

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 advantage, roll an additional d10 and add it to the roll. If the roll is with disadvantage, roll only the percentile die.

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) Apotropaism	(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
Apotropaism	Attack or save for Apotropaism 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.

2E - 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.

2F - 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.

2G - Setting - Economy

Copper coins are the primary currency. A hundred copper coins is equivalent to 1 silver coin, and 100 silver coins are equivalent 1 gold coin.

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	15-20 copper pieces a night
Opulent	20-30 copper pieces a night

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

Quality	Cost
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Basic	3-10 copper pieces
Standard	10-20 copper pieces
Excellent	40-60 copper pieces
Superior	1-2 silver pieces
Heirloom	10-30 silver 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	30-50 gold pieces
Legendary	50-100 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.

Nyarlathep

When the gods entered their truce, Nyarlathotep was reticent and evaded their grasp. However, a contract between himself and Ybso'hath has resulted in Nyarlathotep 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.

2J - 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.

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 subclass, 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	Additional skill, half proficiency
Elf	Darksight, 30 ft.
Orc	Additional skill, half proficiency
Dragonkin	Resistant to damage from spells
Ratkin	Darksight, 60 ft.
Catkin	Full proficiency in perception, stealth, or investigation
Halfling	Additional skill, half proficiency
Dwarf	Darksight, 60 ft.
Pitspawn	Additional skill, half proficiency
Dryad	Additional skill, half proficiency
Myconid	Resistant to poison damage
Cyclops	Movement speed 35
Merkin	Underwater breathing for up to 10 hours
Goblin	Darksight, 60 ft.
Gargoyle	Armor value is 3 by default

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, then you add 1/10th the relevant attribute value (rounded to the nearest whole number) for each milestone. 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. Add fortitude modifier.
- 2) Roll 1 additional charisma dice for mana. Add charisma modifier.
- 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 (except gargoyles) 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.

4B - 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 make while wearing armor with which you are not proficient. Additionally, subtract your skill modifier from any save that you cause an enemy to make until you doff the armor.

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 - Standard armor, does not inflict disadvantage on skill checks.

Heavy - Significantly heavier than other suits of armor, inflicts disadvantage on specific skill checks as noted in parentheses next to the keyword.

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

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

Armor	Value	Keywords
Hide	1	Simple
Gambeson	2	Simple
Leather	3	Simple
Scale Mail	4	Light
Cuirass	5	Light
Half Plate	7	Light
Chainmail	9	Heavy (Stealth)
Lamellar	10	Heavy (Stealth)
Plate	12	Heavy (Stealth)
Sallet	1	Simple, Additional
Great Helm	2	Simple, Additional
Close Helm	3	Heavy (Perception), Additional
Shield	2	Simple, Additional

Weapons

Weapons are ranged if they have range and melee if they have reach. Thrown weapons are a hybrid, in that they have reach and range. All ranged weapons must be reloaded if not a thrown weapon. This costs 1 action point.

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...

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

Physique - Fortitude is the primary attribute associated with this weapon but Physique can be used instead of Fortitude to make an attack.

Fortitude - Physique is the primary attribute associated with this weapon but Fortitude can be used instead of Physique to make an attack.

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

Heavy - Cannot be used in tandem with another weapon.

Thrown - Has range and reach. Does not use reloading.

Gun - A firearm.

Some weapons require 1 hand and others require 2. Still more allow you the option to use 2 hands or 1, indicated in the full table as "1|2". In these cases two damage profiles will be specified. The damage profile specifying the smaller die (listed first) will indicate the 1-handed damage profile while the larger die (listed second) will indicate the 2-handed damage profile.

Duel wielding requires that both weapons allow for 1-handed wielding and that at least one of them has the light keyword. If a weapon is 1-handed and does not specify light, it can be dual-wielded but only with a dagger.

Common weapons are listed in the table below...

Weapon	Hands	Damage	Range	Reach	Keywords
Club	1	1d8 bludgeoning	–	5	Simple, light
War club	2	1d12 bludgeoning	–	5	Simple, heavy
Dagger	1	1d6 piercing	30	5	Simple, light, thrown
Scythe	2	2d4 slashing	–	10	Simple, heavy
Handaxe	1	2d4 slashing	20	5	Simple, light, fortitude, thrown
Hammer	1	1d8 bludgeoning	–	5	Simple, light
Sickle	1	2d4 slashing	–	5	Simple, light
Quarterstaff	2	1d8 bludgeoning	–	10	Simple, light
Mace	1	1d8 bludgeoning	–	5	Simple, light
Spear	2	1d6 piercing	–	10	Simple, fortitude, light, thrown
Shortbow	2	1d6 piercing	200	–	Simple, light
Blowdart	1	1d6 piercing	45	–	Simple, light
Sling	1	1d6 bludgeoning	90	–	Simple, light
Crossbow	2	1d6 piercing	250	–	Simple, light

Flail	1	1d8 bludgeoning	–	10	Light
Battleaxe	1 2	3d4 slashing	–	5	Heavy
Glaive	2	1d10 piercing	–	10	Heavy
Greataxe	2	3d4 slashing	–	5	Heavy
Billhook	2	3d4 slashing/ 1d10 piercing	–	10	Heavy
Greatsword	2	3d4 slashing	–	5	Heavy
Halberd	2	3d4 slashing	–	10	Heavy
Lance	2	1d10 piercing	–	10	Heavy
Longsword	1 2	1d10 piercing	–	5	Heavy, physique
Katana	1 2	3d4 slashing	–	5	Heavy, physique
Morningstar	1 2	2d6 bludgeoning	–	5	Heavy
Pike	2	1d10 piercing	–	15	Heavy
Rapier	1	1d10 piercing	–	5	Physique
Shortsword	1	1d6 slashing	–	5	Light, physique
Trident	1 2	1d10 piercing	80	10	Heavy, physique Thrown
Mattock	1 2	1d10 piercing	–	5	Heavy
Warhammer	1	2d6 bludgeoning	–	5	Fortitude
War crossbow	2	1d10 piercing	300	–	Heavy
Longbow	2	1d10 piercing	350	–	Heavy
Javelin	1	1d6 piercing	100	–	Light, physique Thrown
Pistol	1	1d12 piercing	60	–	Light, Gun
Wheellock	1	1d20 piercing	90	–	Heavy, Gun
Musket	2	1d20 piercing	120	–	Heavy, Gun

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
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.

4D - 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. Their attacks have disadvantage. 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 may not move closer to whatever it is afraid of and its attacks have disadvantage.

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 have disadvantage.

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

Stunned - The target's action points are reduced to 0 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 remains exhausted for more than 48 hours it will die.

Diseased - The target's movement is reduced by half. 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 - 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.

4E - 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
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.

4F - 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.

4G - 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.

4H - 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

Much like actions in combat require action points, magic requires mana. Mana is a budget of magical energy that can be spent on spells of the different magical schools and their circles. A spell's circle essentially represents its power level as well as how expensive it is to cast. Spells of the first circle are free to cast but not very powerful while spells of the sixth circle are both very powerful and very expensive.

This chapter will briefly cover the schools of magic, mana costs for the different circles, 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.

Apotropaism - 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 - 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.

6C - Magic - Mana

As noted above, mana is a store of mystical energy. It is to be spent to cast spells and spell saving throws. A spell saving throw costs just 1 mana, except in the case of first circle spells which cost 0 mana to attempt a save. 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 of the second or higher circles at a higher circle. This will increase its damage but also cost more mana. The standard cost and upcast cost per spell circle is shown in the table below...

Circle	Mana Cost	Upcast Cost
1	0	—
2	3	4
3	7	8
4	12	14
5	18	22
6	25	28

6D - Magic - Components

Spells may require any of 3 primary components: verbal, somatic, material. If you cannot speak or gesture you cannot cast a spell that requires verbal or somatic components. A spellcasting focus can be used to replace most material

components as long as the value of the spellcasting focus is more than the cost of the material components.

An arcane focus can be purchased but is considered rare. You can also make by combining something of significant monetary value, a channeling material such as fulgurite or crystal, and a preserving ward.

6E - Magic - Continuous Casting

Some spells unfold over time and require continuous input to keep going. This may rely on a repetitive gesture, an ongoing chant, or the periodic use of a material component. Should anything occur which would interfere with the continuation of the casting, an endurance saving throw must be made in order to determine whether or not the cast continues.

Events that could occur to disrupt a spell that requires continuous casting include restraining the caster, casting a spell that prevents the caster from being heard, or knocking a material component out of the caster's hand.

6E - Magic - Vectors

A vector is the mechanism by which you will be able to determine whether a spell has failed or not. If the vector is a check, you roll against your skill with the relevant arcana skill to determine if the spell succeeds or fails. If the vector is a save, then the targeted entity must (or in some cases, may) attempt a saving throw against their skill with the relevant arcana skill to determine success or failure.

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.

4A - 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 suit of armor (except for chainmail or plate) in which you are proficient
- 4) 1 shield if you are proficient
- 5) A spellcasting focus or component pouch if you are proficient in arcana
- 6) A standard pack

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

Defender - you may re-roll 1s and 2s on 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 - A berserker's speed can be truly terrifying when stirred up to anger. 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.

Enchanted Weapon - To the arcanist is given the keenest blade and the surest bow. Your weapon counts as one quality level higher than it is. If it is a legendary weapon already, its bonus is increased to 12.

