mountains

----- Attributes -----

Physique : 60
Fortitude : 45
Intellect : 57
Charisma : 50

----- Stats -----

Health : 21
Sanity : 10
Mana : 13
Armor : 3
Action : 3

----- Adjustments -----

Resistances : Acid, Necrotic
Vulnerability : Lightning
Immunity : Poison, Psychic

----- Proficiencies -----

Necromancy (45)
Might (30)
Conditioning (23)
Melee Simple (60)

----- Actions -----

Sledgehammer (<60 | 1d10+6 bludgeoning) // **Pick** (<60 | 1d10+6 piercing)

----- Features -----

Frenzy (The clockwork laborer makes two sledgehammer or two pick attacks at a cost of 1 action point each.)

Automaton - Clockwork Warrior

Size : Medium

ETR : 7

Speed : 30

Health Dice : 6d12

Description : A mechanical automaton fashioned by the dwarves to defend their cities

----- **Attributes** -----

Physique : 69

Fortitude : 63

Intellect : 57

Charisma : 50

----- **Stats** -----

Health : 42

Sanity : 10

Mana : 15

Armor : 8

Action : 3

----- **Adjustments** -----

Resistances : Acid, Necrotic

Vulnerability : Lightning

Immunity : Poison, Psychic

----- **Proficiencies** -----

Necromancy (60)

Might (35)

Conditioning (32)

Perception (35)

Melee Heavy (63)

Armor Heavy (63)

Ranged Light (69)

Ranged Guns (69)

----- **Actions** -----

Maul (<63 | 5 ft | 1d10+6 bludgeoning) // **Wheellock** (<69 | 90 ft | 1d12+7 piercing)

----- **Features** -----

Frenzy (The clockwork warrior makes two maul attacks at a cost of 1 action point each)

Automaton - Clockwork Assassin

Size : Medium
 ETR : 10
 Speed : 35
 Health Dice : 16d8
 Description : A mechanical automaton fashioned by the dwarves for export to foreign Aristocrats. These automata are often purchased as bodyguards.

----- Attributes -----

Physique : 76
 Fortitude : 52
 Intellect : 61
 Charisma : 59

----- Stats -----

Health : 69
 Sanity : 10
 Mana : 16
 Armor : 6
 Action : 3

----- Adjustments -----

Resistances : Acid, Necrotic
 Vulnerability : Lightning
 Immunity : Poison, Psychic

----- Proficiencies -----

Necromancy (52)
 Dodge (76)
 Conditioning (26)
 Melee Light (76)
 Ranged Guns (76)
 Stealth (76)
 Perception (76)

----- Actions -----

Katzbalger (<76 | 5 ft | 1d8+8 piercing) // **Wheellock** (<76 | 90 ft | 1d12+8 piercing)

----- Features -----

Frenzy (The clockwork assassin makes two katzbalger attacks at a cost of 1 action point each)

Single-minded Killer (The clockwork assassin has advantage on attacks against any entity that it has attacked at least once before)

Evasive Combatant (The clockwork assassin can subtract its dodge skill modifier of 8 from any saving throw against the dodge skill. In addition, once per round they may take the dodge action at an action point cost of 1.)

Automaton - Clockwork Juggernaut

Size : Large
ETR : 12
Speed : 25
Health Dice : 13d12
Description : A mechanical automaton fashioned by the dwarves to defend their cities

----- Attributes -----

Physique : 75
Fortitude : 72
Intellect : 46
Charisma : 51

----- Stats -----

Health : 85
Sanity : 8
Mana : 13
Armor : 10
Action : 3

----- Adjustments -----

Resistances : Acid, Necrotic, Fire, Cold, Slashing
Vulnerability : Lightning
Immunity : Poison, Psychic

----- Proficiencies -----

Necromancy (36)
Might (75)
Conditioning (36)
Melee Heavy (72)
Armor Heavy (72)
Ranged Guns (76)
Perception (38)

----- Actions -----

Battlesaw (<72 | 10 ft | 2d6+8 slashing) //
Light Cannon (<75 | 150 ft | 2d10+8 piercing)

----- Features -----

Frenzy (The clockwork juggernaut makes two battlesaw attacks at a cost of 1 action point each)

Autolock (If the clockwork juggernaut uses the prepare action it has advantage on the next attack it makes)

Unstoppable (The clockwork juggernaut can make armor saving throw up to three times in a single combat without affecting its armor value)

Bonesaw (If the clockwork juggernaut rolls a critical hit when making a battlesaw attack, it inflicts the bleeding condition)

Automaton - Bronze Golem

Size : Small

ETR : 8

Speed : 25

Health Dice : 8d12

Description : An automaton built out of bronze by a process of alchemical animation.

----- **Attributes** -----

Physique : 66

Fortitude : 70

Intellect : 41

Charisma : 49

----- **Stats** -----

Health : 55

Sanity : 6

Mana : 13

Armor : 3

Action : 3

----- **Adjustments** -----

Resistances : Acid, Fire, Slashing

Vulnerability : None

Immunity : Poison, Psychic

----- **Proficiencies** -----

Necromancy (35)

Might (66)

Melee Light (66)

Perception (33)

Olethromancy (21)

Enchantment (25)

Resolve (72)

----- **Actions** -----

Punch (<66 | 1d12+7 bludgeoning) // Shortsword (<66 | 1d6+7 piercing)

----- **Features** -----

Frenzy (The golem makes two shortsword attacks at a cost of 1 action point each)

Alchemical Reforging (If the golem hasn't been attacked for 10 seconds it regains 1d6 health up to its maximum)

Automaton - Iron Golem

Size : Large

ETR : 12

Speed : 25

Health Dice : 11d12

Description : An automaton built out of iron by a process of alchemical animation.

