Contents:

Races

<u>Humans</u>

Ability Score Increase:
Humans may choose any one ability score to increase by 2.

Age:
A typical human in Mechtadorf will live to around the age of 60, though many members of the nobility extend their life through the use of magical treatments.

Size:
Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall, and can weigh anything from 120lb – 180lb, regardless of their position in that range, their size is Medium.

Speed:
A human's base walking speed is 30ft.

Languages:
The average citizen of Mechtadorf will be able to speak, read, and write Imperial-Standard. Depending on their background and dealings, a human may be able to speak one other language.
A Mechtadorf noble will be able to speak, read, and write Imperial-Standard and Imperial High-Standard, as well as one other language of their choice.

<u>Specialist Society (Non-Variant humans)</u>:
Mechtadorf society runs on specialization; each citizen is born into the role they will be doing for the rest of their lives. Depending on their background, humans may gain proficiency in one skill of their choice and take an additional feat of their choice.

<u>Variant: Werewolves</u>
Hailing from the Mon-Luna mountains, werewolves have become a semi-accepted sight within Mechtadorf. Mon-Luna werewolves are expected to carry an identifying sign of their homeland at all time. Whilst in their human form a werewolf will have yellow blood-shot eyes and thick facial hair, both of which they will often try to keep hidden when roaming human lands.

Darkvision:
Werewolves eyes are the only part of the body that they cannot willingly transform, at all times having inhuman wolf eyes. When traveling through human lands, werewolves often keep a pair of thick black-tinted glasses upon their person.
Werewolves have 30ft of darkvision, regardless of their form.

Shapechanger:

A werewolf may change between their human and werewolf forms at will. The transformation takes one hour, with the werewolf keeping all of their stats between forms other than AC and size. Any equipment the werewolf is wearing does not transform with them, and must either be dropped or broken during the transformation, unless the equipment is specifically designed to transform with a werewolf.

If a werewolf's starting equipment includes any sets of armour the werewolf must choose whether it fits their human or werewolf form, and may also add a simple set of robes fitting the form that they did not pick to their starting equipment.

Werewolf form:

When in their werewolf form, the werewolf is a medium creature with natural armour equal to 11 + Dexterity Modifier. In this form a werewolf makes all Strength and Constitution checks and saves with advantage, and all Intelligence and Wisdom checks and saves with disadvantage. A werewolf cannot use any form of ranged weapons whilst in this form.

When in this form, a werewolf is vulnerable to psychic damage.

Bite (Werewolf Form Only). Melee weapon attack, to hit, reach 5 ft., one target. Damage: (1d8 + Str) piercing damage. If the target is a human, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Werewolf Form Only). Melee weapon attack, reach 5 ft., one creature. Damage: (2d4 + Str) slashing damage.

Bestial Curse:

Despite man years of training and meditation the werewolves of Mon-Luna is never fully free of their curse.

When in their werewolf form, a werewolf must make a DC10 constitution save whenever they roll initiative, or fail a wisdom, intelligence, or charisma save. If the werewolf fails this save they must roll a d100 and consult the following table:

100	*"All is clear. My mind is at ease."* The werewolf feels an overwhelming sense of tranquility, their bestial nature fading away completely. The werewolf may permanently choose to ignore any roll on the *Bestial Curse* table. If the werewolf is already effected by this they may choose any *Bestial Curse* effect they desire.
98 – 99	*"My body is strong… My mind, even stronger!"* The werewolf keeps their human mind fully intact whilst in their werewolf body. They may make all rolls with advantage for the next minute.
95 – 97	*"I smell everything."* Sticking it's nose into the air the werewolf is able to catch the scent of everything within a 50ft radius. For the next hour the werewolf has advantage on all perception checks, and creatures within 50ft cannot take the hide action.

91 – 94	*"I see everything."* Something clicks in the werewolf's mind, allowing it to sense it's surrounding with perfect clarity. For the next hour the werewolf may choose to ignore it's initiative roll and place itself at the start of the turn order.
86 – 90	*"These hands remember these motions."* The werewolf's limbs recall the more subtle actions of their human form, allowing the werewolf to used ranged weapons.
81 – 85	*"My mind is at ease."* For a brief moment the werewolf's animal tendency abates. For the next hour the werewolf is not at disadvantage when making intelligence, perception, or wisdom saves.
76 – 80	*"The hunt begins!"* Reality blurs, the werewolf's enemies become it's prey. The werewolf's movement speed is doubled for the next minute.
71 – 74	*"The pack is strong."* The werewolf sees it's allies as part of it's pack, gaining advantage on any attack rolls against creatures within 5ft of an ally for the next minute.
30 – 70	*"It was there... Now it's gone."* The werewolf feels something dark clawing at the edges of it's mind, but manages to resist, suffering no positive nor negative consequences.
25 – 29	*"Who am I meant to be, again?"* The werewolf forgets their name, replacing it with another. From that moment on the werewolf responds to their new name as if they have had it their entire life, forgetting they were ever called anything else.
21 – 24	*"Where am I? What is this place?"* Senses blurring, the werewolf becomes unable to understand it's surroundings. For the next hour the werewolf treats all terrain as difficult.
16 – 20	**Crack** Something becomes horrifically disjointed within the werewolf's form, causing it to collapse. The werewolf falls prone and is incapacitated for one minute. At the end of each of it's turns the werewolf may make a constitution check. On a success the werewolf loses the *incapacitate* condition, though remains prone.
11 – 15	*"The beast takes over."* Consumed by bestial instincts the werewolf forgets any notion of tactics or strategy. For the next hour the werewolf must attack any enemy within range. If no creature is in range the werewolf must move directly towards the nearest enemy that it can see until it is within range to make an attack. If the werewolf cannot see any enemies within range it may act as normal until it does see one.
6 – 10	*"Who are you people?"* The werewolf is overcome with an intense distrust for all those around them. For the next hour the werewolf cannot take the *help* action. Additionally, so strong is the werewolf's paranoia, their very flesh becomes wary of all those around them. Until the hour ends the werewolf cannot be healed by any mundane or magical effects.

5 – 4	*"This bottomless hunger… It hurts."* From the werewolf's stomach comes an intense pain, compelling the werewolf to eat whatever it can. For the next ten minutes the werewolf must spend it's action for 1d4 turns eating any dead or unconscious creature that it is within 5ft of, whether they be friend or foe. If no dead or unconscious creature is within range the werewolf must move directly towards one until it is within 5ft, at which point it must spend it's turn attempting to consume it. If the werewolf cannot see any dead or unconscious creatures it may act as normal until it does see one.
2 – 3	*"I hunger for blood!"* Overcome completely by blood lust, the werewolf becomes unable to distinguish between those who are supposed to be it's allies and who it is supposed to be fighting. For the next ten minutes the werewolf must attack any creature within range, whether it be friend or foe. If no creature is in range the werewolf must move directly towards the nearest creature that it can see until it is within range to make an attack. If the werewolf cannot see any creature it may act as normal until it does see one.
1	*Feral!* Something explodes in the werewolf's brain. Blood drips from every orifice, eyes turn pitch black, the spine cracks like guns being fired. The werewolf drops down onto all fours, it's human mind fading. The DM takes control of the werewolf, treating it as a neutral monster, attacking former friend and foe alike. At the end of each of it's turns the werewolf may make a constitution save. On a success the werewolf collapses, falling unconscious for the next twenty four hours. If the werewolf fails three saves in a row the vestiges of their human mind fades. The werewolf permanently gains control of the werewolf, treating it as a preternaturally aggressive animal.

Variant: Vampires

Vampires are found all over the world, either existing on the edge of human society or weaving their way into it's heart. Though hunted down in most nations, including Mechtadorf, deep within the halls of Castle Korolburg there are whispers of those who are used as Imperial agents and spies in exchange for easy access to blood.

The way a person becomes a vampire is a mystery, with each vampire having their own unique ritual for passing on their curse, often a variation of the ritual that initially turned them.

Age:
Vampires are biologically immortal. Even if a vampire does not drink, they will simply wither until they fall into a comatose state, from which they can be revived through a few drops of fresh blood. Contrary to common folk belief, a vampire can be killed like any other man, though they will not fall victim to illness, disease, or poison.

Darkvision:

Vampires have 60ft of darkvision.

Naturally Charming:
Vampires develop a natural charisma in order to hide their monstrous nature. A vampire increases their charisma score by 2.

Undead:
A vampire is considered undead, and as such are vulnerable to radiant damage.

The Hunger:
Regardless of how civilized they are, all vampires feel an almost unquenchable urge to drink the blood of living humanoids, though animal blood may sustain them.

Vampires have six levels of hunger:

1 – Reinvigorated:
10 minutes since drinking the blood of a young, healthy, still-living humanoid.
For the next 10 minutes all of their attacks are increased by 2, and they may make all ability checks and saves at advantage. Their base movement speed is increased by 10ft.

2 – Refreshed:
1 day since drinking the blood of any humanoid, regardless of condition.
The vampire's strength and dexterity are increased by 2, and may make all saves with advantage.

3 – Sustained:
2 days since drinking the blood of any living creature.
The vampire gains no positive effects, nor do they suffer any negative effects.

4 -
4 days since drinking any form of fresh blood, or drinking the blood of a corpse.
The vampire's form is slowly withering away, subtly peeling back their human visage to reveal the monster beneath. Until the vampire can consume fresh blood they reduce their strength, dexterity, and charisma modifier are reduced by 2, and they must make saves of these types with disadvantage.