Arcane Armament - The prestige of the arcanist lies in their mystical abilities, not just in the weapons they wield. You may select two first circle spells from a magic school in which you are proficient.

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.

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 fortitude attribute modifier.

Splinter Shot (Gunslinger) - 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.

Righteous Resistance (Paladin) - You become resistant to radiant, force, psychic, or necrotic damage.

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 (Arcanist) - 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 - 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.

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 - 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 - 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.

4B - 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) Apotropaism
- 5) Necromancy
- 6) Illusion
- 7) Enchantment
- 8) Conjuratation

...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 mage subclasses receive the following feat...

Caster - you may re-roll 1s and 2s on milestone mana 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.

Mystic Archetype (Mandatory) - Mystics are mighty casters who slowly gather spells from patrons, gods, or mystical teachers. They often have mastery of the most powerful spells. The table below lists the number of spells per circle they know and the milestones at which they know them...

Milestone	1st	2nd	3rd	4th	5th	6th
Milestone 0	1	1	–	–	–	–
Milestone 1	1	2	–	–	–	–
Milestone 2	1	2	1	–	–	–
Milestone 3	1	2	2	–	–	–
Milestone 4	1	2	2	1	–	–
Milestone 5	2	2	2	2	1	–
Milestone 6	2	2	2	2	1	–
Milestone 7	2	2	3	2	1	–
Milestone 8	2	2	3	3	2	–
Milestone 9	2	2	3	3	3	1
Milestone 10	2	2	3	3	3	2

Wizard Archetype (Mandatory) - Wizards are well-rounded spellcasters with an eclectic mix of spells gathered from the most obscure libraries across the world. The table below lists the number of spells per circle they know and the milestones at which they know them...

Milestone	1st	2nd	3rd	4th	5th	6th
Milestone 0	1	2	1	–	–	–
Milestone 1	1	2	2	–	–	–
Milestone 2	1	2	3	–	–	–
Milestone 3	1	3	3	–	–	–
Milestone 4	1	3	4	1	–	–
Milestone 5	1	3	4	2	–	–
Milestone 6	2	3	4	2	–	–
Milestone 7	2	3	4	2	1	–
Milestone 8	2	3	4	3	1	–
Milestone 9	2	3	4	3	2	–
Milestone 10	2	3	4	3	2	1

Sorcerer Archetype (Mandatory) - Proficient casters of both the most powerful and most subtle spells, sorcerers are prized for their spellcasting stamina. The table below lists the number of spells per circle they know and the milestones at which they know them...

Milestone	1st	2nd	3rd	4th	5th	6th
Milestone 0	2	2	–	–	–	–
Milestone 1	2	2	1	–	–	–
Milestone 2	2	2	2	–	–	–
Milestone 3	3	2	2	–	–	–
Milestone 4	3	2	2	1	–	–
Milestone 5	3	2	2	2	–	–
Milestone 6	3	2	2	2	1	–
Milestone 7	3	2	2	2	1	–
Milestone 8	3	2	2	2	2	1
Milestone 9	3	2	2	2	3	2
Milestone 10	3	2	2	2	3	3

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.

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 Your weapon 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 at circles higher than the 1st circle is reduced by 1.

Pledged to the Aeons - You sold your soul for power. It's actually fairly difficult to pledge yourself to a deity. However, with the right oaths and incantations they can be convinced. You learn the first level spell miraculous sign. This does not count against your archetype's maximum number of first level spells known.

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 saving throws against features, abilities, or spells that inflict the insanity condition.

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 saving throws against features, abilities, or spells that inflict the charmed condition.

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. You learn the first level spell withering touch. This does not count against your archetype's maximum number of first level spells known.

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 curiosity or even benevolence. You learn to speak telepathically to other beings within 30 feet of you. If their intellect is greater than 50 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 half your own level (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. You add the modifier of your relevant spellcasting skill to damage inflicted by ranged first circle spell attacks.

Seeker's Boon - Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. Ranged first circle spells that you cast now have twice their normal range.

World eater's Boon - Your relationship with an otherworldly power has given you benefits beyond your ability to use magic. When you damage an entity with a ranged first circle spell attack, you regain an amount of health equal to half the damage you dealt.

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 first circle 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 between 1 and 10 minutes to 1 hour.

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 with a verbal component no longer requires it.

Splinter (Cost 2 Mana) - The next spell you cast that specifies 1 target may target 1 additional entity. Any damage or other quantitative effect is applied equally to either entity.

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 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 the following benefits...

- 1) You gain proficiency in one type of weapon
- 2) You do not need a hand free to cast a spell with a somatic component

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 first circle 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. Counterspell attempts must add your proficiency modifier.

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 (Priest) - 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 (Sorcerer) - You reduce the mana cost of spells from the 3rd circle or higher by 1.

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 of the first circle, which do not appear to have a source. 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.

Prophetic Speech - You are able to speak the will of a god. Once per full rest a statement that you make about a being's actions will come true. The statement must specify time, course of action, and outcome. If it involves harm to another being or creature it must be related to something that is already occurring such as a conflict or a plot to kill that being or creature. It cannot involve something that is outside the character or will of the being or creature.

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 resolve saving throw or be frightened of you. 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 1 mile 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 cast counterspell.

Casting Savant - You may choose to learn 1 additional Magical Manipulation.

Accelerationist - When expending additional mana to cast a spell in a higher circle, the additional mana cost is reduced to 1 if you are only going up one circle.

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, you may make the saving throw for the targeted entity.

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.

4C - 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's Companion - 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 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.

4D - 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) Apotropaism
- 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.

Spells

Spells are the ultimate expression of a mage's power.

8A - Spells - 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.

Shaping

Circle: 1st

Range: 30 feet

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You manipulate the shape of earth, water, or fire to create a structural or substantial effect no larger than a 3 foot cube. The effect cannot directly inflict damage. Some examples include the following...

- 1) Excavating a hole no larger than a 3 foot cube
- 2) Diverting the course of a stream no more than 3 feet in diameter
- 3) Causing a pot of water to turn to vapor
- 4) Manipulating a fire into a different color or shape

Miraculous Sign

Circle: 1st

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 1 Minute

Vector: Check

Description: An object or liquid that can fit into the palm of your hand becomes another object, liquid, or living thing of an equivalent volume. It will change back after 1 minute.

Faughn's Metallurgy

Circle: 1st

Range: Touch

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You know the metallurgical composition of a metal object you touch.

Sanitize

Circle: 2nd

Range: 15 feet

Components: Verbal, Somatic, and Material (A sprig of lavender)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You cleanse an item of food, the contents of a drinking vessel, or an area no greater than 1 foot by 1 foot. Any pathogens, toxins, or poisons are removed.

Lighten

Circle: 2nd

Range: Touch

Components: Verbal, Somatic, and Material (A flask containing a clear gas)

Continuous: No

Duration: 1 Minute

Vector: Check

Description: You become a fraction of your original weight. You take half damage from a fall and your jump is doubled.

El-Azzam's Blessing

Circle: 2nd

Range: Touch

Components: Verbal, Somatic, and Material (Incense)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You bless a weapon you touch. The wielder has advantage on the next attack that he or she makes with the blessed weapon.

Elemental Breath

Circle: 2nd

Range: 20 feet

Components: Verbal and Material (The glands of an amphiptere or wyvern used in their elemental breath attacks)

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You place the elemental glands of a dragon in the mouth of a willing entity. It now has access to a 1 time use breath attack that does poison, lightning, fire, radiant, or acid damage. When the entity exhales, all other entities within a designated space 20 feet long and 5 feet wide must roll a dodge saving throw. If they fail they take 2d8 damage. This spell's damage increases by 1 die with each feature milestone.

Duplication

Circle: 3rd

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 10 Minutes

Vector: Check

Description: An object you're holding is duplicated for the duration. The duplicate is indistinguishable from the original object.

Caustic Presence

Circle: 3rd

Range: 5 feet

Components: Verbal, Somatic, and Material (A censor containing a powdered toxin)

Continuous: No

Duration: 10 Minutes

Vector: Check

Description: You exude toxic fumes that are harmful to anyone who comes in contact with them. For the duration when anyone comes within 5 feet of you they must roll a saving throw against their alchemy skill or take 2d6 poison damage. They take half the damage on a successful save. This spell's damage increases by 1 die with each feature milestone.

Benediction of Thunder

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (Fulgurite)

Continuous: No

Duration: 1 Minute

Vector: Check

Description: You bless a weapon with the latent power of a thunderstorm. For the duration when the weapon is used it does an additional 1d6 thunder damage. This spell's damage increases by 1 die with each feature milestone.

Metallic Hide

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (A vial of quicksilver)

Continuous: No

Duration: 10 Minutes

Vector: Check

Description: You transform a creature's skin into a supple, lightweight metal. For the duration their armor value increases by 8 if they are wearing simple armor or no armor.

Make Transparent

Circle: 3rd

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 1 Minute

Vector: Check

Description: You make a solid material see-through for the duration. The area you select to become transparent must be no larger than 1 foot by 1 foot, no smaller than 3 inches by 3 inches, and no thicker than 2 feet. It is transparent in both directions, meaning that any entity on the other side of the material can see that the solid material is no longer opaque.