----- **Attributes** -----

Physique : 70

Fortitude : 72

Intellect : 45

Charisma : 55

----- **Stats** -----

Health : 73

Sanity : 6

Mana : 13

Armor : 10

Action : 3

----- **Adjustments** -----

Resistances : Acid, Fire, Slashing

Vulnerability : None

Immunity : Poison, Psychic

----- **Proficiencies** -----

Necromancy (36)

Might (70)

Melee Heavy (72)

Perception (35)

Olethromancy (23)

Enchantment (28)

Resolve (72)

----- **Actions** -----

Punch (<70 | 5 ft | 3d8+7 bludgeoning)

----- **Features** -----

Frenzy (The golem makes two punch attacks at a cost of 1 action point each)

Alchemical Reforging (If the golem hasn't been attacked for 10 seconds it regains 1d6 health up to its maximum)

Last Gasp (If the golem is reduced to 20 health, it becomes resistant to all damage that it is neither resistant nor immune to)

Inexorable Charge (If the golem uses the move action twice in a turn before moving to within 5 feet of a hostile entity, that entity must roll a saving throw against its own might or dodge skill. If the entity fails, it takes 1d10 bludgeoning damage and is prone. If the entity succeeds, it takes half the damage.)

Automaton - Clay Golem

Size : Large
 ETR : 12
 Speed : 30
 Health Dice : 13d10
 Description : An automaton built out of clay by a process of alchemical animation.

----- Attributes -----

Physique : 75
 Fortitude : 66
 Intellect : 58
 Charisma : 48

----- Stats -----

Health : 72
 Sanity : 8
 Mana : 13
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Acid, Fire, Slashing
 Vulnerability : None
 Immunity : Poison

----- Proficiencies -----

Necromancy (33)
 Might (75)
 Melee Heavy (66)
 Perception (38)
 Investigation (58)
 Olethromancy (29)
 Enchantment (24)

----- Actions -----

Punch (<75 | 5 ft | 2d10+8 bludgeoning)

----- Features -----

Frenzy (The golem makes two punch attacks at a cost of 1 action point each)

Alchemical Reforging (If the golem hasn't been attacked for 10 seconds it regains 1d8 health up to its maximum)

Avatar of Vengeance (The golem has advantage on attacks against hostile entities that have attacked an ally.)

Agent of Protection (Once per round, when an ally of the golem is damaged, the golem can subtract up to 1d10 damage from the attack. The amount on the die is also subtracted from the golem's health.)

Being - Giant Diving Bell Spider

Size : Medium

ETR : 8

Speed : 30

Health Dice : 11d8

Description : An intelligent member of the aquatic spider civilization that inhabit large freshwater lakes and inland seas.

----- **Attributes** -----

Physique : 68

Fortitude : 55

Intellect : 72

Charisma : 61

----- **Stats** -----

Health : 49

Sanity : 12

Mana : 16

Armor : 0

Action : 3

----- **Adjustments** -----

Resistances : Acid, Poison, Necrotic

Vulnerability : Bludgeoning

Immunity : None

----- **Proficiencies** -----

Necromancy (28)

Illusion (36)

Perception (68)

Stealth (34)

Swimming (55)

----- **Actions** -----

Bite (<68 | 5 ft | 2d6+7 piercing) // **Sling** (<68 | 90 ft | 1d6+7 bludgeoning) //

Web (<68 | 15 ft | restrained)

----- **Features** -----

Frenzy (The spider makes a bite attack and a web attack at a cost of 1 action point each)

Venomous Bite (If the spider rolls a critical hit on a bite attack the entity that it bites is poisoned for 1 hour)

Web (Any entity the spider successfully hits with a web attack must succeed on a might or dodge saving throw or be restrained until removed from the spider's web)

Being - Black Dragon

Size : Huge
ETR : 36
Speed : 30
Health Dice : 44d10
Description : An intelligent dragonoid with black scales, an outcast from the eyries. The temperament and character of black dragons is unpredictable.

----- Attributes -----

Physique : 77
Fortitude : 57
Intellect : 71
Charisma : 66

----- Stats -----

Health : 226
Sanity : 12
Mana : 68
Armor : 12
Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Piercing, Cold, Fire
Vulnerability : None
Immunity : Charmed, Acid

----- Proficiencies -----

Olethromancy (36)
Enchantment (66)
Illusion (66)
Perception (77)
Deduction (71)
Swimming (57)
Stealth (39)
Might (77)
Manipulation (66)

----- Actions -----

Bite (<77 | 5 ft | 5d12+8 piercing) // **Acid Breath** (10d8 acid) // **Claw** (<77 | 5 ft | 4d8+8 slashing)

Being - Black Dragon

----- Features -----

Frenzy (The black dragon makes two claw attacks at a cost of 1 action point each)

Acid Breath (Any entity within a 30 foot by 30 foot cone in front of the dragon must roll a saving throw against their might or dodge saving throw. If they fail they take 10d8 acid damage. If they succeed they take half the damage.)

Natural Illusionist (The dragon knows Ynryl, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, and Uylmlu, as well as the illusion verbs Othuth, Mnuthlu, Hlagur, Gchuj, Lmuuth, and Thunix)

Fly (The dragon may use its movement speed to fly instead of walk)

Easy as Breathing (Once every 10 seconds the dragon may use its Acid Breath attack at a cost of 1 action point)

In Mortal Skin (The dragon is able to take on the form of a mortal being. It retains its features, adjustments and stats. It retains breath attacks but cannot use its bite or claw attacks and cannot fly. Its size is reduced to medium.)

Wary Outcast (The dragon can subtract its deduction skill modifier from its combat order roles. It has advantage on attacks against entities that have not yet taken actions in combat. If it goes first it has 1 additional action point in the first round.)

Acidic Blood (Any entity that damages the black dragon with a melee weapon attack must roll a saving throw against its own conditioning or dodge skill. If the entity fails it takes 10d4 acid damage. If it succeeds it takes half the damage.)

Desperate Times (If the dragon is reduced to 50 health or less, its acidic blood ability ignores successful saving throws. Additionally, its acid breath attacks cost 1 action point each for the duration of combat.)

Being - Red Dragon

Size : Huge
ETR : 36
Speed : 30
Health Dice : 42d10
Description : An intelligent dragonoid with red scales, can be highly volatile and treacherous or just highly self-absorbed. Red dragons usually leave the eyries to seek treasure, maidens, or establish fiefdoms for themselves.