5 -
7 days since drinking blood.
Starved of blood, the vampire's undead visage is clearly on display, skin rotting, hair falling out, and elongated teeth sticking out the sides of their mouth. Most Mechtadorf citizens will either run away from such a sight or attack the vampire on sight.
The vampire's strength, dexterity, and charisma modifiers are all reduced to 0, and they must take saves of these types with disadvantage.

12 days since drinking blood.
The vampire fall unconscious until they are fed blood once again. Unless attacked, the vampire will remain unconscious indefinitely.

Variant: Jokan

Jokan's are the citizens of a distant southern land, known best for it's sorcery and the Dragon King. Imperial scholars debate whether the title of Dragon King is a ceremonial title or whether they ought to believe the Jokan's when they say that their ruler is a great winged lizard that lives atop a great tower. Imperial spies have yet to get a glimpse of the Dragon and until they do the debate will continue.

Ability Score Increase:
Jokan's intelligence is increased by 1.

Language:
A Jokan can speak, read, and write Jokan. Within Joka Imperial-Standard is a common spoken and read second language. Jokan's may also choose to be able to speak, read, and write one additional language.

Magically Inclined:
Joka is best known for producing some of the best mages in the world, though almost all of it's citizens possess some magical aptitude. A Jokan may choose one additional cantrip from the wizard or sorcerer spell list, regardless of their class.

Halflings

Ability Score Increase:
A halfling increases their charisma score by 2, and their dexterity score is increased by 1.

Age:
Halflings typically live to the age of 50, reaching maturity at the age of 18.

Size:
Halflings average about 3 feet tall and weigh about 40 pounds. Their size is Small.

Speed:
A halfing's base walking speed is 25 feet.

Language:
Halflings are able to read, speak, and write Imperial-Standard, and may choose between High-Standard or a form of Halfling Low-Variant which is somewhat tolerated within Mechtadorf. A Halfling may also choose to be able to speak one other language.

Halfling Luck:
Once per day a halfling may choose to re-roll a failed attack roll, ability check, or saving throw, and must use the new number.

Weak Willed:
However good their intentions may be, halflings are notorious vulnerable to being influenced by magic, guile, or cowardice. Halflings have disadvantage on saving rolls against being charmed and frightened.

Large Appetite:
A halfling will require twice the amount of food as any other species, requiring at least 2lb of food per day.

Innocuous:
Halflings have thrived for many thousands of years in no small part thanks to their uncanny ability to keep themselves out of the awareness of others. All halflings have proficiency in stealth and deception, and may always make these rolls with advantage.
Additionally, a halfling may take the *disengage* action as a bonus action.

Cat Folk

Ability Score Increase:
Cat folk increase their wisdom by 2, and their dexterity by 1.

Age:
Cat folk will generally live to 40 years of age, though some have been known to exceed this quite considerably.

Size:
Shorter than most humans, cat folk tend to be around 4ft tall. Their slender frames weigh on average 80lb – 100lb. Cat folk size is medium.

Speed:
A cat folk has a base walking speed of 30ft.

Languages:
Cat folk will be able to speak their native tribal language. If their tribe has a writing system they will be able to read and write that language as well.
The vast majority of cat folk will have had a degree of contact with the Mechtadorf empire. They are able to read and speak *either* Imperial-Standard or Imperial Low-Variant.

Darkvision:
Cat folk have keen eyes, giving them 30ft of darkvision.

Distrusted:
Most other races have only heard of cat folk through fantastical stories, rumour, and the odd sensational tabloid. As such, whenever a cat folk comes into contact with a species other than their own they are met with a degree of wariness and distrust.
Cat folk are at a disadvantage on all deception and persuasion checks with characters of a different species. This does not apply to characters who have spent an exceptionally long time around cat folk.

Sensitive Ears:
Cat folk can hear higher pitched noises than most, and are able to pinpoint the source of nearby sound, giving them advantage on perception checks based on hearing.
Unfortunately these keen ears can sometimes act against the cat folk, causing normally ear-splitting noises to become unbearable. Cat folk are vulnerable to thunder damage.

Cat's Claws
Because of their claws, cat folk have a climbing speed of 20 feet. In addition, their claws are natural weapons, which they can use to make unarmed strikes which they are proficient with. If they hit with them, they deal slashing damage equal to 1d4 + their Strength modifier.

Goblins

Ability Score Increase:
Goblins may increase one of the following ability scores by 2, and another by 1: Intelligence, Wisdom, or Charisma.

Age:
Goblins grow faster than other races, reaching maturity at age 3. The average lifespan of goblins has never been recorded, due in no small part to the fact that goblins themselves would rather not know. Based on anecdote and hearsay, however, the lifespan of a cautious goblin seems to be about 30 years old. This lifespan decreases drastically for those of a more adventurous nature.

Size:
Goblins are tiny, being the shortest known race, with the tallest of their kind only just able to meet the gaze of the shortest halfling. Due to their minuscule stature the following rules apply:

- Goblins cannot benefit from the *light* property on a weapon.
- If a weapon is *versatile* the goblin must wield it in two hands.
- Goblins cannot use *heavy* weapons.
- All one-handed weapons must be wielded with two-hands.
- Goblins cannot wear armour or clothing made for other races, and vice-versa. Goblin equipment weighs ¼ of it's standard counterparts.
- A goblin can only carry ½ of the weight that their strength value would normally allow.

- • Goblins only require ¼ of the food or water that other races require for nourishment.

On average, goblins are 2ft high and weigh 30lb – 50lb. Their size is tiny.

Speed:
A goblin's base walking speed is 30ft.

Darkvision:
Goblins can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light

Constantly Alert:
Any goblin that has seen his or her third birthday has learned of the world's many dangers: People not looking before dropping boxes, centaurs galloping through the streets, or particularly hungry birds of prey, to name just a few. Any goblin of worth must therefore be on the constant lookout if they are to last long in the bigger people's world.

Goblins have +2 on initiative checks and may roll initiative with advantage. In addition, if the goblin is within 5ft of an allied they may choose to allow that creature to also roll initiative with advantage.

Expert Craftsmen:
Goblins gain proficiency with any artisans tools of their choice.

Languages:
The majority of goblins can read, speak, and write in Imperial-Standard and Gobbi (their native language). Gobbi sounds high pitched, squeaky, and often uses elongated vowels. To those uninitiated, Gobbi can often sound like a series of tiny out-of-tune trumpets all blasting at once.

Goblins who have lived in Korolburg for extended periods of time may also know how to speak and read Imperial High-Standard.

Corvids

Ability Score Increase:
Corvid's dexterity score is increased by 2, and their intelligence by 1.

Age:
A corvid will naturally live to around the age of 20, though those in the service of a caring noble and given proper medical care have been known to make it to 60.

Size:

Corvids will be no larger than 4ft tall, with a wingspan of 12ft. Whilst there is variation within the species, corvids rarely deviate from this 1:3 height to wingspan ratio, else their ability to fly may become hampered. Corvids will on average weigh 40lb – 60lb. Their size is medium.

Speed:
A corvid's base walking speed is 25ft and a flight speed of 50ft of flight when not wearing medium or heavy armour.

Languages:
All corvids know Crow-Song, the corvid's native language. Crow-Song is a simplistic messaging system designed to communicate simple concepts over long distances. To those uninitiated, Crow-Song sounds like any other bird call. Crow-Song is not a written language system, and as such can only be spoken.
Most corvids are able to speak, read, and write Imperial-Standard. A corvid in the service of a noble may know how to speak High-Standard, though most nobles will ensure that they are unable to read it, due to the sensitive nature of the messages they may need to send.
If a corvid is not from Mechatdorf they will still likely know Imperial-Standard and one other language of their choice.

Fragile Build:
Corvid's slender frames and hollow bones make them flimsier than other species. They have disadvantage on constitution saves, as well as saves against being grappled, incapacitated, or restrained.

Corvid Training:
Corvid messengers are highly sought after in all corners of the world, and notable messenger families will train their offspring in a vast variety of skills. A corvid may choose proficiency in two of the following: Acrobatics, Stealth, Investigation, Nature, Perception, Survival, or Performance.

Talons:
Corvids have large rending talons. Their talons are natural weapons which they are proficient with, which they can use to make unarmed strikes. If they hit with them, they deal slashing damage equal to 1d4 + their Strength modifier.