Direct Growth

Circle: 4th

Range: Touch

Components: Verbal, Somatic, and Material (A crystal)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You encourage rapid growth in 1 living organism you touch, causing it to grow 1 size larger, up to size large. If it is a being or creature the effect wears off after 1 hour. If it is a plant the effect remains until it dies.

Harness Wind

Circle: 4th

Range: 30 feet

Components: Verbal, Somatic, and Material (A willow branch)

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You unleash a gale strong enough to knock a warrior over. The gale is concentrated in a 30 foot by 5 foot line, but any entity within 5 feet is also affected. Any entity caught in the gale or to either side of it must roll a saving throw against their alchemy skill. If they are on the side they have advantage. If they fail they take 3d8 bludgeoning damage and are prone. If they succeed they take half of the damage.

Impart Magnetism

Circle: 4th

Range: 15 feet

Components: Verbal, Somatic, and Material (A bag of iron dust)

Continuous: No

Duration: 5 Seconds

Vector: Check

Description: An entity or object within 15 feet of you becomes magnetic. Any object within 30 feet that contains iron is violently attracted to the newly magnetic entity or object. If an attracted object is held or worn the wielder or wearer must roll a saving throw against their alchemy skill to hold onto it or prevent it from dragging them closer, respectively. If an entity was magnetized it takes an equivalent amount of fall damage from each object.

Control Gravity

Circle: 4th

Range: 30 feet

Components: Verbal, Somatic, and Material (A chunk of meteorite)

Continuous: No

Duration: 1 Minute

Vector: Save

Description: You throw a chunk of meteorite at a point you can see within 30 feet of you. Gravity within 10 feet of the meteorite is increased or decreased. If you choose to increase gravity, the area counts as difficult terrain and any creature, faerie, being, automaton, or monster that passes through it must roll a saving throw against their conditioning skill. If they fail they take 4d8 force damage. If they succeed they take half the damage. If you choose to decrease gravity, the area counts as difficult terrain and any creature, faerie, being, automaton, or monster that passes through it must roll a saving throw against their alchemy skill. If they fail their movement speed is reduced to 0.

Alchemical Metallurgy

Circle: 5th

Range: Touch

Components: Verbal, Somatic, and Material (A piece of appropriate metal)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You imbue a weapon or piece of ammunition you touch with iron, silver, gold, or lead. For the purposes of any metallurgical vulnerabilities, the weapon counts as being composed of that material.

Control Time

Circle: 5th

Range: 15 feet

Components: Verbal, Somatic, and Material (A timekeeping device)

Continuous: Yes (The timekeeping device)

Duration: 10 Minutes

Vector: Check

Description: You slow down or speed up time within 15 feet of the timekeeping device. Slowing time down within the area will cause time to pass 10 times more slowly within the area. Anything that would normally take a minute to accomplish will take 10 minutes. Speeding time up within the area will cause time to pass 10 times faster within the area. Anything that would normally take a minute to accomplish will take 5 seconds.

Philosopher's Stone

Circle: 6th

Range: Touch

Components: Verbal, Somatic, and Material (Philosopher's Stone)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You are able to transform the metallurgical composition of an object into a different metal instantaneously.

8B - Spells - Apotropaism

The study of wards and other protections against magic and mystical beings. Apotropaism is widely used in magical circles to shield ritual sites or protect important individuals.

Minor Seal of Feliks

Circle: 1st

Range: 5 feet

Components: Somatic and Material (a bag of chalk)

Continuous: No

Duration: 1 Minute

Vector: Check

Description: You toss chalk into the air, which forms a circular seal around you. Attacks that damage you while you are in this circle cannot add skill modifiers to the damage.

Charm of Good Fortune

Circle: 1st

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 1 Hour

Vector: Check

Description: One creature that you touch can roll luck checks against their charisma value for the duration.

Arcane Shield

Circle: 2nd

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 10 Minutes

Vector: Check

Description: A translucent, shimmering barrier forms around you. For the duration you have an armor value equivalent to your apotropaism skill modifier. Armor saving throws work the same as with regular armor but are rolled against your skill with apotropaism. If your armor value is reduced to 0 by a hit, the arcane shield is dispelled.

Alchemical Ward

Circle: 2nd

Range: 15 feet

Components: Somatic and Material (paint, powder, or ink containing a substantial quantity of a relevant metal)

Continuous: No

Duration: Indefinite, until the ward is marred, smudged, or removed

Vector: Save

Description: You paint a ward on the ground with iron, silver, gold, or lead. For the duration, if a faerie, undead, daemon, or angel (respectively) comes within 15 feet of the ward they must roll a saving throw against their apotropaism skill. If they fail they take 1d6 psychic damage for each minute they remain within the ward's range. If they succeed they take half damage.

Lesser Seal of Bandar

Circle: 2nd

Range: 15 feet

Components: Somatic, Verbal, and Material (paint, powder, or ink)

Continuous: No

Duration: Indefinite, until the seal is broken

Vector: Check

Description: You paint the lesser seal of Bandar on a horizontal surface. If an enemy who is a faerie, undead, daemon, or angel enters the seal or stands no more than 15 feet under it, they are unable to exit the area covered by the seal for the duration. The seal must be visible to the naked eye and unobstructed. While in the circle the entity captured by it may cast spells or use abilities, though it cannot use any ranged damage abilities.

Rites of Binding

Circle: 2nd

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 1 Hour

Vector: Check

Description: You bind 1 entity that you touch with chains that cannot be broken by ordinary tools. They count as restrained.

Parker's Magic Circle

Circle: 2nd

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 10 Hours

Vector: Check

Description: You touch one willing creature and imbue it with the ability to take one of the following actions for the duration...

- 1) Sign a document or spoken words with a magic circle that is consistent with an enunciated circle for a recipient with which they are familiar
- 2) Encrypt a document or spoken words with the enunciated circle of a recipient with which they are familiar
- 3) Decrypt with their own hidden circle a document or spoken words from a recipient using their enunciated circle

Your hidden circle is bound in your soul and your enunciated circle is held in an extradimensional cache that is magically tapped whenever you use this spell.

Deflection

Circle: 2nd

Range: 15 feet

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You use your counter action to try and deflect a ranged attack that is aimed at you. If you succeed you may select an entity within 15 feet who gets hit with the attack instead, adding their armor value to your attack if applicable. If they get hit they take half damage.

Benediction

Circle: 2nd

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 1 Hour

Vector: Check

Description: You bless 1 entity that you touch. They can subtract your apotropaism skill modifier from their next saving throw within the duration.

Counterspell

Circle: 3rd

Range: 120 feet

Components: Verbal, Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You use your counter action in an attempt to force a spell cast within range to fail. If you succeed the spell fails.

Charm of Glamor Resistance

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (A fishing weight)

Continuous: No

Duration: 1 Hour

Vector: Check

Description: You create and imbue a charm of glamor resistance. One entity that you give it to will have advantage on saving throws against being charmed for the duration.

Mind Ward

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (red ink)

Continuous: No

Duration: 10 Hours

Vector: Check

Description: You draw a ward on the forehead of 1 entity. Any spell or feature that can read or speak to their mind fails for the duration.

Joakim's Instant Oubliette

Circle: 3rd

Range: 15 feet

Components: Verbal, Somatic, and Material (iron gall ink)

Continuous: No

Duration: Indefinite, until the ward is marred, smudged, activated, or removed

Vector: Save

Description: You draw a ward on the ground or floor where it can be seen. When an entity passes within 15 feet of the ward, it activates. They must roll a saving throw against their apotropaism skill. If they fail they are trapped inside a spherical dungeon embedded in the ground or floor. If there is a space below the floor or ground (such as a lower floor or a cave) the dungeon fills that space. Anyone caught in the way must also roll a saving throw as specified above or be trapped inside the dungeon as well. From the outside the dungeon appears to be a rough sphere made of bricks. The top of the dungeon is a metal grate with a lock. The door can be demolished, the lock can be picked, and the caster of the spell has the key.

Charm of Curse Resilience

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (A small carved figurine)

Continuous: No

Duration: 10 Hours

Vector: Check

Description: You place a charm on 1 entity you touch. For the duration they are protected from curses. If they are already cursed they have advantage on any saving throws related to the curse and the curse is dispelled at the end of the duration.

Greater Seal of Bandar

Circle: 3rd

Range: 30 feet

Components: Somatic, Verbal, and Material (paint, powder, or ink)

Continuous: No

Duration: Indefinite, until the caster erases the seal

Vector: Check

Description: You paint the greater seal of Bandar on a stationary horizontal or vertical surface. If an enemy who is a faerie, undead, daemon, or angel enters the seal or stands no more than 30 feet under it or in-line with it, they are unable to exit the area covered by the seal for the duration. They cannot use any spells or features and can be compelled to speak or be silent.

Inscribe Spell

Circle: 3rd

Range: 10 feet

Components: Somatic, Verbal, and Material (paint, powder, or ink and any material components specified by the spell you inscribe)

Continuous: No

Duration: Indefinite, until the ward is marred, smudged, activated, or removed

Vector: Check

Description: You write or carve a ward on a surface of your choice. It cannot move further than 10 feet in a 24 hour period. You specify a condition which causes the ward to activate. When the ward activates the spell is cast by the ward. The spell is cast at a circle equivalent to the circle at which inscribe spell was cast.