----- Attributes -----

Physique : 73
Fortitude : 66
Intellect : 59
Charisma : 71

----- Stats -----

Health : 217
Sanity : 10
Mana : 72
Armor : 12
Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Piercing, Cold, Acid
Vulnerability : None
Immunity : Charmed, Fire

----- Proficiencies -----

Enchantment (71)
Illusion (71)
Perception (73)
Deduction (59)
Might (73)
Manipulation (71)

----- Actions -----

Bite (<73 | 5 ft | 5d12+8 piercing) // **Fiery Breath** (60 ft | 8d10 fire) //
Claw (<73 | 5 ft | 4d8+8 slashing)

Being - Red Dragon

----- Features -----

Frenzy (The dragon makes two claw attacks at a cost of 1 action point each)

Fiery Breath (Any entity within a 60 foot by 5 foot line in front of the dragon must roll a saving throw against their might or dodge saving throw. If they fail they take 8d10 fire damage. If they succeed they take half the damage.)

Natural Enchanter (The dragon knows Ynryl, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, and Uylmlu, as well as Yrgorg, Sothuk, Uthux, Nluxul, Xulnlu, Shutsa, and Thotholg)

Fly (The dragon may use its movement speed to fly instead of walk)

Easy as Breathing (Once every 10 seconds the dragon may use its Fiery Breath attack at a cost of 1 action point)

In Mortal Skin (The dragon is able to take on the form of a mortal being. It retains its features, adjustments and stats. It retains breath attacks but cannot use its bite or claw attacks and cannot fly. Its size is reduced to medium.)

Deceiver and Destroyer (The dragon has advantage on checks against its manipulation skill intended to inflict the surprised condition on a hostile entity)

Heart of the Furnace (Any entity within 10 feet of the dragon must roll a saving throw against its resolve skill at the end of its turn. If the entity fails it must expend an action point to move at least 15 feet away from the dragon. If the entity succeeds it remains where it is but takes 4d10 fire damage. If the entity has no action points it takes half damage and must expend an action point at the start of its next turn instead.)

Rage Against the Dying of the Light (If the dragon is reduced to 50 health or less, its heart of the furnace ability does 2d10 additional damage. Additionally, its fiery breath attacks cost 1 action point each for the duration of combat.)

Being - Blue Dragon

Size : Huge
ETR : 34
Speed : 30
Health Dice : 38d10
Description : An intelligent dragonoid with blue scales, typically wandering far from the eyries as agents of justice.

----- Attributes -----

Physique : 70
Fortitude : 66
Intellect : 77
Charisma : 57

----- Stats -----

Health : 196
Sanity : 12
Mana : 68
Armor : 12
Action : 3

----- Adjustments -----

Resistances : Slashing, Bludgeoning, Piercing, Cold, Fire
Vulnerability : None
Immunity : Charmed, Lightning, Thunder

----- Proficiencies -----

Olethromancy (39)
Enchantment (29)
Illusion (57)
Perception (70)
Deduction (77)
Investigation (77)
Stealth (35)
Might (77)
Strategy (57)

----- Actions -----

Bite (<77 | 5 ft | 5d12+8 piercing) // **Lightning Breath** (60 ft | 10d8 lightning) //
Claw (<77 | 5 ft | 4d8+8 slashing)

Being - Blue Dragon

----- Features -----

Frenzy (The dragon makes two claw attacks at a cost of 1 action point each)

Lightning Breath (Any entity within a 60 foot by 5 foot line in front of the dragon must roll a saving throw against their might or dodge saving throw. If they fail they take 6d8 lightning damage. If they succeed they take half the damage.)

Natural Diviner (The dragon knows Ynryl, Yrguoh, Ynuah, Mnunlu, Ukthu, Ulmlyu, Yolmu, Gchynolg, and Uylmlu, as well as Thoguth, Shuthlu, Thluuj, Shuuj, Gcholg, Thlucuth, and Xulnlu)

Fly (The dragon may use its movement speed to fly instead of walk)

Easy as Breathing (Once every 10 seconds the dragon may use its Lightning Breath attack at a cost of 1 action point)

In Mortal Skin (The dragon is able to take on the form of a mortal being. It retains its features, adjustments and stats. It retains breath attacks but cannot use its bite or claw attacks and cannot fly. Its size is reduced to medium.)

Cautious Inquisitor (Any entity attempting a check to inflict the surprised condition against the dragon counts as having half-proficiency)

Scales of Thunder (Any entity that damages the dragon with a melee weapon attack must roll a saving throw against its own conditioning or dodge skill. If the entity fails it takes 7d6 thunder damage. If it succeeds it takes half the damage.)

Dead or Alive (If the dragon is reduced to 50 health or less, any entity within 10 feet of it must roll a saving throw against its own dodge or conditioning skill. If that entity fails it takes 10d6 lightning damage. If it succeeds it takes half damage. Additionally, the dragon's lightning breath attacks cost 1 action point each for the duration of the combat.)

Being - Commoner

Size : Medium

ETR : 3

Speed : 30

Health Dice : 4d8

Description : A ordinary, untrained civilian of any given kingdom

----- **Attributes** -----

Physique : 50

Fortitude : 55

Intellect : 55

Charisma : 55

----- **Stats** -----

Health : 22

Sanity : 8

Mana : 14

Armor : 0

Action : 3

----- **Adjustments** -----

Resistances : None

Vulnerability : None

Immunity : None

----- **Proficiencies** -----

Running (25)

Resolve (28)

Performance (28)

Melee Simple (50)

----- **Actions** -----

Tool (<50 | 5 ft | 1d6+5 bludgeoning)

----- **Features** -----

Frenzy (The commoner makes two tool attacks at a cost of 1 action point each)

Being - Watchman

Size : Medium

ETR : 5

Speed : 30

Health Dice : 6d8

Description : A commoner trained to guard a local area such as a village

----- **Attributes** -----

Physique : 66

Fortitude : 55

Intellect : 57

Charisma : 55

----- **Stats** -----

Health : 30

Sanity : 10

Mana : 14

Armor : 5

Action : 3

----- **Adjustments** -----

Resistances : None

Vulnerability : None

Immunity : None

----- **Proficiencies** -----

Running (25)

Resolve (28)

Strategy (28)

Melee Light (66)

----- **Actions** -----

Longbow (<66 | 350 ft | 2d6+6 piercing) // **Shortsword** (<66 | 5 ft | 1d6+6 piercing)

----- **Features** -----

Frenzy (The watchman makes two shortsword attacks at a cost of 1 action point each)

Being - Knight

Size : Medium
ETR : 9
Speed : 30
Health Dice : 9d10
Description : A highly trained soldier of a mortal kingdom, heavily armored and often mounted.