Equipment & Shop Catalogue

Blacksmith
Melee Weaponry
Simple

Weapon	Cost	Damage	Weight	Properties	Tier
Cane	1 gr	1d4 bludgeoning	1.4 lb.	Light, Versatile (1d6)	1
Cestus	5 sr	1d4 bludgeoning	0.5 lb.	Light, cannot be disarmed	1
Club	1 sr	1d4 bludgeoning	2 lb.	Light	1
Dagger	2 gr	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)	1
Handaxe	5 gr	1d6 slashing	2 lb.	Light, thrown (range 20/60)	1
Needle	2 sr	1	0.25 lb.	Finesse, Thrown (20/60)	1
Sickle	1 gr	1d4 slashing	2 lb.	Light	1
Bayonet	1 gr	1d6 slashing	1 lb.	Can be attached to the end of two-handed firearms.	2
Greatclub	2 sr	1d8 bludgeoning	10 lb.	Two-Handed	2
Javelin	5 sr	1d6 piercing	2 lb.	Thrown (range 30/120)	2
Light hammer	2 gr	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)	2
Mace	5 gr	1d6 bludgeoning	4 lb.	-	2
Quarterstaff	2 sr	1d6 bludgeoning	4 lb.	Versatile (1d8)	2
Spear	1 gr	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)	2

Marital

Weapon	Cost	Damage	Weight	Properties	Tier
Maul	10 gr	2d6 bludgeoning	10 lb.	Heavy, two-handed	1
Shortsword	10 gr	1d6 piercing	2 lb.	Finesse, light	1
War Scythe	10 gr	2d4 slashing	12 lb.	Heavy, two-handed, reach	1
Bastard Sword	15 gr	1d6 slashing	3 lb.	Finesse, Versatile (1d8)	2
Battleaxe	10 gr	1d8 slashing	4 lb.	Versatile (1d10)	2

Weapon	Cost	Damage	Weight	Properties	
Pike	5 gr	1d10 piercing	18 lb.	Heavy, reach, two-handed	2
War pick	5 gr	1d8 piercing	2 lb.	-	2
Whip	2 gr	1d4 slashing	3 lb.	Finesse, reach	2
Cutlass	30 gr	1d8 slashing	3 lb.	Finesse	3
Flail	10 gr	1d8 bludgeoning	2 lb.	-	3
Halberd	20 gr	1d10 slashing	6 lb.	Heavy, reach, two-handed	3
Longspear	20 gr	1d8 piercing	6 lb.	Heavy, reach, versatile (1d10)	3
Longsword	15 gr	1d8 slashing	3 lb.	Versatile (1d10)	3
Maul	10 gr	1d8 piercing	10 lb.	Heavy, two-handed	3
Scimitar	25 gr	1d6 slashing	3 lb.	Finesse, light	3
Estoc	25 gr	1d8 piercing	3 lb.	Versatile (1d10)	4
Glaive	20 gr	1d0 slashing	6 lb.	Heavy, reach, two-handed	4
Greataxe	30 gr	1d12 slashing	7 lb.	Heavy, two-handed	4
Greatsword	50 gr	2d6 slashing	6 lb.	Heavy, two-handed	4
Morningstar	15 gr	1d8 piercing	4 lb.	-	4
Partisan	20 gr	1d8 piercing	8 lb.	Heavy, two-handed, special	4
Poleaxe	20 gr	2d4 bludgeoning	6 lb.	Heavy, reach, two-handed	4
Rapier	25 gr	1d8 piercing	2 lb.	Finesse	4
Spiked Warhammer	100 gr	1d8 bludgeoning or piercing	16 lb.	Heavy, reach, two-handed	4
Warhammer	15 gr	1d8 bludgeoning	2 lb.	Versatile (1d10)	4

Partisan -
If a creature wielding a partisan is attacked by a melee attack they may use their reaction to cause the attack to be made at disadvantage.

Ranged Weaponry

Simple

Weapon	Cost	Damage	Weight	Properties	Tier
Dart	5 cr	1d4 piercing	0.25 lb.	Finesse, thrown (range 20/60)	1
Sling	1 sr	1d4 bludgeoning	0.5 lb.	Ammunition (range 30/120)	1
Shortbow	25 gr	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed	2
Light crossbow	25 gr	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed	2

Martial

Weapon	Cost	Damage	Weight	Properties	Tier
Blowgun	10 gr	1 piercing	1 lb.	Ammunition (range 25/100), loading	1
Net	1 gr	-	3 lb.	Special, thrown (range 5/15)	1
Longbow	50 gr	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed	2
Heavy crossbow	50 gr	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, reload 1, two-handed	2
Hand crossbow	75 gr	1d6 piercing	3 lb.	Ammunition (range 30/120), light, reload 1	3

Net-
A Large or smaller creature hit by a net is Restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger a creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, Bonus Action, or Reaction to Attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Weapon	Cost	Weight
Arrows (20)	2 gr	0.05 lb. (per arrow)
Blowgun needles (50)	1 gr	0.01 lb. (per needle)
Crossbow bolts (20)	2 gr	0.05 lb. (per bolt)
Bowstring (5)	3 gr	0.5 lb. (per string)
Sling bullets (20)	4 cr	0.05 lb. (per bullet)
Case, crossbow Bolt (holds 20 bolts)	2 gr	1 lb.

Quiver (holds 20 arrows)	2 gr	1 lb.

Gunsmith
Firearms
Simple

Weapon	Cost	Damage	Weight	Properties	Tier
Arquebus	120 gr	6d4 piercing	13 lb.	Ammunition 6 (range 40/80), two-handed, heavy, reload 4	1
Blunderbuss	200 gr	8d4 piercing	10 lb.	Ammunition 8 (range 10/20), two-handed, heavy, reload 3	1
Flintlock	60 gr	1d20 piercing	8 lb.	Ammunition 1 (range 40/80), reload 4	1
Brown Bess Rifle	250 gr	1d20 piercing	16 lb.	Ammunition 1 (range 80/120),two-handed, reload 3	2

Martial

Weapon	Cost	Damage	Weight	Properties	Tier
Jezail	150 gr	1d20	12 lb.	Ammunition 1 (range 250/500), two-handed, reload 5	2
Musket	200 gr	2d12	16 lb.	Ammunition 1 (range 80/120), two-handed, heavy, reload 4	2
Carbine	350 gr	2d20	18 lb.	Ammunition 1 (range 120/160), two-handed, heavy, reload 5	3
Nock gun	300 gr	8d6	20 lb.	Ammunition 7 (range 40/60), two-handed, heavy, reload 6	3
Revolver	450 gr	6d8	8 lb.	Ammunition 6 (range 60/80), reload 3	3
Repeating Pistol	500 gr	6d12	10 lb.	Ammunition 4 (range 80/120), two-handed, reload 6	4
Cannon	2000 gr	2d100	1200 lb.	Ammunition 1 (range 300), heavy, special, reload 16	4
Revolver Rifle	700 gr	6d12	20 lb.	Ammunition 6 (range 180/240), heavy, reload 6	4

Canon –
To fire a cannon the players must use a cannon ball.
A cannon must not move for 3 turns prior to firing. Once fired, the wielder must light the fuse, which takes 2 turns to burn down and launch the cannon ball. After the fuse is lit the cannon must remain stationary.
A character using a cannon does not need to roll to hit, instead, draw a straight line from the front of the cannon. Anything along this line is hit by the cannon ball.

Weapon	Cost	Weight
Bullets (5)	1 gr	0.01 lb.

			8 gr	0.01 lb.
Silvered Bullets (3)			8 gr	0.01 lb.
Canon Ball			25 gr	24 lb.
Bullet pouch (holds 20 bullets or musket pellets)			2 gr	1 lb.

Armourer
Light Armour

Armour	Cost	Armour Class (AC)	Weight	Strength	Stealth	Tier
Overcoat	5 gr	8 + Dex Modifier	3 lb.	-	-	1
Padding	5 gr	11 + Dex modifier	12 lb.	-	-	2
Duelist Vest	40 gr	12+ Dex modifier	8 lb.	-	-	3
Leather Lined Cloak	85 gr	13+ Dex modifier	10 lb.	-	-	4

Medium Armour

Armour	Cost	Armour Class (AC)	Weight	Strength	Stealth	Tier
Insulated Furs	45 gr	12+ Dex modifier	8 lb.	-	Disadvantage	1
Thin Metal Linings	150 gr	13 + Dex modifier (max 2)	20 lb.	-	-	2
Reinforced Furs	200 gr	14 + Dex modifier (max 2)	15 lb.	-	-	3
Drake Scaled Cloak	450 gr	15 + Dex modifier (max 2)	25 lb.	Str 11	Disadvantage	3
Tselezen Squid Undergarment	1000 gr	14 + Dex modifier	6 lb.	-	-	4

Heavy Armour

Armour	Cost	Armour Class (AC)	Weight	Strength	Stealth	Tier
Toughened Leather Coat	100 gr	14	25 lb.	-	Disadvantage	1
Greatcoat	150 gr	15	30 lb.	-	Disadvantage	2
Cuirass	200 gr	15	30 lb.	Str 13	-	3
Greatcoat and Cuirass	350 gr	16	60 lb.	Str 15	Disadvantage	3
Titanium-lined greatcoat	1500 gr	18	50 lb.	Str 15	Disadvantage	4

Shield

Armour	Cost	Armour Class (AC)	Weight	Strength	Stealth	Tier
Buckler	10 gr	+1	5 lb.	-	-	1

Vambrace*	25 gr	+1		5 lb.	-	-	1
Shield	50 gr	+2		10 lb.	-	-	2

*Do not require a free hand to equip.