Charm of Clarity

Circle: 3rd

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 10 Hours

Vector: Check

Description: You place a charm on 1 entity you touch. They are immune to the charmed condition for the duration. If they are already subject to the condition, the condition is removed.

Restore Body and Mind

Circle: 4th

Range: Touch

Components: Somatic, Verbal, and Material (a piece of cow's brain incased in an iron sphere)

Continuous: No

Duration: Instantaneous

Description: You dispel any conditions from 1 entity that you touch. Any missing limbs are also restored.

Rites of Banishment

Circle: 4th

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You banish 1 entity that is bound, that you can see and that can hear you. If it is from another dimension it is sent back to that dimension. You may also specify a different dimension which you are familiar with to which you want to send the entity.

Denial

Circle: 4th

Range: Earshot

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You deny the success of 1 entity that can hear you. Whatever action you deny fails, whether it is a spell, an attack, a ritual, or a physical ability.

Searing Mark

Circle: 4th

Range: Touch

Components: Somatic, Verbal, and Material (A red-hot brand)

Continuous: No

Duration: Indefinite until dispelled or physically removed

Vector: Check

Description: You brand a ward onto 1 entity that you touch. While branded, that entity cannot approach, touch, target with a spell, or attack an entity or location (no larger than a small town) that you specify.

Eminent Seal of Bandar

Circle: 5th

Range: 120 feet

Components: Somatic, Verbal, and Material (paint, powder, or ink)

Continuous: No

Duration: Indefinite, until the caster erases the seal

Vector: Check

Description: You paint the eminent seal of Bandar on a stationary horizontal or vertical surface. If an enemy (with exceptions specified in features) you are familiar with enters the seal or stands no more than 120 feet under it or in-line with it, they are unable to exit the area covered by the seal for the duration. They cannot use any spells or features and can be compelled to speak or be silent. When they speak they must speak the truth as best they know it.

Dimension Ward

Circle: 6th

Range: Indefinite

Components: Somatic and Verbal

Continuous: No

Duration: 1 Year

Vector: Check

Description: You place a ward on a dimension. For the duration that dimension is sealed off from other dimensions.

8C - Spells - 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.

Outcome

Circle: 1st

Range: Self

Components: Somatic and Material (crystal dice)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You may subtract your Divination skill modifier from the next skill check you roll against a skill in which you are not proficient.

Preparation

Circle: 1st

Range: Self

Components: Somatic and Verbal

Continuous: No

Duration: 1 Hour

Vector: Check

Description: For the duration, your next use of the prepare action costs 0 action points.

Sixth Sense

Circle: 1st

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 1 Hour

Vector: Check

Description: You enable 1 entity you touch to detect danger before it happens. The next time they are targeted with an attack they are allowed to roll a saving throw against their dodge skill. If they succeed the attack fails.

Psychometry

Circle: 2nd

Range: Touch

Components: Somatic and Verbal

Continuous: Yes

Duration: 10 Minutes

Vector: Check

Description: You attempt to draw information out of an object concerning its history. When you cast this spell on an object you determine its provenance, the last person who touched it, and the events of the last 24 hours that occurred within 10 feet of it.

Mind Reading

Circle: 2nd

Range: 30 feet

Components: Verbal and Material (A hood made of copper)

Continuous: No

Duration: 1 Minute

Vector: Save

Description: For the duration you are able to read the thoughts of an entity within 30 feet of you. They may roll a save against their divination skill. If they succeed you are only able to read surface thoughts. If they fail you are able to see thoughts hidden deeper in their psyche.

Arcane Detection

Circle: 2nd

Range: 30 feet

Components: Verbal and Material (A copper wand)

Continuous: Yes

Duration: 10 Minutes

Vector: Check

Description: For the duration you are able to detect the presence and use of magic or magical artifacts within 90 feet.

Supernatural Detection

Circle: 2nd

Range: 30 feet

Components: Verbal, Somatic, and Material (A vial of quicksilver)

Continuous: Yes

Duration: 10 Minutes

Vector: Check

Description: For the duration you are able to detect the presence of any angel, daemon, or faerie within 60 feet.

Premonition

Circle: 2nd

Range: Self

Components: Verbal and Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You receive general information about the concrete plans and future disposition of a known ally or enemy. This should involve only some details, and may change in reaction to your activities.

Tracer

Circle: 2nd

Range: 60 feet

Components: Verbal and Somatic

Continuous: No

Duration: 6 seconds

Vector: Check

Description: You make a spell attack against an entity that you can see within 60 feet of you. If you hit you do 2d4 damage. The next attack that targets the entity you damaged with your spell has advantage.

Haruspicy

Circle: 3rd

Range: Touch

Components: Verbal and Material (an entity, size medium)

Continuous: Yes

Duration: 1 Minute

Vector: Save

Description: You magically butcher an entity and foretell the future using its entrails. If the entity has more than 18 health, they must roll a saving throw against their Divination skill. If they fail they take 3d6 slashing damage. If they succeed they take half damage. If they do not die the spell ends. If the spell does not end, you seek to discover the answer to a specific question in the arrangement of the entrails, such as an event which is currently unfolding, a plan that is in motion, or the actions of an entity you are familiar with.

Palm Reading

Circle: 3rd

Range: Touch

Components: Somatic

Continuous: Yes

Duration: 1 Minute

Vector: Check

Description: You read information concerning the inner life of an entity in the lines of their palm. If they wish to conceal this information, they must roll a saving throw against their Divination skill. If they fail you may divine one of the following pieces of information...

- 1) Whether or not they are trustworthy
- 2) If they are aligned with an undead or daemon
- 3) If their soul has been marked for the Pit
- 4) If they have or intend to kill someone
- 5) If they are possessed

Divine Location

Circle: 3rd

Range: Unlimited

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You learn the specific location of an object or entity. It can be in another dimension.

Lucky Talisman

Circle: 3rd

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: 10 hours

Vector: Check

Description: 1 Entity that you touch can choose to succeed on all luck saving throws for the duration.

Life Detection

Circle: 3rd

Range: 30 feet

Components: Somatic, Verbal, and Material (A tuning fork)

Continuous: Yes

Duration: 10 minutes

Vector: Check

Description: You are able to detect and track the movement of vital signs within 120 feet of you. You are able to distinguish between the vital signs of hostile and friendly entities.

Second Sight

Circle: 4th

Range: 30 feet

Components: Somatic, Verbal, and Material (the eye of a daemon encased in glass)

Continuous: Yes

Duration: 1 Hour

Vector: Check

Description: You gain the ability to see things within 30 feet as they really are.

Arcane Tracking

Circle: 4th

Range: Touch

Components: Somatic, Verbal, and Material (A drop of blood from an aeon encased in amber)

Continuous: Yes

Duration: 1 Hour

Vector: Check

Description: A red light shines from the amber and you are able to see tracks that cannot be seen with the naked eye. You can also see residual traces of magic as deeper shades of red.

Foresight

Circle: 4th

Range: 15 feet

Components: Somatic and Verbal

Continuous: No

Duration: 1 Hour

Vector: Check

Description: You roll 3 d100s. One entity you touch can use these rolls to replace the results of up to 3 skill checks or saving throws. The 3 can be chosen from rolls made by the entity with foresight or from rolls made by another entity within 15 feet.

Revelation

Circle: 5th

Range: Touch

Components: Somatic, Verbal, and Material (The antlers of an elk, the wing of a dove, and meteorite)

Continuous: Yes

Duration: 1 Hour

Vector: Check

Description: You solicit a revelation from the beyond. For the duration you have access to an Aeon of your choice or a significant servant of an Aeon of your choice who will reveal items of import or answer questions as best they know how. In the spirit you will be transported to the lands of light but your body will remain in the material universe.

Malediction of Misfortune

Circle: 5th

Range: Earshot

Components: Somatic and Verbal

Continuous: No

Duration: Indefinite, until dispelled

Vector: Save

Description: You roll 3 d100s and pick the highest. One entity that can hear you must roll a saving throw against their divination skill. If they fail they must use that roll whenever they make a check (including on attacks) or a saving throw.

Precognition

Circle: 6th

Range: Self

Components: Somatic and Verbal

Continuous: No

Duration: 1 Hour

Vector: Check

Description: You are able to see events before they happen. If you fail on a saving throw for the duration you are able to succeed instead.

8D - Spells - 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 apotropaic spells to keep summoners safe.

Swarm

Circle: 1st

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 15 seconds

Vector: Check

Description: You summon up a swarm of insects that you command. The swarm can lift up to ½ a pound of weight and has a movement speed of 30. If you direct it to attack an entity, it does 1d4 damage every 5 seconds.

Summon Weapon

Circle: 1st

Range: Self

Components: Somatic

Continuous: No

Duration: 10 Minutes

Vector: Check

Description: You summon a weapon no larger than 10 feet by 10 feet out of a pocket dimension. The first time you cast this spell there will be no weapon in the pocket dimension, and you will need to place a weapon in the pocket dimension to use this spell in the future. Others can wield the weapon. When the spell ends the weapon goes back into the pocket dimension, unless you cast the spell again and replace it with a different weapon.