----- Attributes -----

Physique : 72
Fortitude : 66
Intellect : 61
Charisma : 58

----- Stats -----

Health : 52
Sanity : 10
Mana : 16
Armor : 15
Action : 3

----- Adjustments -----

Resistances : None
Vulnerability : None
Immunity : None

----- Proficiencies -----

Might (72)
Resolve (66)
Strategy (58)
Melee Light (72)
Melee Heavy (66)
Armor Heavy (66)

----- Actions -----

Lance (<66 | 10 ft | 1d10+7 piercing) // **Longsword** (<72 | 5 ft | 1d10+7 piercing)

----- Features -----

Frenzy (The knight makes two longsword attacks at a cost of 1 action point each)

Swordplay (Once every 10 seconds the knight may take a counter action at the cost of 1 action point to increase his armor value by 5)

Killing Stroke (The knight rolls critical hits on a roll of 1-10 against entities with less than 20 health)

Being - Muscle

Size : Medium

ETR : 5

Speed : 30

Health Dice : 6d10

Description : A commoner hired as an inexpensive enforcer or bodyguard

----- Attributes -----

Physique : 66

Fortitude : 60

Intellect : 55

Charisma : 55

----- Stats -----

Health : 46

Sanity : 8

Mana : 14

Armor : 3

Action : 3

----- Adjustments -----

Resistances : Bludgeoning

Vulnerability : None

Immunity : None

----- Proficiencies -----

Running (25)

Resolve (28)

Strategy (28)

Melee Light (66)

----- Actions -----**Shortbow** (<66 | 200 ft | 1d8+7 piercing) //**Quarterstaff** (<66 | 5 ft | 1d8+7 bludgeoning)**----- Features -----****Frenzy** (The muscle makes two quarterstaff attacks at a cost of 1 action point each)

Being - Ranger

Size : Medium

ETR : 6

Speed : 30

Health Dice : 7d10

Description : A warrior trained in bushcraft and in the use of stealth

----- Attributes -----

Physique : 68

Fortitude : 60

Intellect : 58

Charisma : 55

----- Stats -----

Health : 41

Sanity : 10

Mana : 14

Armor : 2

Action : 3

----- Adjustments -----

Resistances : None

Vulnerability : None

Immunity : None

----- Proficiencies -----

Stealth (68)

Bushcraft (58)

Tracking (58)

Resolve (28)

Strategy (28)

Melee Light (66)

----- Actions -----**Longbow** (<68 | 350 ft | 2d6+6 piercing) // **Shortsword** (<68 | 5 ft | 1d6+6 piercing)**----- Features -----****Frenzy** (The ranger makes two shortsword attacks at a cost of 1 action point each)

Being - Noble

Size : Medium
ETR : 4
Speed : 30
Health Dice : 4d8
Description : A highborn member of society.

----- Attributes -----

Physique : 58
Fortitude : 55
Intellect : 60
Charisma : 67

----- Stats -----

Health : 22
Sanity : 10
Mana : 17
Armor : 0
Action : 3

----- Adjustments -----

Resistances : None
Vulnerability : None
Immunity : Insanity, Exhausted, Frightened

----- Proficiencies -----

Running (25)
Resolve (28)
Strategy (55)
Melee Light (66)

----- Actions -----

Rapier (<58 | 5 ft | 1d8+6 piercing)

----- Features -----

Frenzy (The noble makes two rapier attacks at a cost of 1 action point each)

Court Influence (Killing the noble without patron approval will result in a diminished reputation within a kingdom. Any entity that kills a noble will become wanted by the noble's allies and may be pursued by bailiffs.)

Being - Mysterious Assailant

Size : Medium

ETR : 6

Speed : 30

Health Dice : 3d12

Description : A shadowy warrior with luminous eyes and an enormous sword.

----- **Attributes** -----

Physique : 74

Fortitude : 68

Intellect : 61

Charisma : 48

----- **Stats** -----

Health : 25

Sanity : 10

Mana : 13

Armor : 5

Action : 3

----- **Adjustments** -----

Resistances : Slashing, Piercing, Bludgeoning

Vulnerability : None

Immunity : None

----- **Proficiencies** -----

Resolve (68)

Perception (74)

Melee Heavy (68)

Armor Light (68)

Dodge (74)

Might (74)

Necromancy (68)

Protection (68)

Conditioning (34)

----- **Actions** -----

Battle Cleaver (<68 | 10 ft | 2d8+7 slashing)

----- **Features** -----

Frenzy (The assailant makes two battle cleaver attacks at a cost of 1 action point each.)

Destructive Purpose (If the assailant is reduced to 0 health before wounding its target, it immediately makes a battle cleaver attack as a counter action at a cost of 1 action point.)

Daemon - Imp

Size : Small
 ETR : 6
 Speed : 30
 Health Dice : 7d8
 Description : A minor tormentor from the pit and often used as a distraction in larger plots.

----- Attributes -----

Physique : 64
 Fortitude : 52
 Intellect : 58
 Charisma : 66

----- Stats -----

Health : 33
 Sanity : 10
 Mana : 32
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Slashing, Piercing, Bludgeoning
 Vulnerability : None
 Immunity : Fire

----- Proficiencies -----

Perception (32)
 Dodge (64)
 Necromancy (26)
 Protection (26)
 Olethromancy (58)
 Enchantment (66)
 Manipulation (66)
 Escamotage (64)

----- Actions -----

Claw (<64 | 5 ft | 3d4+6 slashing) // **Incant**

----- Features -----

Frenzy (The imp makes two claw attacks at a cost of 1 action point each.)

Born Manipulator (Once per day the imp can subtract its manipulation modifier from a manipulation check.)