General Store

Item	Weight	Cost
Abacus	2 lb.	3 gr
Backpack	1 lb.	3 gr
Ball Bearings (bag of 1,000)	1 lb.	3 gr
Barrel	70 lb.	3 gr
Bedroll	7 lb.	2 gr
Blanket	3 lb.	8 sr
Bell	01 lb.	1 gr
Block and tackle	5 lb.	2 gr
Bottle, glass	2 lb.	3 gr
Bucket	2 lb.	8 cr
Candle	0.1 lb.	2 cr
Chain (10 feet)	10 lb.	8 gr
Chalk (1 piece)	0.1 lb.	1 cr
Clothes, common	3 lb.	8 cr
Clothes, fine	4 lb.	23 gr
Clothes, traveler's	6 lb.	3 gr
Fishing tackle	4 lb.	1 gr
Flask or tankard	1 lb.	3 cr
grappling hook	4 lb.	3 gr
Hammer	3 lb.	2 gr
Hourglass	1 lb.	38 gr
Hunting trap	25 lb.	8 gr
Ink (1 ounce bottle)	0.2 lb.	15 gr
Ink pen (Fountain)	0.2 lb.	5 gr
Journal, soft Bound, 25 Sheets	4 lb.	11 gr
Jug or pitcher	4 lb.	3 cr
Ladder (10-foot)	25 lb.	2sp
Lantern, bullseye	2 lb.	15 gr
Lantern, hooded	2 lb.	8 gr

Lamp (table lamp)	2 lb.	8 sr
Lock	1 lb.	15 gr
Mess kit	1 lb.	3 sr
Mirror, steel	0.5 lb.	8 gr
Oil (1 ounce bottle)	0.5 lb.	5 cr
Paper (one sheet)	0.05 lb.	3 sr
Parchment (one sheet)	0.05 lb.	2 sr
Pick, miner's	10 lb.	3 gr
Piton	0.25 lb.	8 cr
Pole (10-foot)	7 lb.	8 cr
Pot, iron	10 lb.	3 gr
Pouch	1 lb.	8 sr
Rations (1 day)	2 lb.	2 gr
Rope, hempen (50 feet)	10 lb.	2 gr
Rope, silk (50 feet)	5 lb.	15 gr
Sack	0.25 lb.	2 cr
Scale, merchant's	3 lb.	8 gr
Sealing wax	0.1 lb.	4 sr
Shovel	5 lb.	3 gr
Signal whistle	0.5 lb.	8 cr
Signet ring	0.1 lb.	8 gr
Soap	0.5 lb.	3 cr
Tent, one-person	12 lb.	2 gr
Tent, two-person	20 lb.	3 gr
Tent, four-person	28 lb.	5 gr
Tent, eight-person	36 lb.	7 gr
Tinderbox	1 lb.	8 sr
Torch	1 lb.	2 cr
Vial	0.1 lb.	2 gr
Waterskin	5 lb.	3 sr
Whetstone	1 lb.	1 cr

[Tools]

Artisan's Tools

Carpenter's tools	5 lb.	12 gr
Cartographer's tools	5 lb.	23 gr

	Cobbler's tools	5 lb.	8 gr
	Cook's utensils	5 lb.	2 gr
	Glassblower's tools	5 lb.	45 gr
	Jeweler's tools	5 lb.	38 gr
	Leatherworker's tools	5 lb.	8 gr
	Mason's tools	5 lb.	15 gr
	Potter's tools	5 lb.	15 gr
	Smith's tools	5 lb.	30 gr
	Tinker's tools	5 lb.	75 gr
	Weaver's tools	5 lb.	2 gr
	Woodcarver's tools	5 lb.	2 gr
Herbalism Kit		5 lb.	8 gr
Navigator's Tools		5 lb.	38 gr

Healer's Kit: Comes with 3 uses.

Hunter's Trap: When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. a creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its Movement is limited by the length of the chain (typically 3 feet long). a creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Bullseye Lantern: Required ½ an ounce of fuel every hour. Shines out bright light for 25ft directly in front of the user in a 90 degree arc.

Hooded Lantern: Requires ½ an ounce of fuel every hour. Shines out bright light for 15ft of light around the wielder.

Tailor

Item	Weight	Cost	Tier
[Tools]			
Artisan's Tools			
Cobbler's Tools	4 lb.	8 gr	1
Leatherworker's Tools	3 lb.	8 gr	1
Musical Instrument			
Bagpipes	5 lb.	45 gr	1

Drum	4 lb.	9 gr	1

[Items]

Basket	2 lb.	3 sr	2
Cloak, Canvas	6 lb.	5 sr	2
Cloak, Leather	15 lb.	1 gr	2
Cloak, Leather, Lined	16 lb.	3 gr	2
Clothes, Common	3 lb.	3 sr	2
Clothes, Costume	3 lb.	3 gr	2
Clothes, Fine	2 lb.	11 gr	2
Clothes, Traveler's	4 lb.	1 gr	2
Component Pouch	0.5 lb.	18 gr	2
Pouch	0.5 lb.	3 sr	2
Robes	1 lb.	7 sr	2
Sack	0.5 lb.	1 cr	2
Tent, one-person	12 lb.	2 gr	2
Tent, two-person	20 lb.	3 gr	2
Tent, four-person	28 lb.	5 gr	2
Tent, eight-person	36 lb.	7 gr	2
Cotton Thread (30 feet)	0.1 lb.	3 sr	2
Leather Cord (15 feet)	1 lb.	7 sr	2

[Tools]

Artisan's Tools

Weaver's Tools	3 lb.	7 sr	2

[Custom Clothing Items]

Bandoleer	1 lb.	12 gr	3
Belt	2 lb.	3 gr	3
Blouse	1 lb.	2 gr	3
Breeches	0.5 lb.	2 gr	3
Boots	3 lb.	6 gr	3
Bow Tie	0.5 lb.	8 sr	3
Coat	8 lb.	8 gr	3
Coin Purse	0.5 lb.	2 gr	3
Corset	1 lb.	5 gr	3
Dress	1 lb.	13 gr	3

Item	Weight	Cost	Tier
Dress Pants	2 lb.	3 gr	3
Dress Shirt	1 lb.	2 gr	3
Dress Shoes	2 lb.	5 gr	3
Gloves	0.5 lb.	2 gr	3
Hat	1 lb.	3 gr	3
Jacket	6 lb.	6 gr	3
Fine scarf	2 lb.	8 sr	3
Swimwear	3 lb.	2 gr	3
Tie	0.5 lb.	8 sr	3
Tunic	1 lb.	8 sr	3
Undergarments	1 lb.	8 sr	3
Vests	1 lb.	5 gr	3

[Extras]

Closure Devices (Options)

Buckles	0.1 lb.	2 sr	3
Snaps	01 lb.	8 sr	3
Embroidery (per foot)	n/a	3 gr	3
Linen Cloth Construction	n/a	+2 gr	3

Lining (Material Options)

Fur	+2 lb.	5 gr	3
Leather (Basic)	+4 lb.	6 gr	3
Silk	+1b	5 gr	3
Pockets (flaps +2 sp/ pocket)	+1 lb.	2 gr	3

Stables

Item	AC	HP	Speed	Carry Weight	Cost	Tier
Donkey/ Mule	8	20	40ft	420 lb.	12 gr	1
Mastiff	10	15	40ft	195 lb.	38 gr	1
Pony	8	14	40ft	225 lb.	75 gr	1
Horse, riding	11	35	60ft	480 lb.	113 gr	2
Horse, draft	11	40	40ft	540 lb.	45 gr	2
Great Eagle*	10	25	10 ft., fly 80 ft.	150 lb.	250 gr	2
Hippogriff	11	25	40 ft, fly 60 ft.	480 lb.	1000 gr	3

Letuch Raptor*	13	35	150ft	320 lb.	800 gr	3
Warhorse	11	45	60ft	540 lb.	600 gr	3
griffin*	12	60	30 ft., fly 80 ft.	500 lb.	1750 gr	4
Wyvern*	13	110	20 ft., fly 40 ft.	1250 lb.	2500 gr	4

Great Eagle: Can only fly if the rider and their equipped gear weighs less than 150 lb.

Letuch Raptor: If this creature is killed, roll 1d6. On the result of a 1 the creature explodes in a 20ft radius that cause 6d10 fire damage. All creatures caught in the explosion (except for the rider) must make a DC14 dexterity save. On a successful save a creature only takes half damage.

griffin: A griffin can independently make claw attacks in combat using the following stats:

> **Claws** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6 + 4) slashing damage.

Wyvern: A wyvern can independently make biting attacks in combat using the following stats:
> **Claws**. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (2d8 + 4) slashing damage.

Gem Trader

Item	Weight	Cost
Amulet/Necklace, Exquisite	0.5 lb.	8 gr
Amulet/Necklace, Mundane	0.5 lb.	8 sp
Arcane Focus		
crystal	0.1 lb.	15 gr
Orb	1 lb.	30 gr
Earrings, Exquisite	0.1 lb	6 gr
Earrings, Mundane	0.1 lb	6 sp
Jewelry (+ Gem value)	0.5lb	75 gr
Ring, Exquisite	0.1 lb	5 gr
Ring, Mundane	0.1 lb	5 sp
Signet Ring	0.1 lb	8 gr
[Tools]		
Artisan's Tools		
Jeweler's Tools	5lb	38 gr

[Services]

Gemstone Appraisal (3 gems)	8 gr
Resizing Jewelry	15 gr
Set Gem (<100 gr value)	68 gr
Set Gem (100-1K gr value)	113 gr
Set Gem (1K+ gr value)	225 gr

[10 gr Gemstones]

Azurite (Deep blue)

Banded agate (Brown / Blue)

Blue quartz (Pale blue)

Eye agate (Circles, gray / blue)

Hematite (Opaque gray-black)

Lapis lazuli (Blue with yellow)

Malachite (Striated greens)

Moss agate (Pale, moss marks)

Obsidian (Opaque black)

Rhodochrosite (Light pink)

Tiger eye (Brown, gold center)

Turquoise (Light blue- green)

[50 gr Gemstones]

Bloodstone (gray with red)

Carnelian (Opaque oranges)

Chalcedony (Opaque white)

Chrysoprase (Clear green)

Citrine (Pale yellow-brown)

Jasper (Blue, black, or brown)

Moonstone (White + glow)

Onyx (Black, white, or both)

Quartz (Transparent range)

Sardonyx (Red & white)

Star rose quartz (White star)

Zircon (Pale blue- green)

[100 gr Gemstones]

Amber (Watery gold)

Amethyst (Deep purple)

Chrysoberyl (Yellow- green)

Coral (Opaque crimson)

Garnet (Red, or violet)