Zoetrope

Circle: 1st

Range: Self

Components: Somatic

Continuous: No

Duration: 15 seconds

Vector: Check

Description: For the duration, you perform a series of teleports over a short distance equivalent to your movement speed when you use the move action. You have advantage on saving throws against your stealth and dodge skills and attempts to grapple you have disadvantage. Moving for the duration costs 2 action points. If you use this more than twice between full rests you gain the exhausted condition.

Familiar

Circle: 2nd

Range: 120 feet

Components: Somatic, Verbal, and Material (The wingbones of a mockingbird)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You make a copy of a creature no larger than size small that you can see within 120 feet of you. The familiar appears for all intents and purposes to be that creature. It has 1 health and cannot attack in combat. It will obey your verbal instructions and you can see through its eyes as a free action. The familiar has as many lives as the circle at which the spell was cast. When cast at circles 2-5 you can only have one familiar. When cast as a 6th circle spell you can get up to 2 familiars. When your familiar dies for the last time you must wait 24 hours before you can cast this spell again.

Summon Mount

Circle: 2nd

Range: Indefinite

Components: Somatic and Verbal

Continuous: No

Duration: 10 Hours

Vector: Check

Description: You conjure a mount out of thin air. For the duration it serves as your steed. It has the features of a steed you are familiar with, such as a horse, a donkey, or an ox. It inherits your movement speed and has 15 health. It cannot attack in combat and has an armor value of 0. You cannot summon more than one mount at a time. When your mount dies you must wait 24 hours before you can cast this spell again.

Interdimensional Guardian

Circle: 2nd

Range: Indefinite

Components: Somatic and Verbal

Continuous: No

Duration: 10 Hours

Vector: Check

Description: You summon one of the following interlopers: a wirehound, a virvel, or a razorwing. Profiles for the interlopers can be found in the bestiary. While in the material universe under the effect of this spell, they will remain passive unless you are under physical threat. They will obey your command to kill or show mercy to whatever threat they perceive to you.

Firework

Circle: 2nd

Range: 120 feet

Components: Somatic, Verbal, and Material (saltpeter and freshly picked flowers)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You conjure the explosion of a firework at a point you can see within 120 feet of you. Any entity within a 10 foot radius of that point takes 2d6 fire damage.

Encampment

Circle: 2nd

Range: 10 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 hours

Vector: Check

Description: You summon a camp at a place within 10 feet of you. The camp includes a lit fire and a magical tent large enough for 5 people.

Warp

Circle: 2nd

Range: 120 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You bend space to move yourself 120 feet straight forward. If there is a solid object in the way that would impede your movement normally without circumvention, you stop immediately. If you are warping over a gap, you fall 5 feet for every 30 that you move forward.

Montressor's False Wall

Circle: 3rd

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 minutes

Vector: Check

Description: You create a tangible wall at a place you can see within 30 feet of you. The wall cannot be more 10 feet tall by 10 feet long. It has an appearance similar to the walls around it and a similar structure.

Summon Assailant

Circle: 3rd

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 seconds

Vector: Check

Description: You summon a shadowy warrior to attack a hostile entity you can see within 60 feet (use mysterious assailant profile from bestiary). The assailant won't acknowledge you or help you in any way, but will focus on the entity you summoned him to attack.

Sinkhole

Circle: 3rd

Range: 60 feet

Components: Somatic, Verbal, and Material (a vial of limestone dissolved in salt water)

Continuous: No

Duration: 10 minutes

Vector: Check

Description: You cause a sinkhole 30 feet deep and 30 feet in diameter to open up at a location you can see within 60 feet of you. When the spell ends the sinkhole disappears and the ground reverts to the way it was before. Anything still in the sinkhole is buried.

Summon Daemon

Circle: 3rd

Range: Indefinite

Components: Somatic, Verbal, and Material (the jawbone of a goat and fresh blood)

Continuous: No

Duration: 10 hours

Vector: Check

Description: You compel a daemon of the pit to come forth. Use an appropriate daemon profile from the bestiary. When summoning an important or greater daemon (such as a daemonic lord or an important corrupter) you may instead be sent a minion of that daemon. The daemon you summon may be persuaded to perform certain tasks for you as long as they are not what a daemon would consider menial. The daemon will fight alongside you but will not defend you.

Summon Angel

Circle: 3rd

Range: Indefinite

Components: Somatic, Verbal, and Material (incense and gold dust)

Continuous: No

Duration: 10 hours

Vector: Check

Description: You compel an angel of a deity you choose to come forth. Use an appropriate angel profile from the bestiary. The angel you summon can perform certain tasks for you as long as they are not what their deity would consider immoral. The angel will defend you but will not otherwise fight for you.

Blodwyn's Crystal Prison

Circle: 3rd

Range: 30 feet

Components: Somatic, Verbal, and Material (an empty glass flask)

Continuous: No

Duration: 10 hours

Vector: Save

Description: A crystal cube forms around one entity of size medium or smaller that you can see within range. The entity must roll a saving throw against their conjuration skill. If they fail they are trapped. If they succeed they are not. You can hear them through the glass and they can hear you. Whatever you do with the flask occurs inside the crystal prison. For example, if you cork the flask the crystal prison is drained of air and the entity inside begins to suffocate.

Traversal

Circle: 4th

Range: Indefinite

Components: Somatic and verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You cross into another dimension with which you are familiar. You arrive in a location of your choosing that you are also familiar with.

Vaughan's Instant Fortification

Circle: 4th

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 hours

Vector: Check

Description: You create a heavy stone tower 30 feet tall at a location you can see within 30 feet. The tower has a heavy wooden door, archery slits on the second floor, and a parapet at the top. Anyone standing above the ground floor when the spell ends falls.

Malediction of Pursuit

Circle: 4th

Range: 30 feet

Components: Somatic, Verbal, and Material (A representation of the target and a vial of blood from an interloper)

Continuous: Yes

Duration: Indefinite, until the caster stops or the representation is destroyed

Vector: Check

Description: You cause an entity that you can see within 30 feet of you to be pursued by an unsettling presence that sometimes appears to be a figure in the shadows or a stranger chasing them.

Voidgate

Circle: 4th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 1 minute

Vector: Save

Description: You open a portal 10 feet in diameter to the empty void of space at a location you can see within 60 feet of you. Any entity that comes within 15 feet of the portal must roll a saving throw against their conjuration skill. If they succeed they cannot move again until their next turn. If they fail they are pulled 10 feet towards the portal and take 3d6 cold damage. If they reach the portal they are pulled into it.

Summon Avatar

Circle: 5th

Range: Indefinite

Components: Somatic, Verbal, and Material (a sphere of polished onyx 6 inches in diameter)

Continuous: No

Duration: 10 minutes

Vector: Check

Description: You compel an avatar of an aeon or great old one to come forth. Use the divine avatar profile from the bestiary. The divine avatar will answer questions you may have and may attack anything it can see that it regards as a threat or an enemy.

Apocalypse

Circle: 6th

Range: 1 mile

Components: Somatic and Verbal

Continuous: Yes

Duration: 10 Hours

Vector: Check

Description: You speak doom upon a discrete location such as a town or fortress you can see within 1 mile that covers no more than 100 acres. Any entity within the area will see the sun or moon go black, any source of water turn to blood, and feel the earth shake. All structures within the area collapse, all creatures and monsters die.

8E - Spells - Olethromancy

The study of control over elements and nature. Olethromancy is commonly employed by casters of all sorts.

Flaming Fist

Circle: 1st

Range: 5 feet

Components: Somatic and Verbal

Continuous: No

Vector: Check

Duration: Instantaneous

Description: Your hands burst into white hot flames and you attack an enemy of your choosing within range. You deal 1d8 fire damage.

Gravity Wave

Circle: 1st

Range: 15 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You launch a wave of gravitational force at 1 entity you can see within range and that isn't obstructed by any object of substance. They take 1d4 force damage and are thrown back 10 feet.

Lightning Spear

Circle: 1st

Range: 120 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You hurl a bolt of lightning at an enemy you can see within range. You deal 1d6 lightning damage.

Frost

Circle: 1st

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 seconds

Vector: Check

Description: You cause frost to form on an enemy you can see within range. You deal 1d4 cold damage and their movement speed is reduced to 10 for the duration.

Caustic Touch

Circle: 1st

Range: 5 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: Your touch becomes corrosive. You touch an entity and do 1d10 acid damage.

Sleet Storm

Circle: 2nd

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You hurl a cloud of icy darts at an entity within range, dealing 2d6 cold damage.

Acid Breath

Circle: 2nd

Range: 30 feet

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You exhale in a cone 15 feet by 15 feet. Any entity caught in the cone must roll a saving throw against their Olethromancy skill or take 1d10 acid damage.

Fiery Blast

Circle: 2nd

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: A plume of flame erupts from your hand and hits 1 entity. They take 2d8 fire damage.

Ostlund's Arrow

Circle: 2nd

Range: 90 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: An electric arrow leaps from your outstretched arm and hits 1 entity. They take 2d6 lightning damage.

Psychic Scourge

Circle: 3rd

Range: 10 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You whip 1 entity you can see within range with a psychic scourge. They take 2d8 psychic damage.

Implosion

Circle: 3rd

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 15 seconds

Vector: Save

Description: You manipulate gravity locally at a location you can see within range. Any entity that comes within 10 feet of the location for the duration must roll a saving throw against their Olethromancy skill. If they fail they take 2d6 force damage and their movement speed is cut in half until their next turn. If they succeed they take half damage.