Dabbler in the Dark Arts (The imp knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, and Yrguoh, as well as the olethromancy verb Ymnlú and Hlaxu)

Daemon - Corruptor

Size : Medium
 ETR : 11
 Speed : 30
 Health Dice : 11d10
 Description : A deceiver, seducer (or seductress), a tempter. The corruptor is sent from the pit to lure the upright and just into the grasp of the lords of the pit.

----- Attributes -----

Physique : 69
 Fortitude : 58
 Intellect : 69
 Charisma : 73

----- Stats -----

Health : 61
 Sanity : 12
 Mana : 83
 Armor : 0
 Action : 3

----- Adjustments -----

Resistances : Slashing, Piercing, Bludgeoning
 Vulnerability : None
 Immunity : Charmed, Fire

----- Proficiencies -----

Perception (35)
 Dodge (69)
 Necromancy (26)
 Protection (58)
 Olethromancy (69)
 Enchantment (73)
 Manipulation (73)

----- Actions -----

Claw (<69 | 5 ft | 2d8+7 slashing) // **Incant**

----- Features -----

Frenzy (The corruptor makes two claw attacks at a cost of 1 action point each.)

Born Manipulator (Twice per day the corruptor can subtract its manipulation modifier from a manipulation check.)

The Art of Corruption (The corruptor knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Gchynolg, and Yrguoh, as well as the olethromancy verbs Hlaxu, and Hlulmu, as well as the enchantment verbs Hlalyu, Yrgorg, Shutsa, and Uthux.)

Disarming Presence (Any entity within 15 feet of the corruptor has disadvantage on saving throws spells that the corruptor casts.)

Daemon - Slaughterer

Size : Medium
 ETR : 14
 Speed : 30
 Health Dice : 15d12
 Description : A simple butcher of the pit, born to bathe in the blood of mortals

----- **Attributes** -----

Physique : 72
 Fortitude : 75
 Intellect : 49
 Charisma : 59

----- **Stats** -----

Health : 98
 Sanity : 8
 Mana : 16
 Armor : 11
 Action : 3

----- **Adjustments** -----

Resistances : Slashing, Piercing, Bludgeoning, Acid, Necrotic, Force
 Vulnerability : None
 Immunity : Charmed, Fire

----- **Proficiencies** -----

Perception (72)
 Might (72)
 Melee Heavy (75)
 Armor Heavy (75)
 Necromancy (38)
 Protection (38)
 Olethromancy (25)
 Manipulation (59)

----- **Actions** -----

Claw (<72 | 5 ft | 2d8+7 slashing) // **Hellrazor** (<75 | 5 ft | 2d10+8 slashing) //
Fiery Breath (15 ft | 3d10 fire)

----- **Features** -----

Frenzy (The slaughterer makes one claw attack and one hellrazor attack at a cost of 1 action point each.)

Born Manipulator (Once per day the slaughterer can subtract its manipulation modifier from a manipulation check.)

Preytaker's Aura (Any entity within 10 feet of the slaughterer must add its modifier to attacks on the slaughterer.)

Butcher's Scorn (If the slaughterer is reduced to 30 health it has advantage on its attacks until it is slain or its health is increased above 30.)

Fiery Breath (Any entity within a 15 foot by 5 foot line in front of the slaughterer must roll a saving throw against their might or dodge saving throw. If they fail they take 3d10 fire damage. If they succeed they take half the damage.)

Angel - Protector

Size : Medium
 ETR : 7
 Speed : 30
 Health Dice : 2d10
 Description : A divine servant assigned to protect a mortal or group of mortals

----- Attributes -----

Physique : 68
 Fortitude : 72
 Intellect : 68
 Charisma : 66

----- Stats -----

Health : 16
 Sanity : 12
 Mana : 68
 Armor : 8
 Action : 3

----- Adjustments -----

Resistances : Force, Fire
 Vulnerability : Necrotic
 Immunity : Charmed, Insane, Frightened, Radiant, Slashing, Piercing, Bludgeoning, Psychic, Poison, Acid, Cold

----- Proficiencies -----

Perception (68)
 Might (68)
 Melee Heavy (72)
 Necromancy (72)
 Protection (72)
 Olethromancy (34)
 Persuasion (66)

----- Actions -----

Divine Weapon (<72 | 5 ft | 2d8+7 radiant)

----- Features -----

My Life for Yours (If an entity friendly to the protector is reduced to 0 health within 30 feet of it, the protector can restore 1d4 health to that entity. The protector must subtract the same amount from its own health.)

Divine Weapon (The protector scores a critical hit on a 1-10 instead of a 1-5.)

Arcane Defender (The protector knows Ynryl, Yrlyo, Yothlu, Yogch, Gurgch, Yntsa, Ukthu, Lmugur, Gchynolg, and Yrguoh, as well as the protection verbs Ylduth, Olmolg, Sothuth, Thlamuth, and Uthbo, and the divination verbs Thoguth, Thlucuth, and Gcholg)

Angel - Avenger

Size : Medium

ETR : 8

Speed : 30

Health Dice : 2d10

Description : A divine servant assigned to carry out judgment

----- Attributes -----

Physique : 68

Fortitude : 72

Intellect : 68

Charisma : 66

----- Stats -----

Health : 16

Sanity : 12

Mana : 17

Armor : 8

Action : 3

----- Adjustments -----

Resistances : Force, Fire

Vulnerability : Necrotic

Immunity : Charmed, Insane, Frightened, Radiant, Slashing, Piercing, Bludgeoning,
Psychic, Poison, Acid, Cold**----- Proficiencies -----**

Perception (68)

Might (68)

Melee Heavy (72)

Necromancy (72)

Protection (72)

Olethromancy (34)

Persuasion (66)

----- Actions -----**Divine Weapon** (<72 | 5 ft | 2d8+7 radiant)**----- Features -----****By the Sword Shall Ye Also Perish** (Any entity that damages the avenger with a melee weapon attack must roll a saving throw against their Protection skill. If they fail they take half of the damage.)**Divine Weapon** (The avenger scores a critical hit on a 1-10 instead of a 1-5.)**Frenzy** (The avenger makes two divine weapon attacks at a cost of 1 action point each.)