Jade (green to white)

Jet (Opaque deep black)

Pearl (Lustrous white to pink)

Spinel (Clear red to green)

Tourmaline (Pale Red / Brown)

[500 gr Gemstones]

Alexandrite (Dark green)

Aquamarine (Pale green-blue)

Black pearl (Pure black)

Blue spinel (Deep blue)

Peridot (Rich olive green)

Topaz (Golden yellow)

[1000 gr Gemstones]

Black Opal (Translucent green)

Blue sapphire (Shades of blue)

Emerald (Deep bright green)

Fire opal (Firey red)

Opal (Pale blue with green)

Star ruby (Ruby with star)

Star sapphire (Blue with star)

Yellow Sapphire (Firey yellow)

[5000 gr Gemstones]

Black Sapphire (Lustrous black)

Diamond (Transparent)

Jacinth (Firey orange)

Ruby (Shades of red)

Book Store

Item	Weight	Cost
Common, Soft Bound	1 lb.	12 gr
Common, Hard Bound	1 lb.	15 gr

	Weight	Cost
Uncommon, Soft Bound	1 lb.	23 gr
Uncommon, Hard Bound	1 lb.	30 gr
Rare, Soft Bound	1 lb.	45 gr
Rare, Hard Bound	1 lb.	75 gr

Food Market

Item	Weight	Cost
Non-Alcoholic Drinks – <u>Cup</u>		
Coffee	0.2 lb.	8 cr
Goodberry "Wine"	0.2 lb.	2 sr
Milk	0.2 lb.	5 cr
Tea	0.2 lb.	8 cr
Fruits – <u>A Piece</u>		
Locally Grown	0.2 lb.	2 cr
Imported	0.2 lb.	8 sr
Vegetables – <u>Each/ Bushel</u>		
Amaranth Leaf/ Greens	0.2 lb.	8 cr
Broccoli/ Cauliflower	0.2 lb.	5 cr
Cabbage/ Lettuce	0.2 lb.	3 cr
Fruit "Vegetable"	0.2 lb.	8 cr
Legumes	0.2 lb.	6 cr
Root Vegetable/ Tuber	0.2 lb.	2 cr
Grains – <u>Per lb.</u>		
Barley/ Rye	0.2 lb.	3 cr
Oats	0.2 lb.	8 sr
Rice	0.2 lb.	8 cr
Wheat	0.2 lb.	2 sr
Baked Goods – <u>Per Item</u>		
Almond/ Sweet Roll (S)0.2 lb.	0.2 lb.	2 sr
Seedcake	0.2 lb.	8 cr
Cheat/ Wheaten Loaf	0.2 lb.	3 sr

Fruit Tart (S)	0.2 lb.	3 sr
Manchet Loaf	0.2 lb.	2 gr
Quince Bread Slice (S)	0.2 lb.	3 sr
Rye Loaf	0.2 lb.	3 cr

Protein – <u>Per lb.</u>

Beef/ Buffalo/ Deer	1 lb.	5 sr
Boar/ Chicken/ Pork	1 lb.	12 cr
Dried/ Salted Meat	1 lb.	8 sr
Egg (*for 6*)	0.2 lb.	5 cr
Fish	1 lb.	9 sr
Insects/ Small Game	1 lb.	6 cr
Goat	1 lb.	2 sr
Lamb	1 lb.	2 gr
Shellfish (Oceanic)	1 lb.	3 gr

Cheeses – <u>Per ½ lb.</u>

Brie	0.5 lb.	3 sr
Cheddar	0.5 lb.	2 gr
Cottage	0.5 lb.	6 cr
Parmesan	0.5 lb.	8 sr
Specialty	0.5 lb.	3 gr

Spices – <u>Per ½ Ounce Ground</u>

Cinnamon	0.03 lb.	2 sr
Coriander	0.03 lb.	5 cr
Cumin	0.03 lb.	13 cr
Garlic	0.03 lb.	3 cr
Mustard	0.03 lb.	2 sr
Nutmeg	0.03 lb.	12 cr
Pepper	0.03 lb.	8 cr
Salt	0.03 lb.	9 cr

Inn

Item	Weight	Cost
Commoner		
"Meat" Stick	0.5 lb.	5 cr
Roasted Locusts	0.5 lb.	5 cr
Cheese Omelet	0.5 lb.	6 cr
Ham & Cheese on Rye	0.5 lb.	8 cr
Merchant		
Bacon & Egg Sandwich	0.5 lb.	5 sr
Omelet	0.5 lb.	5 sr
Bloodhawk Eggs	0.5 lb.	6 sr
Bacon Stuffed Bread	0.5 lb.	8 sr
Noble		
Frittata & Herbs	0.5 lb.	2 gr
Bacon & Owlbear Eggs	0.5 lb.	3 gr
Boar Ham Steak & Eggs	0.5 lb.	3 gr
Truffle Omelet	0.5 lb.	5 gr

[Typical Lunch Options]

Item	Weight	Cost
Commoner		
Stockpot Stew/ Soup	0.5 lb.	6 cr
"Adventurer's" Steak	0.5 lb.	6 cr
Minced Pork	0.5 lb.	8 cr
Roast Goat & Cheese	0.5 lb.	9 cr
Merchant		
Roast Lamb & Cheese	0.5 lb.	6 sr
Boar Tenderloin	0.5 lb.	8 sr
Baked Goose Breast	0.5 lb.	8 sr
Grilled Salmon	0.5 lb.	9 sr
Noble		
Rack of Lamb	0.5 lb.	3 gr
Shellfish Platter	0.5 lb.	5 gr

Dragon Turtle Soup	0.5 lb.	6 gr

[Typical Dinner Options]

Commoner

Stockpot Stew/ Soup	0.5 lb.	6 cr
Grave of Small Birds	0.5 lb.	8 cr
'Tasha's Hideous' Stew	0.5 lb.	8 cr
Rabbit & Potato Plate	0.5 lb.	9 cr

Merchant

Hunter's Pie	0.5 lb.	6 sr
Bloodhawk Breast	0.5 lb.	8 sr
Crocodile Steak	0.5 lb.	8 sr
Roasted Bullywug Legs	0.5 lb.	9 sr

Noble

Buffalo Ribeye	0.5 lb.	3 gp
Owlbear Steak & Eggs	0.5 lb.	6 gp
Dragon Steak	0.5 lb.	8 gp

Doctor

Item	Weight	Cost
Healer's kit	3 lb.	20 gr

Tattooist

Item	Weight	Cost
Beastial Ink		
Small	0.5 lb.	3 gr
Medium	0.5 lb.	5 gr
Large	0.5 lb.	7 gr
Detection Ink (Colors Vary)		
Small	0.5 lb.	7 gr
Medium	0.5 lb.	14 gr
Large	0.5 lb.	28 gr
Elemental Ink (Choice Varies)		

Small		0.5 lb.	5 sr
Medium		0.5 lb.	2 gr
Large		0.5 lb.	4 gr
Glamor Ink (Choice Varies)			
Small		0.5 lb.	7 gr
Medium		0.5 lb.	14 gr
Large		0.5 lb.	28 gr
Glow Ink (Choice Varies)			
Small		0.5 lb.	7 gr
Medium		0.5 lb.	14 gr
Large		0.5 lb.	28 gr
Metallic-Ink (Basic Metals)			
Small		0.5 lb.	10 gr
Medium		0.5 lb.	21 gr
Large		0.5 lb.	42 gr
Mood Ink (Single Color)			
Small		0.5 lb.	7 gr
Medium		0.5 lb.	14 gr
Large		0.5 lb.	28 gr
Prismatic Ink (Single Color)			
Small		0.5 lb.	1 gr
Medium		0.5 lb.	2 gr
Large		0.5 lb.	4 gr
Shifting Ink (GM Choice)			
Small		0.5 lb.	30 gr
Medium		0.5 lb.	70 gr
Large		0.5 lb.	140 gr
Temporary Ink (Black Only)			
Small		0.5 lb.	3 sr
Medium		0.5 lb.	7 sr

Large	0.5 lb.	2 gr

3-D Ink (Colors Vary)

Small	0.5 lb.	20 gr
Medium	0.5 lb.	45 gr
Large	0.5 lb.	80 gr

[1 oz Bottles of Basic Colors]

Any Color	0.5 lb.	2 gr

[Miscellaneous]

Full Ink Set	5 lb.	140 gr
Needle Set	1 lb.	3 gr
Sketchbook	1 lb.	18 gr

[Tools]

Artisans Tools

Tattooist's Tools	5 lb.	49 gr

Mage's Supplies

Item	Weight	Cost
Abacus	2 lb.	3 gr
Arcane Focus		
Crystal	0.5 lb.	15 gr
Orb	1 lb.	30 gr
Rod	1 lb.	15 gr
Staff	3 lb.	8 gr
Wand	2 lb.	15 gr
Bottle, glass	0.5 lb.	3 gr
Candle	0.1 lb.	2 cr
Case, Map or Scroll	2 lb.	2 gr
Component Pouch	1 lb.	25 gr
Druidic Focus		
Sprig of Mistletoe	0.1 lb.	2 gr
Totem		2 gr
Wooden Staff	3 lb.	8 gr
Yew Wand	0.5 lb.	15 gr

Hourglass		1 lb.	38 gr
Ink (1 ounce bottle)		0.1 lb.	15 gr
Ink Pen		0.1 lb.	3 cr
Paper (one sheet)		0.1 lb.	3 sr
Parchment (one sheet)		0.1 lb.	2 sr
Pouch		1 lb.	8 sr
Robes		1 lb.	7 sr
Spellbook		2 lb.	75 gr
Vial		0.1 lb.	7 sr

[Tools]

Artisan's Tools

Alchemist's Supplies		5 lb.	75 gr
Calligrapher's Supplies		5 lb.	15 gr

Musical Instrument

Lute		5 lb.	53 gr
Lyre		2 lb.	45 gr

[Magic Items]

Spell Scrolls/ Gems

Common (Cantrip)		0.1 lb.	75 gr
Common (Level 1)		0.1 lb.	150 gr
Uncommon (Level 2)		0.1 lb.	375 gr
Uncommon (Level 3)		0.1 lb.	750 gr
Rare (Level 4)		0.1 lb.	3750 gr
Rare (Level 5)		0.1 lb.	7500 gr

[Services]

Magic Appraisal (*Identify*)		N/A	300 gr

[Miscellaneous]

Spell Components		N/A	As stated in spell.