Fire Wall

Circle: 3rd

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 15 seconds

Vector: Save

Description: You cause a wall of flames 30 feet long by 10 feet high to appear at a location you can see within range. Any entity that tries to cross must roll a saving throw against their Olethromancy skill. If they fail they take 2d10 fire damage. If they succeed they take half damage.

Blizzard

Circle: 3rd

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You create a blizzard over an area 10 feet in diameter that you can see within range. Any entity must roll a saving throw against their Olethromancy skill. If they fail they take 2d8 cold damage.

Avalanche

Circle: 4th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You unleash a torrent of ice and snow in a 30-foot by 30-foot location you can see within range. Any entity in the area must roll a saving throw against their Olethromancy skill. If they fail they take 3d8 bludgeoning damage.

Mind Static

Circle: 4th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 seconds

Vector: Save

Description: You cause interference in the synapses of one entity you see within range. They must roll a saving throw against their Olethromancy skill. If they fail they take 3d6 psychic damage and have disadvantage on all checks for the duration. If they succeed they take half damage.

Gravity Surge

Circle: 4th

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 seconds

Vector: Save

Description: You cause a sudden and violent increase in gravity at a location you can see within 30 feet of you. Any entity within 15 feet of that location must roll a saving throw against their Olethromancy skill. If they fail they take 3d10 force damage. If they succeed they take half damage.

Acidic Flood

Circle: 4th

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Save

Description: A flash flood rushes around you and in a direction you choose, covering an area 15 feet wide and 30 feet long. Any entity within the area must roll a saving throw against their Olethromancy skill. If they fail they take 3d8 acid damage. If they succeed they take half.

Inferno

Circle: 4th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You hurl a ball of fire at an entity you can see within range. They take 6d6 fire damage. Anyone within 10 feet of them must roll a saving throw against their Olethromancy skill. If they fail they take 3d6 damage. If they succeed they take half damage.

Kugelblitz

Circle: 5th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check, Save

Description: You hurl a sphere of energy at an entity you can see within range. They take 8d8 force damage and the sphere bounces off them. Any entity within 30 feet must roll a saving throw against their Olethromancy skill. If they fail they are hit by the bouncing sphere and take 4d8 force damage.

Brimstone

Circle: 5th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You bring fire from the heavens on a location you can see within range. Anyone within 5 feet of that location takes 8d6 fire damage.

Brimborium

Circle: 5th

Range: 60 feet

Components: Somatic and Verbal

Continuous: Yes

Duration: 30 seconds

Vector: Save

Description: You create a region of intense, unnerving sound at a location you can see within 60 feet of you. Anyone within 15 feet of the location must roll a saving throw against their Olethromancy skill. If they fail they take 4d6 thunder damage and are incapacitated until the start of your next turn. If they succeed they take half damage.

Malediction of Acid

Circle: 5th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You cause a powerful acid to well up inside an entity you can see within range. They must roll a saving throw against their Olethromancy skill. If they fail they take 4d8 acid damage as well as half the amount on the dice at the start of their next turn. If they succeed they take half damage.

Well of Hastur

Circle: 6th

Range: 60 feet

Components: Somatic and Verbal

Continuous: Yes

Duration: 1 Minute

Vector: Save

Description: You open the well of Hastur: a lightless, soundless hole in reality at a location you can see within range. Anyone within 10 feet must roll a saving throw against their Olethromancy skill. If they fail they are sucked into the Well of Hastur, never to be seen again. If they succeed they take 5d10 force damage and are incapacitated for the duration.

8F - Spells - Enchantment

The practice of directly affecting mental perception of the world. Faeries, elves, and Dryads all have an affinity for enchantment.

Inveigle

Circle: 1st

Range: Earshot

Components: Somatic and Verbal

Continuous: No

Duration: 10 Minutes

Vector: Save

Description: You request the performance of a basic task. The target may roll a saving throw against their enchantment skill. If they fail they are required to perform the task. If they succeed they are not. The task may not be dangerous, cause harm to any entity, socially unacceptable, or be elaborate in any way.

Invasive Thought

Circle: 1st

Range: 120 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You plant a horrifying thought in the head of an entity you can see within range. They take 1d6 psychic damage.

Allure

Circle: 1st

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You bewitch the target and cause their legs to make them move without them being aware of it. They must spend as many action points as they have available moving towards you.

Misfortune

Circle: 2nd

Range: 60 feet

Components: Somatic, Verbal, and Material (the fingerbones of an entity killed by a spider)

Continuous: No

Duration: 10 hours

Vector: Save

Description: You hex an entity you can see within range. They must roll a saving throw against their enchantment skill. If they fail they have disadvantage on all their skill checks including attacks for the duration. If they succeed nothing happens.

Interrogation

Circle: 2nd

Range: 10 feet

Components: Somatic and Verbal

Continuous: Yes

Duration: 10 Minutes

Vector: Save

Description: You encourage 1 entity within range that can hear you to come clean. They must roll a saving throw against their enchantment skill. If they fail they attempt to tell you the truth as best they understand it for the duration. If they succeed they can attempt to mislead you.

Aphasia

Circle: 2nd

Range: 60 feet

Components: Somatic, Verbal, and Material (a tangled ball of yarn woven from a four-horned silver goat)

Continuous: No

Duration: 10 minutes

Vector: Save

Description: You confuse the speech of an entity you can see within range. They must roll a saving throw against their enchantment skill. If they fail their speech becomes unintelligible for 10 minutes. If they succeed nothing happens.

Osentoski's Curse

Circle: 2nd

Range: 60 feet

Components: Somatic, Verbal, and Material (a bone from the body of someone who died of Osentoski's disease)

Continuous: No

Duration: 10 seconds

Vector: Save

Description: You curse a target you can see within range to suffer the symptoms of Osentoski's disease. They must roll a saving throw against their enchantment skill. If they fail they take 2d6 psychic damage and are stunned for the duration. If they succeed they take half damage.

Ensnare

Circle: 2nd

Range: 30 feet

Components: Somatic and Verbal

Continuous: Yes

Duration: 10 minutes

Vector: Save

Description: Ropes shoot up out of the ground and wrap around an entity you can see within range as you attempt to capture them. They must roll a saving throw against their enchantment skill. If they fail they are unable to spend any action points on movement and their attacks have disadvantage for the duration. If they succeed their speed is halved. When cast at a higher circle the target must re-roll the save every 5 seconds for the duration until they fail.

Suspicion

Circle: 2nd

Range: 60 feet

Components: Somatic, Verbal and Material (A mudraptor's wishbone)

Continuous: Yes

Duration: 1 hour

Vector: Check

Description: You induce suspicion between 2 entities you can see within range. They view each other as potential threats, don't trust each other, and will work to sabotage but not attack each other.

Induced Loyalty

Circle: 3rd

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 1 hour

Vector: Check

Description: You influence 1 entity you can see within range to feel a strong sense of obligation towards you. For the duration they will not attack you and will undertake actions at your request as long as they do not involve physically harming anyone. They will generally interpret your motives charitably and will undermine others at your behest.

Lionheart

Circle: 3rd

Range: 30 feet

Components: Verbal

Continuous: Yes

Duration: 10 minutes

Vector: Check

Description: You encourage 1 entity you can see within range. The entity has advantage on saving throws against being frightened and will not lose sanity for the duration. If they were frightened before they are no longer frightened.

Aneurysm

Circle: 3rd

Range: 60 feet

Components: Somatic, Verbal, and Material (The preserved carotid artery of an ogre)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You induce a severe brain injury in 1 entity you can see within range. They take 4d8 psychic damage.

Befuddle

Circle: 3rd

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 minutes

Vector: Check, Save

Description: You induce a state of mental confusion in 1 entity you can see within range. They have disadvantage on all social checks for the duration. If they attempt to make an attack against the caster, they must roll a perception check. If they fail they will attack the closest entity that is friendly to them.

Paranoia

Circle: 4th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 15 seconds

Vector: Save

Description: You induce a state of acute suspicion and doubt in 1 entity you can see within range. They must roll a saving throw against their enchantment skill. If they fail they take 3d8 psychic damage and will not assist their allies for the duration. If they succeed they take half damage.

Betrayal

Circle: 4th

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 15 seconds

Vector: Save

Description: You convince 1 entity you can see within range that they're on the wrong side. They must roll a saving throw against their enchantment skill. If they fail they must immediately proceed to attack the closest entity that is friendly to them with intent to kill. If they succeed they take 1d12 psychic damage.

Subjugate

Circle: 4th

Range: 30 feet

Components: Somatic, Verbal, and Material (A scepter of ironwood)

Continuous: Yes

Duration: 10 Minutes

Vector: Save

Description: You exert control over 1 entity you can see within range. They must roll a saving throw against their enchantment skill. If they fail they are under your control and must do whatever you say. If you ask them to do something they would ordinarily have a strong objection to, they may re-attempt the saving throw. If they succeed on the saving throw at any point, they take 1d10 psychic damage.

Convulsions

Circle: 4th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: 1 minute

Vector: Save

Description: You inflict a seizure on 1 entity you can see within range. The entity must roll a saving throw against their enchantment skill. If they fail they take 3d10 psychic damage, are knocked prone and incapacitated with a seizure. If they succeed on the saving throw they take half damage.