Angel - Harbinger

Size : Medium

ETR : 11

Speed : 30

Health Dice : 4d10

Description : A divine servant assigned to carry out judgment

----- Attributes -----

Physique : 68

Fortitude : 70

Intellect : 68

Charisma : 66

----- Stats -----

Health : 27

Sanity : 12

Mana : 68

Armor : 10

Action : 3

----- Adjustments -----

Resistances : Force, Fire

Vulnerability : Necrotic

Immunity : Charmed, Frightened, Insane, Radiant, Slashing, Piercing, Bludgeoning,
Psychic, Poison, Acid, Cold**----- Proficiencies -----**

Perception (68)

Might (68)

Melee Heavy (70)

Necromancy (70)

Protection (70)

Olethromancy (68)

Illusion (66)

Enchantment (66)

Divination (68)

Persuasion (66)

----- Actions -----**Divine Weapon** (<70 | 5 ft | 2d8+7 radiant) //**Herald of the Aeons** (90 feet | frightened / charmed)**----- Features -----****Herald of the Aeons** (Any entity that can see the harbinger has disadvantage on any saving throw against being frightened or charmed by the harbinger. In addition, the harbinger can force an entity that can see it to roll a saving throw against its own resolve skill. If that entity fails it is either frightened or charmed.)**Divine Weapon** (The harbinger scores a critical hit on a 1-10 instead of a 1-5.)**Unbearable Presence** (Any frightened hostile entity within 30 feet of the harbinger takes 1d8 psychic damage at the start of the harbinger's turn.)

Creature - Epicyon

Size : Medium
ETR : 6
Speed : 35
Health Dice : 6d10
Description : A wild dog with crushing jaws

----- Attributes -----

Physique : 68
Fortitude : 59
Intellect : 55
Charisma : 45

----- Stats -----

Health : 36
Sanity : 8
Mana : 13
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Bludgeoning
Vulnerability : None
Immunity : None

----- Proficiencies -----

Perception (68)
Might (34)
Resolve (30)
Conditioning (30)
Intimidation (23)
Stealth (34)
Tracking (55)

----- Actions -----

Bite (<68 | 5 ft | 1d10+7 piercing) // **Claw** (<68 | 5 ft | 1d8+7 slashing)

----- Features -----

Frenzy (The epicyon makes two claw attacks at a cost of 1 action point each.)

Crushing Bite (Each time the epicyon wounds an entity with its bite attack, that entity must add 1 to its next check against a martial or athletics skill. This feature is cumulative up to a maximum of 5.)

Creature - Sabertooth

Size : Medium
ETR : 8
Speed : 30
Health Dice : 8d10
Description : A big cat with enormous teeth

----- Attributes -----

Physique : 75
Fortitude : 60
Intellect : 58
Charisma : 45

----- Stats -----

Health : 46
Sanity : 10
Mana : 13
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Bludgeoning, Slashing
Vulnerability : None
Immunity : None

----- Proficiencies -----

Perception (75)
Might (75)
Resolve (30)
Conditioning (30)
Intimidation (23)
Stealth (75)
Tracking (29)

----- Actions -----

Bite (<75 | 5 ft | 1d12+8 piercing) // **Claw** (<75 | 5 ft | 1d8+8 slashing)

----- Features -----

Frenzy (The sabertooth makes two claw attacks at a cost of 1 action point each.)

Hunter's Quarry (The sabertooth scores a critical hit on a 1-15 instead of a 1-5 against entities it has already wounded.)

Creature - Dire Hyena

Size : Medium
ETR : 7
Speed : 30
Health Dice : 9d8
Description : A wild canine with a ferocious bite and a cruel disposition

----- Attributes -----

Physique : 69
Fortitude : 57
Intellect : 60
Charisma : 45

----- Stats -----

Health : 42
Sanity : 10
Mana : 13
Armor : 0
Action : 3

----- Adjustments -----

Resistances : Bludgeoning, Slashing
Vulnerability : None
Immunity : None

----- Proficiencies -----

Perception (75)
Might (75)
Resolve (30)
Conditioning (30)
Intimidation (23)
Stealth (75)
Tracking (29)

----- Actions -----

Bite (<75 | 5 ft | 2d8+8 piercing) // **Claw** (<75 | 5 ft | 1d8+8 slashing)

----- Features -----

Lockjaw (Any entity that the hyena wounds with a bite attack must succeed on a saving throw against its wrestling skill. If it fails it is grappled. The hyena cannot make bite attacks against other entities until the grappled entity is freed.)

Maul (Bite attacks against any entity that is grappled or prone cost 1 action point.)

Creature - Thunderbird

Size : Large
 ETR : 14
 Speed : 35
 Health Dice : 15d10
 Description : An enormous bird of prey

----- **Attributes** -----

Physique : 70
 Fortitude : 62
 Intellect : 56
 Charisma : 45

----- **Stats** -----

Health : 81
 Sanity : 10
 Mana : 13
 Armor : 0
 Action : 3

----- **Adjustments** -----

Resistances : Slashing, Bludgeoning, Cold
 Vulnerability : None
 Immunity : None

----- **Proficiencies** -----

Perception (70)
 Might (35)
 Resolve (31)
 Intimidation (23)
 Tracking (70)

----- **Actions** -----

Beak (<70 | 5 ft | 2d8+7 piercing) // **Talon** (<70 | 5 ft | 1d10+8 slashing)

----- **Features** -----

Beak (If the thunderbird damages an entity with a beak attack, it may force that entity to roll a saving throw against its might or dodge skill. If that entity fails it is grappled.)

Disembowel (The thunderbird can make two beak attacks at a cost of 1 action point each against entities that are prone, incapacitated, grappled, or stunned. It must not be flying in order to use this feature.)

Carry Off (When the razorwing damages an entity of size large or smaller with a talon attack, it can choose to fly with that entity in its talons. Its speed is reduced to half while doing this.)

Skystrike (If the thunderbird damages an entity of size large or smaller with a talon attack while using its movement to fly, that entity must roll a saving throw against its might or conditioning skill. If that entity fails it takes an additional 2d10 slashing damage and is stunned. If it succeeds it is not stunned.)

Items

All sorts of items can be discovered in the world of Delver. Equipment noted above in Chapter 4 (Adventuring) will not also be noted here. Rather, some items to be used as loot and incentives will be described.