Essential Salt	Effects	Cost	Tier
Crimson Salt	Restore all first level spell slots and take 2d8 damage.	375 gr	1
Brown Salt	Half the effects of any magical damage given or received for the next ten minutes.	250 gr	1
Blue Salt	Can be applied to a weapon to imbue it with magical damage for the next ten minutes. Half a pound of salt is able to imbue a	750 gr	2

	single blade, or a total of ten pieces of ammo.		
Brass Salt	For the next minute, all spells of level 3 or lower are cast without using spell slots. Until the end of the minute, the user takes 3d6 damage every six seconds. If a target is incapacitated by this then they simply fall unconscious.	1050 gr	2
Violet Salt	For the next thirty seconds all damage given and received from magical damage is doubled.	1250 gr	3
Quicksilver Salt	For the next minute, all spells of level 5 or lower are cast without using spell slots. Until the end of the minute, the user takes 3d8 damage every six seconds. If a target is incapacitated by this then they simply fall unconscious.	1850 gr	3
Pearl Salt	Quadruple the length of any magical effect cast by the user for the next minute.	2050 gr	4
Golden Salt	For the next minute, all spells are cast without using spell slots. Until the end of the minute, the user takes 3d10 damage every six seconds. If a target is incapacitated by this then they simply fall unconscious.	2500 gr	4

Alchemist

Item	Weight	Cost
Acid (vial)	0.25 lb.	25 gr
Alchemist's Fire (flask)	0.5 lb.	50 gr
Component Pouch	1 lb.	25 gr
Oil (flask)	0.5 lb.	5 cr
Perfume (vial)	0.25 lb.	2 sr
Potion Belt	4 lb.	15 gr
Vial	0.5 lb.	2 gr

Potion	Appearance	Effects	Cost & crafting Time	Tier
Oil of Slipperiness	Thick and heavy sticky, black unguent but flows quickly when poured.	The vial has enough oil to cover a medium or smaller creature; 10 minutes to apply. creature gains the effect of a *freedom of movement* spell for 8 hours. The oil can be poured on the ground covering a 10-foot square, creating the gr*ease* spell effect for 8 hours.	150 gr 3 hours	1
Potion of Animal Friendship	Muddy liquid, when agitated bits can be seen that look like a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.	When drunk, a creature can perform the *animal friendship* spell (save DC 13) for 1 hour at will.	150 gr 3 hours	1

Name	Appearance	Effect	Cost / Duration	Rarity
Potion of Climbing	Separated into brown, silver and gray layers. The layers won't mix when shaken.	When drunk, a creature gains a climbing speed equivalent to its walking speed for 1 hour and gains advantage on Strength (Athletics) checks made to climb.	200 gr 1 day	1
Potion of Fire Breath	Orange, flickering liquid that emits smoke.	When drunk, a creature can use its bonus action to exhale fire at a target within 30 feet. The target must take 4d6 fire damage or succeed on a DC 13 Dexterity saving throw to halve the damage. The effect ends after exhaling fire 3 times, or after 1 hour.	300 gr 1 day	1
Potion of Heroism	Blue, steaming and bubbling potion.	When drunk, a creature gains 10 temporary HP that last for 1 hour as well as the effects of the *bless* spell (no concentration required) for the same duration.	300 gr 6 hours	1
Potion of Water Breathing	Cloudy green fluid that smells like the sea and has a jellyfish-like bubble.	When drunk, a creature can breathe underwater for 1 hour.	200 gr 1 day	1
Potion of Healing	Red liquid that glimmers when agitated.	When drunk, a creature regains 2d4 + 2 HP.	450 gr 1 day	1
Potion of Poison	Looks, smells and tastes like a potion of healing: Red liquid that glimmers when agitated.	An *identify* spell will reveal its true nature. When drunk, a creature takes 3d6 poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned. If poisoned, the creature takes 3d6 poison damage at the start of each of its turns until the effect is ended. The creature can repeat the saving throw at the end of each of its turns. On a successful save, the damage on each subsequent turn is decreased by 1d6 until it hits 0.	200 gr 1 hour	2
Potion of Resistance	—	A potion that when drunk, grants a creature resistance to one type of damage for 1 hour. The DM chooses the damage type.	350 gr 12 hours	2
Potion of Speed	Yellow fluid, streaked with black. It swirls on its own.	When drunk, a creature gains the effect of the *haste* spell for 1 minute (no concentration required). After drinking the potion the consumer takes 1d10dmg every 6 seconds for the duration of this potion's effects. If this reduces a creature to 0HP they fall unconscious for 10 minutes.	400 gr 6 hours	2
Oil of Etherealness	Cloudy gray oil. Beads form on the outside of its vial	The vial has enough oil to cover a medium or smaller creature; 10 minutes to apply. creature gains the effect of the *etherealness*	300 gr 2 days	2

	and quickly evaporate.	spell for 1 hour.		
Philter of Love	Rose-hued, effervescent liquid with an easy-to-miss bubble shaped like a heart.	The creature that drinks this potion will become charmed by the next creature it sees within 10 minutes for a duration of 1 hour.	300 gr 1 week	2
Potion of growth	The red in the liquid continuously expands from a tiny bead to color the clear liquid around it then contracts. Shaking the bottle won't interrupt this process.	When drunk, a creature gains the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required).	450 gr 1 day	2
Potion of Clairvoyance	An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.	When drunk, a creature gains the effect of the *clairvoyance* spell.	350 gr 1 week	2
Potion of Invisibility	The container looks empty but feels like it holds liquid.	When drunk, a creature becomes invisible for 1 hour along with anything it's carrying or wearing. The effect ends early if the creature makes an attack or casts a spell.	350 gr 1 day	2
Potion of Flying	Clear liquid that floats to the top of its container, full of cloudy, white impurities.	When drunk, a creature gains a flying speed equal to its walking speed for 1 hour.	400 gr 2 days	2
Potion of Gaseous Form	Fog-like but pours like water.	When drunk, a creature gains the effect of the *gaseous form* spell for 1 hour (no concentration required).	350 gr 1 day	2
Potion of Fire Giant Strength	Transparent liquid with the fingernail of a fire giant.	When drunk, a creature's Strength score is in creased to 25 for 1 hour.	500 gr 3 days	2
Potion of greater Healing	Red liquid that glimmers when agitated.	When drunk, a creature regains 4d4 + 4 HP.	600 gr 3 days	2
Potion of Cloud Giant Strength	Transparent liquid with the fingernail of a cloud giant.	When drunk, a creature's Strength score is in creased to 27 for 1 hour.	750 gr 5 days	3
Potion of Diminution	The red in the potions liquid continuously contracts to a tiny bead and then expands to fill the container. Shaking	When drunk, a creature gains the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required).	450 gr 3 days	3

Name	Appearance	Effect	Value / Duration	Tier
		the bottle does not interrupt this process.		
Oil of Sharpness	Clear, gelatinous oil that sparkles with tiny, silver shards.	The vial has enough oil to coat one slashing or piercing weapon or up to 5 pieces of ammunition; 1 minute to apply. The coated item has a +3 bonus to attack and damage rolls for 1 hour.	750 gr 6 hours	3
Potion of Vitality	crimson liquid that pulses like a heartbeat with dull light.	crimson liquid that pulses like a heartbeat with dull light. When drunk, a creature's exhaustion is removed and any diseases or poison effects are cured. For the next 24 hours, the creature regains the maximum number of HP for any Hit Die spent.	1200 gr 3 days	3
Potion of Superior Healing	Red liquid that glimmers when agitated.	When drunk, a creature regains 8d4 + 8 HP.	1000 gr 5 days	3
Potion of Storm Giant Strength	Transparent liquid with the fingernail of a storm giant.	When drunk, a creature's Strength score is in creased to 29 for 1 hour.	1000 gr 1 week	4
Potion of Invulnerability	Syrupy metallic liquid.	When drunk, a creature gains resistance to all damage for 1 minute.	1200 gr 3 days	4
Potion of Longevity	Amber liquid with a scorpion's tail, an adder's fang, a dead spider and a tiny beating heart floating in it. These in ingredients vanish when the potion is opened.	When drunk, a creature's physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each subsequent time a creature drinks this potion, there is 10% cumulative chance that it will instead age 1d6 +6 years.	3000 gr 1 month	4
Elixir of Foresight	An almost gaseous blue liquid with a few tiny shimmers of silver appearing and vanishing.	For one minute after consumption the drinker can perceive events six seconds in advance. Any attacks made against the drinker are at disadvantage, regardless of whether they would normally be at advantage. Additionally, if the drinker chooses to take the *dodge* action they cannot be hit, even if the attack rolls a critical hit.	1800 gr 1 week	4
Potion of Supreme Healing	Red liquid that glimmers when agitated.	When drunk, a creature regains 10d4 + 20 HP.	1600 gr 1 week	4
Phoenix Potion	A fiery red liquid that constantly swirls around, and	When drunk, create a copy of the drinker's character sheet.	25,000 gr 1 month	4

is hot to the touch.