Glyph of Enchantment

Circle: 5th

Range: 60 feet

Components: Somatic and Verbal

Continuous: No

Duration: Indefinite until dispelled, marred, or destroyed

Vector: Check

Description: You permanently enchant a zone with a volume less than or equal to the range, to the 3rd power. One of the following effects can be chosen for the area...

- 1) Transform a room less than or equal to 60 feet long by 60 feet wide by 60 feet tall into a luxurious chamber.
- 2) A 60 foot cube where no one but the caster and allies can speak and where everyone has disadvantage on social checks except the caster and allies.

-
- 3) A 60 feet long by 60 feet wide by 60 feet tall chamber of psychic agony. Any entity not friendly to the caster that enters the zone must roll a saving throw against their enchantment skill. If they fail they take 4d10 psychic damage. If they succeed they take half damage.

Amnesia

Circle: 5th

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 1 Day

Vector: Check

Description: You cause 1 entity you can see within range to forget large portions of its memory for the duration, including the following details...

- 1) Current occupation or task
- 2) Name
- 3) Significant others and family
- 4) Comrades
- 5) Allegiances
- 6) Any non-native languages (i.e., any second language including common)

Malediction of Death

Circle: 6th

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You attempt to enunciate a killing curse on an entity you can see within range. If they have less health than your maximum, they die instantaneously. If they have more, they take 10d10 psychic damage.

8G - Spells - Illusion

The study of magically false images and deceptions. Illusion is used by a variety of casters from court magicians to common charlatans.

Legerdemain

Circle: 1st

Range: 15 feet

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You create a small, harmless illusion no larger than a 5 foot sphere within range. The illusion cannot shed light, sound, or any other environmental effect and it cannot do damage.

Likeness

Circle: 2nd

Range: Touch

Components: Somatic and Verbal

Continuous: No

Duration: Instantaneous

Vector: Check, Save

Description: You cover one entity you touch in the likeness of another creature. The creature must be bipedal and of a similar height. Visually, you are indistinguishable from them. Any entity may roll a check against their illusion skill when physically inspecting the likeness. If they succeed they discover the deception.

Filter Perception

Circle: 2nd

Range: Touch

Components: Somatic, Verbal, and Material (A petrified human eye with cataracts)

Continuous: No

Duration: 10 hours

Vector: Check

Description: One entity that you touch becomes difficult to perceive for the duration. They will be ignored by anyone not searching for them, and have advantage on stealth checks when hiding. Anyone actively searching for them must roll a check against their illusion skill. This check is rolled with disadvantage if the object of the spell is in a crowd or otherwise obscured. If they are discovered the illusion is shattered and the spell ends.

Invisible Ink

Circle: 2nd

Range: Touch

Components: Verbal, Somatic, and Material (A quill made from a razorwing's feather)

Continuous: No

Duration: Indefinite, until dispelled or destroyed

Vector: Check

Description: You write in a script that only you and friendly entities can read. To all others the page appears to be blank. If the page is sufficiently destroyed, such as by being burned in a fire or tearing into very tiny pieces, the ink becomes readable to anyone.

Confusion

Circle: 2nd

Range: Earshot

Components: Verbal

Continuous: No

Duration: 10 minutes

Vector: Save

Description: You confuse the sense of 1 entity that can hear you. They must roll a saving throw against their illusion skill. If they fail, their checks against skills to detect, attack, comprehend, or subdue you have disadvantage for the duration. If they succeed they realize you were trying to confuse them.

Hypochondria

Circle: 2nd

Range: 30 feet

Components: Verbal and Somatic

Continuous: No

Duration: 10 minutes

Vector: Save

Description: You give illusory symptoms of disease to 1 entity you can see within range. They must roll a saving throw against their illusion skill. If they fail they receive the diseased condition and if you hit them with an attack you may roll 1 additional damage for the duration. If they succeed they feel violently unwell.

Elusive Scent

Circle: 2nd

Range: 30 feet

Components: Verbal and Somatic

Continuous: No

Duration: 1 hour

Vector: Check

Description: You create the illusion of a scent of your choosing at a location you can see within range. For the duration any entity within 30 feet of that location smells the scent that you chose. It may be a scent that suggests danger, but it may not actually do harm or impose a condition. You do not need to necessarily know what the scent smells like to simulate it, so long as you know that it exists.

Myrmication

Circle: 3rd

Range: 60 feet

Components: Verbal, Somatic, and Material (a cannibal ant preserved in amber)

Continuous: No

Duration: 10 seconds

Vector: Save

Description: You curse 1 entity you can see within range to feel the sense of millions of tiny bugs crawling all over them. They must roll a saving throw against their illusion skill. If they fail they take 2d6 psychic damage and have disadvantage on saving throws and martial checks for the duration.

Phobia

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (a plain mask carved from holly)

Continuous: No

Duration: 10 minutes

Vector: Save

Description: You grant 1 entity you touch to appear as the phobia of other entities. For the duration, any entity not explicitly friendly to the entity wearing the holly mask must roll a saving throw against their illusion skill. If they fail they are frightened of the mask-wearer and will not come within 30 feet of them. If they succeed they are not frightened but will not come within 15 feet.

Invisibility

Circle: 3rd

Range: Touch

Components: Verbal, Somatic, and Material (a piece of cloth woven from spider's silk that has been submerged in the barrier between dimensions)

Continuous: No

Duration: 1 hour

Vector: Check

Description: You touch 1 entity and make it invisible. They cannot be detected by sight of any kind except true sight. Auditory and tactile senses can be used to detect them, though all such checks are to be rolled with disadvantage and cannot generally succeed without a noticeable cue to the presence of an invisible entity (an unexplained cough, footprints in mud, etc).

Greater Illusion

Circle: 3rd

Range: 60 feet

Components: Verbal and Somatic

Continuous: No

Duration: 1 minute

Vector: Check

Description: You create an illusion at a location you can see within range. The illusion can be no larger than a 30 foot cube, can only shed dim light in a circle 30 feet in diameter under it, and cannot inflict damage or conditions.

False Memory

Circle: 4th

Range: 30 feet

Components: Verbal and Somatic

Continuous: No

Duration: 10 minutes

Vector: Save

Description: You implant an illusory memory in the mind of 1 entity within range. They must roll a saving throw against their illusion skill. If they fail the memory appears to be something they suppressed or forgot about. If they succeed they recognize the memory as illusory.

Recurring Dream

Circle: 4th

Range: 30 feet

Components: Verbal, Somatic, and Material (a strand of hair from a traumjager)

Continuous: No

Duration: 10 days

Vector: Check

Description: You craft a dream that 1 entity whose name you know will receive for the duration.

Wild Goose Chase

Circle: 4th

Range: 60 feet

Components: Verbal and Somatic

Continuous: Yes

Duration: 10 hours

Vector: Save

Description: You confuse the perceptive faculties of 1 entity you can see within range. They must roll a saving throw against their illusion skill. If they fail they will pursue any course of action for the duration other than one which will lead them towards an objective you specify. If they succeed any awareness checks they make for the duration are rolled at disadvantage.

Replicate

Circle: 4th

Range: 15 feet

Components: Verbal and Somatic

Continuous: No

Duration: 10 hours

Vector: Check

Description: You create a replica of 1 object that you can see within range. It is indistinguishable from the original and has substance. When the spell ends the replica disappears.

Mass Hysteria

Circle: 5th

Range: 60 feet

Components: Verbal, Somatic, and Material (a crystal monocle rimmed with lead)

Continuous: Yes

Duration: 10 hours

Vector: Check

Description: You cause hallucinations in all entities within 60 feet of you. They believe these hallucinations to be true and will attempt to convince any entities friendly to them of the truth of these hallucinations for the duration. When the spell ends they realize they were hallucinating.

Permanent Illusion

Circle: 6th

Range: 90 feet

Components: Verbal and Somatic

Continuous: No

Duration: Indefinite until dispelled

Vector: Check

Description: You create an illusion at a location you can see within range. The illusion can be no larger than a small town, castle, or palace.

8H - Spells - Necromancy

The study of life, death, and disease. Both blessed priests and profane workers of flesh practice necromancy.

Healer's Touch

Circle: 1st

Range: Touch

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You touch 1 entity, giving them 1d4 health up to but not exceeding their maximum health.

Withering Touch

Circle: 1st

Range: Touch

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You touch 1 entity, causing them to take 1d10 necrotic damage.

Nephritis

Circle: 1st

Range: 90 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 minutes

Vector: Save

Description: You infect 1 entity you can see within range. They must roll a saving throw against their necromancy skill. If they fail they take 1d4 necrotic damage and have disadvantage on fortitude-based checks for the duration. If they succeed they just take the damage.

Fortify

Circle: 2nd

Range: 30 feet

Components: Somatic and Verbal

Continuous: No

Duration: 10 minutes

Vector: Check

Description: You shore up the vitality of 1 entity you can see within range. Their maximum health increases by 1d6 for the duration.

Heal

Circle: 2nd

Range: Touch

Components: Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You heal 1 entity that you touch for 1d8 health plus an amount equal to your necromancy skill modifier.

Preserve

Circle: 2nd

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 10 hours

Vector: Check

Description: You preserve 1 entity from decay for the duration. If they have a severe infection or necrosis it won't be removed but it will not become more severe. If they are dead they cannot decay further.