The Black Knight's Helm

Damage: N/A

Reach: N/A

Range: N/A

Keywords: Heavy (Perception), Additional

Magical: Yes

Rarity: Singular

Armor: 5

Cost: 50 gold pieces

Description: Made for the champion of a long dead king, this helmet is made of a strange, incredibly durable black metal. The helm of the black knight counts as heavy armor and increases the wearer's armor value by 5. Once per day it can be used to make an armor save without decreasing its armor value.

Necrotic Armor of Teremun

Damage: N/A

Reach: N/A

Range: N/A

Keywords: Heavy (Stealth)

Magical: Yes

Rarity: Singular

Armor: 10

Cost: 30 gold pieces

Description: Armor pried from the rotting corpse of an accursed knight, the armor of Teremun makes the wearer resistant to necrotic damage.

Butcher Armor

Damage: N/A

Reach: N/A

Range: N/A

Keywords: Light

Magical: No

Rarity: Rare

A armor: 4

Cost: 10 gold pieces

Description: Armor made for Krevni gorekin, butcher armor primes the warrior to slaughter enemies in battle. While wearing this armor, you may subtract 4 from your combat order rolls.

Dragonscale Armor

Damage: N/A

Reach: N/A

Range: N/A

Keywords: Light

Magical: No

Rarity: Rare

A armor: 10

Cost: 25 gold pieces

Description: Armor made from the scales of dragons. It is light and supple but incredibly resilient.

Arcanic Shield

Damage: N/A

Reach: N/A

Range: N/A

Keywords: Simple, Additional

Magical: Yes

Rarity: Rare

A armor: 3

Cost: 3 gold pieces

Description: A shield made for an order of knights who hunted mages. The wearer may subtract 3 from saving throws against spells.

Metallurgically Pure Knife

Damage: 1d4

Reach: 5 ft

Range: N/A

Keywords: Simple, Light

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 5 silver pieces

Description: A knife composed of pure silver, iron, lead, or gold with no adulterants.

Flaming Sword

Damage: Varies

Reach: 5 ft

Range: N/A

Keywords: Varies

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 5 silver pieces

Description: A sword that burns with fire when drawn from its sheath. It can be found as a shortsword, rapier, longsword, or greatsword. When the wielder damages an enemy with this weapon the wielder can choose to either inflict the default damage type or replace it with fire damage.

Nanoblade

Damage: 1d10 slashing

Reach: 5 ft

Range: N/A

Keywords: Heavy, Physique

Magical: No

Rarity: Rare

Armor: 0

Cost: 10 silver pieces

Description: A sword with an edge so fine it can cut through the toughest armor. When an entity rolls to attack with the nanoblade, it ignores up to 1d10 armor.

Bloodthirsty Blade

Damage: Varies

Reach: 5 ft

Range: N/A

Keywords: Varies

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 10 silver pieces

Description: A sword that can drain the life force of those it wounds. It can be found as a shortsword, rapier, longsword, or greatsword. If the wielder damages a hostile entity with this sword, it can restore an amount of health to the wielder equal to half the damage it inflicted. Note that the amount of health regained cannot exceed the wielders maximum health.

Elvish Glaive

Damage: 1d10

Reach: 10 ft

Range: N/A

Keywords: Light

Magical: No

Rarity: Rare

Armor: 0

Cost: 28 silver pieces

Description: An expertly crafted and surprisingly light polearm made by the elves for the elite guards of their cities.

Blade of Warding

Damage: Varies

Reach: 5 ft

Range: N/A

Keywords: Varies

Magical: Yes

Rarity: Rare

Armor: 2

Cost: 20 silver pieces

Description: A sword that protects its user. It can be found as a shortsword, rapier, longsword, or greatsword. A blade of warding increases its wielder's armor value by 2.

Spirit Sword

Damage: 1d6

Reach: 5 ft

Range: 15 ft

Keywords: Varies

Magical: Yes

Rarity: Rare

Armor: 2

Cost: 50 silver pieces

Description: A shortsword that has a mind of its own. It does not need to be held, but does require the attack action to make any attack.

Spyglass

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: No

Rarity: Rare

Armor: 0

Cost: 7 silver pieces

Description: A device that can allow its owner to see far away objects better.

The Wand of Supreme Archmage Hegedus Botond

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Singular

Armor: 0

Cost: 30 gold pieces

Description: A wand crafted for one of the great duelists in the world of magic. This wand counts as spellcasting focus. When casting with this wand, the cost of Protection spells is reduced by 5 mana. Note that the cost cannot be reduced below 1 mana.

Apotropaistic Staff of Diabolist Ameen Al-Moustafa

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Singular

Cost: 10 gold pieces

Description: A protective staff that can punish magical attacks. Once per day, if the owner of the staff makes a saving throw against a spell and succeeds, any partial damage inflicted is taken by the caster of the spell rather than the owner of the staff.

Flying Broom

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 5 silver pieces

Description: A broom that can fly at a speed of up to 30 feet. It can carry up to 300 pounds. It answers to the name its maker gave it and can be called to its owner if they are within earshot. At all other times it appears to be a regular broom.

Moonstone

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 2 silver pieces

Description: A gem that gives off the light of a full moon on a clear night for up to 30 feet in all directions.

Monocle of Truth

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 15 silver pieces

Description: A monocle that allows the owner to see things for what they truly are. It cannot allow the user to see invisible things, but any entity wearing a disguise that does not rely upon complete physical alteration is not disguised for anyone looking through the monocle.

Boots of Swiftmess

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 3 silver pieces

Description: Boots that allow the user to run twice as fast. The user can move twice for the cost of 1 action point and does not need to take the dodge action to leave melee combat safely.

Boots of Sneaking

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 5 silver pieces

Description: Boots that allow the user to move silently. They have advantage on stealth checks made while wearing these boots.

Vambraces of Shielding

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 3

Cost: 6 silver pieces

Description: Made for war mages who could not wear armor. Vambraces of shielding count as simple armor and increase the wearer's armor value by 3.