If the their body will explode with a fiery bang, reducing whatever is left to ash and dealing 2d8 fire damage to any creatures nearby.

After 24 hours the ash will begin to reform and the creature will re-emerge from the ashes in the same state that they were in when they drank the potion. a creature will not remember any events that occurred from the drinking of the potion to their resurrection.

Temple Supplies

Item	Weight	Cost
Alms Box	2 lb.	8 gr
Bell	0.5 lb.	8 gr
Blanket	1 lb.	2 gr
Book, Scripture	1 lb.	8 gr
Candle	0.1 lb.	3 gr
Case, Map or S scroll	0.5 lb.	2 cr
Censer	1lb	2 gr
Chalk (1 piece)	0.05 lb.	8 gr
Flask	0.5 lb.	2 cr
Holy Symbol		8 gr
Amulet	0.5 lb.	8gt
Emblem	0.5 lb.	8 gr
Reliquary	1 lb.	8 gr
Holy Water (flask)	0.5 lb.	8 gr
Incense (1 block)	0.5 lb.	38 gr
Ink (1 ounce bottle)	0.05 lb.	2 cr
Ink Pen (Fountain)	0.05 lb.	15 gr
Paper (one sheet)	0.01 lb.	2 gr
Parchment (one sheet)	0.01 lb.	3 gr
Perfume (vial)	0.025	2 gr

Torch	0.5 lb.	8 gr
Vial	0.01 lb.	2 cr
Waterskin	1 lb.	2 gr
Artisan's Tools		
Calligrapher's Supplies	5 lb.	15 gr
Herbalism Kit	2 lb.	8 gr
Musical Instrument		
Flute	1 lb.	3 gr
Lyre	2 lb.	45 gr
Horn	1 lb.	5 gr

Black Market

Item	Weight	Cost
Acid (vial)	0.05 lb.	38 gr
Antitoxin (vial)	0.5 lb.	75 gr
Caltrops (bag of 20)	0.025 lb.	2 gr
Clothes, Costume	2 lb.	8 gr
Manacles	3 lb.	3 gr
Oil (flask)	0.05 lb.	2 gr
Ram, Portable	25 lb.	6 gr
Spikes, Iron (10)	0.05 lb.	2 gr
[Tools]		
Disguise Kit	2 lb.	38 gr
Forgery Kit	5 lb.	23 gr
Gaming Set		
Dice Set	2 lb.	2 gr
Playing Card Set	0.0 lb.	8 gr
Poisoner's Kit	3 lb.	75 gr
Thieves' Tools	5 lb.	38 gr

With Alchemist

Potion	Appearance	Effects	Cost & crafting

			Time
Black Moss Concentrate	A dark swirling vial of inky black liquid with an earthy smell.	A creature subjected to this poison must make a DC14 Constitution saving throw or take 3 (1d6) poison damage. The paste retains its potency until a total of at least 10 damage has been dealt.	50 gr
Cat's Bane Paste	Semi-translucent golden brown liquid that has no taste and a faint smell of fennel.	If consumed by a feliande, the drinker will collapse onto the floor and begin to violently vomit for several minutes, as well as suffering one point of exhaustion.	120 gr
Ether Vapour	A colourless, tasteless liquid that has a faint odor of roasted nuts.	A creature that drinks this liquid will enter into a comatose state for 1d10 hours. During this time they will appear to be dead to even the most skilled medical practitioner.	350 gr
Fish Far from Water	Inert turquoise gas gently swirls inside of the vial.	When a creature inhales this gas a pair of gills will form upon either side of their neck. One minute later, the creature's lungs will changes their function, becoming only able to breath the in water. One hour later the creature's body will return to it's natural state, regardless of whether it is alive.	5,000gr
Mage's Mind Bender	Pitch black with randomly spawning bright white lights. Occasionally, these lights will emerge at similar times, then reach out to one another with perfectly straight lines, forming intricate shapes.	If consumed by a creature able to cast spells, for a minute that creature may amplify the effects of any spell that it casts by a magnitude of 10. After the effects wear off, the drinker suffers from 4d10 psychic damage, before passing out for 12 hours. During the time the mage is asleep they will suffer from terrible nightmares.	2,500 gr
Lucky Mushrooms	ground mushrooms, ranging in colours from dark red to a florescent yellow	When consumed, a creature will begin to wildly hallucinate for 1d4 hours.	300 gr
Sponge Worm	A vial containing a single flesh-coloured worm covered in tiny undulating mouths and suspended in alchemist oils.	Should this worm be consumed it will begin to suck all of the liquid from a creature's body, only stopping when they are a dried up husk. A creature that consumes one of these creature's must make a DC16 constitution save, or take a point of exhaustion. This test must be made every minute until the worm is physically removed from the body.	10,000 gr
Torpor	Viscous deep- green liquid with clearly visible leaves and herbs floating about inside.	When this liquid comes into contact with a mage's blood they must make a DC16 constitution save, or become unable to cast spells for the following twelve hours.	1000 gr

| Wolf's Bane Extract | White with sparkles of silver. | If this liquid comes into contact with a werewolf's bloodstream they will instantly begin to transform, suffering a -50 to their *bestial curse* roll. | 200 gr |

Mage's Guild

Warded Hall (Force fields)

Shield	Cost	Effects	Weight
Wind Shield	250 gr	Provides 30 temporary HP, after which the crystal powering it breaks.	2 lb.
Sky Shield	750 gr	Provides 75 temporary HP, after which the crystal powering it breaks.	2 lb.
Moon Shield	1500 gr	Provides 30 temporary HP, which may be regained by leaving the crystal under starlight for 6 hours.	5 lb.
Sun Shield	3000 gr	grants immunity to critical hits.	4 lb.
Star Shield	5000 gr	All ranged attacks further than 25ft away against the user must be made at a disadvantage.	1 lb.

Observatory

Enchantment	Effect	Cost
Binding	A piece of equipment is bound to a single person, allowing them to conjure or dismiss it with a single word or gesture. Any piece of equipment bound to a person does not weigh anything, and can be equipped or removed as a free action, provided that there is no other equipment in the way of the summoned piece. For example, if a character has a bound piece of armour they must ensure they are not wearing any other armour that would interfere with their bound piece being summoned into the world.	750 gr
Summoning Chamber	[Firearms only] The barrel of the weapon is enchanted so that it now summons ammunition into it by the simple press of an activation rune. The weapon no longer requires ammunition to fire. Additionally, all shots now count as magic.	1000 gr
Essential shifting	A designated part of a weapon is linked to a rune placed upon it. When a user touches this rune the designated part of the weapon will begin to flicker wildly, turning into a blur of energy that flickers into and out of existence. A wielder of such a weapon may choose to make their attack roll against a targets wisdom instead of their armour class.	2500 gr

Invisible Tower

Enchantment	Effect	Cost

Psionic Weapon	The weapon becomes utterly useless, it's blade dulling, it's chamber jamming, or it's string breaking. When this weapon is used to attack a foe it instead targets their mind, rather than their body. When making an attack roll the wielder of this weapon must roll against the target's intelligence, rather than their armour class. Any damage inflicted by this weapon is psychic damage.	800 gr
Shroud of Darkness	A piece of clothing or light armour has a small black rune attached. When this rune is consciously touched by the user they become engulfed in a slippery black smoke. For the next five minute, the target cannot be seen from more than 10ft away by those who do not already know that they are there. This ability can be used once per day.	1500 gr
Terrifying Visage	Enchants a hat, helmet, or mask. The bearer of this piece of equipment's face becomes that of whatever any observer fears most. Gain advantage on all attempts to intimidate.	1000 gr
Inviting Visage	Enchants a hat, helmet, or mask. The bearer of this piece of equipment's face becomes that of a lover or close friend to those who observe it. Gain advantage on all attempts to persuade..	1000 gr
Harmless Visage	Enchants a hat, helmet, or mask. The bearer of this piece of equipment's face changes to seem inconsequential and innocent to those who observe it. Gain an advantage on all attempts to deceive.	1000 gr
Hilarious Visage	Enchants a hat, helmet, or mask. The bearer of this piece of equipment's face becomes that of whatever any observer finds most hilarious. Gain advantage on performance checks.	1000 gr

Necrotic Laboratory

Procedure	Effect	Success Chance	Cost
Regrown Limb	Re grow a limb belonging to the client, which can later be reattached. If the reattachment process fails the target suffers 1d8 necrotic damage, and the area the limb was meant to be attached to withers under the necrotic magic, meaning the	95%	2500 gr

	process cannot be attempted again.		
Cloned Shell	grow a copy of the clients body and graft a small crystal into their original. If the client dies their soul will be sucked into their body, able to later be transferred into the clone. The clone requires 90 days to grow, and the cloning tank takes at least one week to clean between uses. If the operation fails then the soul is lost, and the client permanently dies as the clone withers and dies.	50%	10000 gr
Soul transference	Using the same process as a cloned shell, except using a corpse instead of a clone.	50% if the race is the same. 40% if the race is different.	6000 gr
Replacement limb	Replace a limb with something else, or graft on a new one. Whether it will grant any advantages depends on the limb in question, and what it is being replaced with. A pair of wings for example, may grant the client the ability to fly, provided the wings in question are sufficient. If the operation fails the client loses 1d8 of their permanent HP.	60%	5000 gr