Injure

Circle: 2nd

Range: 60 feet

Components: Verbal, Somatic, and Material (an arrow or spear head that has been recovered fully intact from a wound)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You hurl a bolt of necrotic energy at 1 entity you can see within range. The entity takes 2d8 necrotic damage.

Decay

Circle: 2nd

Range: 30 feet

Components: Verbal, Somatic, and Material (a spore extracted from fungus found growing on a dead corpse, suspended in quicksilver)

Continuous: Yes

Duration: 1 minute

Vector: Check

Description: You induce decomposition in 1 entity you can see within range. If they are already dead they rapidly decompose until nothing but bones are left. If they are not already dead they must roll a saving throw against their necromancy skill. If they fail they take 1d4 damage every 5 seconds for the duration and their action points are decreased by 1 for the duration. If they succeed they take 1 damage every 5 seconds instead.

Gangrene

Circle: 3rd

Range: 30 feet

Components: Verbal and Somatic

Continuous: No

Duration: Instantaneous

Vector: Save

Description: You inflict gangrene on 1 entity you can see within range. They may roll a saving throw against their necromancy skill if they are at maximum health. If they fail they take 2d8 necrotic damage. If they succeed they take half damage.

Soldier's Heart

Circle: 3rd

Range: 30 feet

Components: Verbal and Somatic

Continuous: No

Duration: 1 minute

Vector: Save

Description: You induce symptoms resembling a heart attack in 1 entity you can see within range. They must roll a saving throw against their necromancy skill. If they fail they take 2d10 necrotic damage and receive the exhausted condition. If they succeed they take half damage.

Gorniak's Parasite

Circle: 3rd

Range: 30 feet

Components: Verbal, Somatic and Material (a specimen of Gorniak's Parasite)

Continuous: Yes

Duration: 1 minute

Vector: Check

Description: You hurl a parasite at 1 entity you can see within range. It will burrow into the target, which takes 4d6 piercing damage. The target will take 1d4 necrotic damage every 5 seconds for the duration. You will be healed by the amount on the die up to your health maximum. The target may attempt to remove the parasite with a successful check against their surgery skill, which will cause the spell to end.

Reanimate

Circle: 3rd

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 10 hours

Vector: Check

Description: You touch a corpse and bring it back to life. It counts as charmed unless it is enthralled. It counts as a zombie or skeleton mechanically. At the end of 10 hours, you must pass a necromancy check or the corpse will become dead again.

Enthrall Undead

Circle: 3rd

Range: 30 feet

Components: Verbal, Somatic, and Material (a miniature of the undead entity made of bone)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You enthrall an animated and currently not enthralled corpse. The corpse does as you ask and is enthralled until it dies again. Any necromancy checks required to keep an animated corpse alive are rolled with advantage.

Summon Spirit

Circle: 3rd

Range: 30 feet

Components: Verbal and Somatic

Continuous: Yes

Duration: 10 minutes

Vector: Check

Description: You call up a spirit from the dead to a location you can see within range. The spirit knows what it knew when it was alive and you have advantage on social checks with it for the duration of the spell. The spirit is free to move about with a movement speed of 15, but cannot move more than 30 feet away from you.

Wither

Circle: 3rd

Range: 60 feet

Components: Verbal and Somatic

Continuous: Yes

Duration: 1 minute

Vector: Save

Description: You curse 1 entity you can see within range with a spirit of blight. They must roll a saving throw against their necromancy skill. If they fail they take 2d10 necrotic damage and their weapon attacks will do half damage for the duration. If they succeed they take half damage.

Leprosy

Circle: 4th

Range: 60 feet

Components: Verbal and Somatic

Continuous: No

Duration: 10 hours

Vector: Save

Description: You curse 1 entity you can see within range with leprosy. They must roll a saving throw against their necromancy skill. If they fail, they take 3d8 necrotic damage. The target is afflicted by leprosy for the duration. If precautions are not taken to contain the target in 10 hours, roll a d100. On a 0-10, the number on the die is how many people have leprosy and the infection continues until it is cured. On a successful save, the entity takes 3d8 necrotic damage but is not afflicted with leprosy.

Plague

Circle: 4th

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 10 hours

Vector: Save

Description: You curse 1 entity you can see within range with bubonic plague. They must roll a saving throw against their necromancy skill. If they fail, they take 3d6 necrotic damage. The target is afflicted by plague for the duration. If precautions are not taken to contain the target in 10 hours, roll a d100. On a 0-20, the number on the die is how many people have plague and the infection continues until it is cured. On a successful save, the entity takes 3d6 necrotic damage but is not afflicted with plague.

Vivisect

Circle: 4th

Range: Touch

Components: Verbal, Somatic, and Material (a piece of thin obsidian)

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You cut open 1 entity you touch. If they are already dead their body cavity is surgically cut open. If they are alive they take 6d6 slashing damage. If they are wearing armor it is destroyed in the process and their armor value becomes 0.

Death Knell

Circle: 4th

Range: 60 feet

Components: Verbal, Somatic, and Material (a bell made of iron and bone)

Continuous: No

Duration: 1 minute

Vector: Save

Description: You point to a location that you can see within range. All entities within 15 feet of the location hear the sound of a bell tolling. They must roll a saving throw against their necromancy skill. If they fail they take 3d10 necrotic damage and cannot be healed in any way for the duration. If they succeed they take half damage.

Necrotic Form

Circle: 4th

Range: Self

Components: Verbal and Somatic

Continuous: No

Duration: 1 hour

Vector: Check

Description: You transform into a hunched, rotting, disease ridden form. You are resistant to all damage, and while lying or sitting still you are indistinguishable from a corpse. While in this form all entities that start their turn within 5 feet of you must roll a saving throw against their necromancy skill. If they fail, they are poisoned until the start of their next turn.

Resuscitate

Circle: 4th

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You touch 1 entity that has been dead for no longer than 10 seconds. They return to consciousness with 1 health.

Reincarnation

Circle: 5th

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You touch 1 corpse, clone, or otherwise empty vessel of the same race as yourself. The vessel is preserved for the duration. If you die within the duration, your spirit may return to inhabit that corpse.

Inflict Decomposition

Circle: 5th

Range: Touch

Components: Verbal and Somatic

Continuous: Yes

Duration: 1 minute

Vector: Save

Description: You inflict a cycle of decomposition upon 1 entity that you can see within range. They must roll a saving throw against their necromancy skill. If they fail, they take 4d10 necrotic damage. At the start of each turn for the duration, they take an additional 1d6 necrotic damage. At the end of the duration, if the target is still alive they are incapacitated until the Restore Body and Mind spell is cast on them. If they succeed on the saving throw they take 4d10 necrotic damage but suffer no further effects.

Resurrection

Circle: 6th

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: Instantaneous

Vector: Check

Description: You restore to life 1 entity that you touch which has been dead for less than 50 years.

Cheat Death

Circle: 6th

Range: Touch

Components: Verbal and Somatic

Continuous: No

Duration: 10 hours

Vector: Save

Description: You bless 1 entity you touch with the ability to remain alive in the face of all odds. They may roll death saving throws against your necromancy skill for the duration. If they succeed on a death saving throw they become conscious and regain 1d10 health and mana.

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. They 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.)

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 werewolf can cast Wither, Gangrene, and Injure)

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 can cast Allure, Ensnare, Withering Touch, Myrmication, and Gangrene.)

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)
 Apotropaism (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** -----

Apotropaism (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 can cast Inveigle, Invasive Thought, Acid Breath, Caustic Touch, and Charm of Good Fortune)

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** -----

Apotropaism (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 can cast Inveigle, Aphasia, Ensnare, Osentoski's Curse, Mind Reading, and Haruspicy)

Brewer of Potions (The hag)

Hag's Curse (Any entity that wounds the hag must roll a saving throw against their apotropaism 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 -----

Apotropaism (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 can cast Inveigle, Aphasia, Ensnare, Haruspicy, Foresight, and Gorniak's Parasite)

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 apotropaism 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 -----

Apotropaism (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 can cast Allure, Misfortune, Healer's Touch, and Swarm)

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** -----

Apotropaism (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 -----

Apotropaism (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 -----

Apotropaism (55)
Enchantment (68)
Illusion (68)
Divination (30)
Necromancy (39)
Swimming (55)
Stealth (47)

----- Actions -----**Incant****----- Features -----**

Caster (The selkie can cast Allure, Charm of Good Fortune, Psionic Static, and Invasive Thought)

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)
Apotropaism (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)
Apotropaism (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)
Apotropaism (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)
Apotropaism (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)

Apotropaism (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 Enchanter (The dragon can cast Inveigle, Ensnare, and Aneurysm)

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 can cast Inveigle, Interrogation, and)

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 can cast Psychometry, Mind Reading, and Haruspicy)

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)
 Apotropaism (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)
 Apotropaism (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 can cast Fiery Blast and Invasive Thought)

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)
 Apotropaism (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 can cast Inveigle, Allure, Aphasia, Osentoski's Curse, Suspicion, Induced Loyalty, and Befuddle.)

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)
 Apotropaism (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)
 Apotropaism (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 can cast Deflection, Benediction, and Rites of Binding)

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)

Apotropaism (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 apotropaism 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)

Apotropaism (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

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

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

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 apotropaism 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.