Giant Spider Venom

Damage: 1d12 poison

Reach: N/A

Range: N/A

Keywords: N/A

Magical: No

Rarity: Rare

Armor: 0

Cost: 25 silver pieces

Description: Harvested from spiders, this toxin can either be used to poison food or be used with poison arrows to inflict poison damage. Any entity that is damaged by Giant Spider Venom is poisoned for 1 day. The venom can be used up to 12 times before it runs out.

Oleander

Damage: 2d8 poison

Reach: N/A

Range: N/A

Keywords: N/A

Magical: No

Rarity: Rare

Armor: 0

Cost: 30 silver pieces

Description: Harvested from the oleander plant, this toxin can either be used to poison food or be used with poison arrows to inflict poison damage. Any entity that is damaged by Oleander is poisoned for 1 day. The toxin can be used up to 10 times before it runs out.

Poison Arrow

Damage: Varies

Reach: 5 ft

Range: Varies

Keywords: N/A

Magical: No

Rarity: Uncommon

Armor: 0

Cost: 5 copper pieces

Description: An arrow designed to be fired from a bow to deliver poison to an entity that it damages. When it hasn't been dipped in poison it acts like a normal arrow. When dipped in poison, it does the amount of damage specified by the poison.

Arrow of Light

Damage: Varies

Reach: 5 ft

Range: Varies

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 15 copper pieces

Description: An arrow designed to be fired from a bow to help trackers find their quarry after it has been hit. When the wielder damages an entity with the arrow, they have advantage on checks against their tracking skill when trying to locate the wounded entity.

Arrow of Teleportation

Damage: Varies

Reach: 5 ft

Range: Varies

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 10 gold pieces

Description: An arrow designed to be fired from a bow to allow its wielders to transport themselves where it lands. When fired, this arrow will transport the wielder to a place immediately adjacent to whatever it hits.

Unerring Bow

Damage: Varies

Reach: N/A

Range: Varies

Keywords: Varies

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 25 silver pieces

Description: A bow designed to correct inaccurate shots at close range. It can be found as a shortbow or a longbow. When this bow is fired at an entity within 30 feet, the shot is rolled at advantage.

Ravenous Bag

Damage: 1d4 piercing

Reach: 5 ft

Range: N/A

Keywords: N/A

Magical: No

Rarity: Uncommon

Armor: 0

Cost: 3 silver pieces

Description: A mimic bred to resemble a backpack and protect belongings. Any attempt by any entity other than the owner or entities with permission from the owner to remove something from the bag will result in the entity being bitten.

Void Bag

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 10 silver pieces

Description: A bag that is much larger on the inside. On the outside it appears to be the size of a pouch that can hang on the belt. It has an internal volume of 5 cubic feet. Even when full, it never weighs more than 5 pounds.

Pack of Underwater Breathing

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 40 silver pieces

Description: A hide pack that inflates when placed in water. While wearing this pack you can breathe underwater for 1 hour.

Incognito Hood

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 23 silver pieces

Description: A hood designed to make it hard to perceive the wearer. Any check intended to perceive the identity or location of the wearer in a crowd is attempted with disadvantage.

Orb of Seeing

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 10 gold pieces

Description: A crystal orb containing a swirling purple vortex. The user may gaze into it and request to see a location on the same planet. The location can be as specific as a city block, but may not include interior spaces.

Arcane Orb

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 3 gold pieces

Description: A crystal orb containing an amorphous glob of viscous black liquid. The user may spend 3 mana for free once per round of combat.

Spirit Stone

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 2 gold pieces

Description: A cut gem of unknown origin that is somehow entirely opaque. The spirit stone contains the imprisoned spirit of a ghost. It can relate its experiences, offer advice, or communicate messages to others.

Dragon Gin

Damage: 1d6

Reach: N/A

Range: 10 ft line

Keywords: N/A

Magical: No

Rarity: Rare

Armor: 0

Cost: 5 silver pieces

Description: A bottle of strong brew made in the dragon eyries. One drop can cause the drinker to belch fire. Any entity within a 10 ft by 5 ft line in front of the drinker must roll a saving throw against their dodge or might skill. If they fail they take 1d6 fire damage.

Healing Potion

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: No

Rarity: Common

Armor: 0

Cost: 80 copper pieces

Description: A bottle of healing elixir. When consumed, it restores 1d4 health.

Blessed Healing Potion

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 2 silver pieces

Description: A bottle of healing elixir. When consumed, it restores 1d6 health.

Potion of Restoration

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Rare

Armor: 0

Cost: 90 silver pieces

Description: A bottle of elixir that can restore the body and the mind. When consumed, all lost limbs grow back and 1d4 sanity is restored.

Potion of Lightness

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 25 silver pieces

Description: A bottle of elixir that can impart lightness. When consumed, the potion causes the entity that consumed it to weigh no more than 2 pounds. The effects last for 1 minute.

Potion of Glamor

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Common

Armor: 0

Cost: 1 gold piece

Description: A bottle of elixir that can impart beauty. When consumed, the potion causes the entity that consumed it to be exceptionally beautiful by the standards of the local region. The effects last for 1 hour.

Potion of Mana Restoration

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 45 silver pieces

Description: A bottle of elixir used by spellcasters to restore their mana. When consumed, it restores 2d4 mana up to the caster's maximum.

Potion of Mana Enhancement

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 55 silver pieces

Description: A bottle of elixir used by spellcasters to boost their reserves of mana. When consumed, it gives the caster 2d6 mana and may exceed their maximum mana.

Potion of Swiftiness

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 75 silver pieces

Description: A bottle of elixir used by adventurers of all kinds to increase their speed and agility. When consumed, it increases the action points of the entity that consumes it by 1 for 15 seconds.

Potion of Weakness

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: No

Rarity: Uncommon

Armor: 0

Cost: 2 gold pieces

Description: A bottle of elixir used most commonly by assassins to weaken their targets before they make an attempt on their lives. When consumed, it gives the exhausted condition.

Mana Flask

Damage: N/A

Reach: N/A

Range: N/A

Keywords: N/A

Magical: Yes

Rarity: Uncommon

Armor: 0

Cost: 5 gold pieces

Description: A flask made of copper and filled with crystals. Mages can invest up to 2d10 mana at a time, which they can then use at a later time while casting spells.