Tower of Change

Enchantment	Effect	Cost
Arachnid Aspect	Parts of a piece of armour become covered in small thin hairs, giving the wearer a climb speed of10ft, and allowing them to traverse vertical surfaces without requiring an athletics check.	900 gr
Avian Aspect	A piece of armour become covered in a thin layer of feathers. When worn, the wearer will simply float to the floor at a speed of 5ft per 6 seconds instead of falling, making them immune to fall damage.	1,500 gr
Canine Aspect	A weapon is coated in a thick pungent liquid, imbuing it with powerful magics. Whenever this weapon is used to strike an enemy, all allies within 30ft gain advantage on attack rolls against this enemy.	800 gr
Feline Aspect	A piece of headgear is infused with powerful magics that enhance the wearer's eyesight when in darkness. grants the wearer 30ft of darkvision, or in creases the wearer's darkvision	400 gr

	by 30ft.	
Serpentine Aspect	A single weapon begins to drip a near constant stream of poison when taken out of it's sheath. Whenever the weapon deals an extra 1d8 poison damage with each strike.	800 gr
Ursine Aspect	A piece of armour becomes heavier towards it's center of gravity, making the user sturdier. When a piece of armour with this infusion is worn the user becomes immune to being prone or being moved against their will.	800 gr

Rules Changes

Non-Lethal Damage

Non-Lethal damage can only be dealt by weapons or spells that deal either bludgeoning to psychic damage. Before making the attack, an attacker must specify if they wish to use non-lethal damage.

If the attacker does wish to use non-lethal damage the damage roll is halved. Targets reduced to 0HP by non-lethal damage merely fall unconscious, and do not suffer a wound.

Glancing Blow

If an attack roll meets the targets AC exactly it is considered a glancing blow, and does half damage. This does not apply for critical rolls.

Drawing/Sheathing Weapons

If a character wishes to draw a different weapon to the one they are holding it costs 1 bonus action.

To sheath a weapon a character must spend 1 action, though if they wish to drop the weapon then this is a free action.

Firearms

Reload

A weapon with the *reload* property takes the indicated number of turns to reload between shots. After firing a weapon with the *reload* property a character must spend their bonus action for each of the indicated number of turns before reloading their weapon. A character deducts their intelligence modifier from the reload number.

For example: An arquebus has a *reload 5* property. If fired by a character with an intelligence modifier of 3, they would only need to spend 2 bonus actions before firing again. A weapon's reload cannot be reduced below 1, regardless of how high the character's intelligence modifier is.

Ammunition

Most firearms require ammunition to fire. Each time a weapon with the ammunition property is fired remove the indicated amount of ammunition.

For most firearms the number of dice used in the damage roll directly corresponds with the amount of ammunition required to fire the weapon. A player can choose to use less ammunition for a shot if they wish, in which case they must remove the necessary number of dice from their damage roll.

An arquebus, for example, does 6d4 piercing damage and requires 6 pieces of ammunition to fire. If a player wishes to use 3 pieces of ammunition then the attack will deal 3d6 piercing damage on a successful hit.

Players cannot choose to spend less ammunition if the ammunition number is different to the number of dice used in a hit.

Resting

Short Rest

If a character wishes to heal during a short rest they must rest for 8 hours and expend one use of a healing kit per hit dice they wish to recover. Taking a short rest allows a character to recover one point of exhaustion.

Long Rest

A long rest takes 24 hours and requires the character to have access to bedding. If a character takes a long rest they may expend as many uses of a healing kit as they wish for each hit dice they wish to roll. Taking a long rest recovers all points of exhaustion provided the character has access to food and water.

Extended Rest

A peaceful rest takes 1 week, requires the character to have access to bedding, and be in a secure location. If a character takes an extended rest they may use a single use of a healing kit to recover all of their HP. If a character has suffered a wound they may regain HP above 25% of their maximum HP and recover from any non-severe wounds.

Spells

For the sake of restoring spell slots, all rests function as usual.

Healing

Wounds

If a character falls below 0 HP they suffer a wound and a single point of exhaustion. If the character does not die from their wounds they are unconscious for 1d20 hours and cannot recover more than 25% of their maximum HP.

Characters who are reduced to 0 HP and succeed their death saving throws must be restored above 0 HP within 24 hours, or else the strain of untreated wounds causes the character to die.

Spells

Spells which restore HP may have different effects depending upon their level. With the exception of spells cast at 9th level, a spell cannot heal a wounded character more than 25% of their HP.

If a spell restores HP it has the following effect upon wounds:

Level 1 – Only restores HP

Level 3 – Can slightly realign bone

Level 5 – Able to restore a terribly damaged limb, though not without scarring, and only if that limb has been damaged within the minute the spell is cast. If the wound occurred more than a minute prior the spell may stop bleeding and stabilize the victim, though the lingering effects of the injury will remain until the body is allowed to heal itself.

Level 7 – Can reattach a severed limb, though the process requires one hour of intense concentration, and the limb must not have been removed for longer than an hour. Whilst casting this spell the caster cannot move or take any actions. If concentration is broken the spell slot is lost, and the limb falls to the floor, unattached.

Level 9 – Completely restores a body to it's natural form, allowing an unconscious character to awaken and resume activity as if they had never been wounded.

Injuries

Wounds

When a character drops to 0 HP they must roll 1d4 to determine where the character is wounded, and then 1d10 to determine the severity of the injury. Depending upon the wound the character may suffer various status effects. If an attack hits a character on 0 HP the character must roll on this table again.

If a wound is marked as *severe* and is not fatal then it cannot be healed with the exception of a level 7 spell, though it's effects may be removed in other ways other than healing. If an arm is lost, for example, and a mage is not handy to reattach it, the former owner may wish to search for something to serve in it's place.

Regardless of injury, a target takes a point of exhaustion.

Roll	Area
1	Head
2	Torso
3	Arms
4	Legs

Head

Roll	Effect
1	The attack merely knocks the target on the head, causing them to fall over, but not causing any long term effects. The target is knocked unconscious but automatically succeeds on two of their death saving throws.
2	Though not immediately lethal, the attack gives the target a deep scar across their face. The target is knocked unconscious but automatically succeeds on one of their death saving throws.
3	The target takes a painful hit to the face, falling over in a brief moment of agony before falling unconscious.
4	**Severe**: One of the target's ears is destroyed. The target is at disadvantage for all perception checks based on hearing.
5	**Severe**: One of the target's eyes is destroyed. The target is at disadvantage for all perception checks based on sight.
6	Severe: Both of the target's eyes suffer a permanent wound. The target is now blind.
7	**Severe**: Teeth fly across the combat, neither ally nor foe able to see past the gushing blood. The target automatically fails it's first death saving throw. If the target survives they find that most of their face has been removed. They now have trouble speaking without slurring their words, and suffer a permanent -4 to their persuasion and performance, and a +4 to their intimidation.
8	**Severe**: A clean attack hits the target, burrowing all of the way through the skull and exiting from the other side. The target falls to the ground, automatically failing two of it's death saving throws. If the target succeeds it's death saving throw their *intelligence, wisdom,* and *charisma* are all permanently reduced by 2.
9	**Severe**: In a single moment where once there was a head, now there is nothing. The target instantly dies.

| | 10 | **Severe**: The head vanishes in an explosion of blood and skull shards. So horrific is this sight that all of the target's allies within line of sight must make a DC10 Wisdom saving throw or be *frightened*. |

Torso

Roll	Effect
1	The target suffers a heavy blow to the stomach, making them throw up, fall unconscious, and automatically succeed on two of their death saving throws.
2	The target is hit in the flank, spinning them around and fall over. They automatically succeed on one of their death saving throws.
3	With a thud, the target is hit square in the chest, knocking them backwards 1d10×10ft, and knocking them unconscious.
4	A blow to the chest opens up a long wound on the target's torso, causing them to keel over in pain before falling unconscious.
5	**Severe**: A painful blow to the target's side causes severe damage to a kidney. The victim fails one of their death saving throws. If the target survives they become vulnerable to poison damage.
6	**Severe**: The lung of the target is struck, knocking them unconscious and causing them to immediately fail one of their death saving throws. If the target survives they will suffer exhaustion more easily.
7	**Severe**: The heart of the target is struck, causing them to fall to the floor and immediately fail two death saving throws. If the target survives they are physically weakened from the ordeal, suffering a permanent -2 to their constitution stat.
8	**Severe**: A huge swathes of the target's body is torn away, leaving a bloody hole in the victim's torso. The target falls to the ground and automatically fails two of it's death saving throws. If the target survives they permanently suffer a -2 to strength, dexterity, and constitution stats.
9	**Severe**: A blow of incredible force smashes into the target, reducing them to nothing but a red paste. It is impossible for any mortal creature to be more dead than this, though given the force, speed, and result of the attack, it was most likely a relatively painless death.
10	**Severe**: The target crumples into a pile of giblets and organs. So horrific is the scene that even the attacker's stomach may churn at the sight. All creatures with line of sight of this death must succeed on a DC10 constitution save. On a failed save the creature winces backwards and spends it's next action vomiting in disgust.

Left

Roll	Effect
1	Something sensitive is struck in the leg, causing the target to fall over and lose consciousness, though the wound looks superficial. The target automatically succeeds on all of their death saving throws.
2	A blow smashes into the target's leg, knocking them onto the floor. They automatically succeed on two of their death saving throws.
3	The leg is struck with a deep wound, knocking the target down and knocking them unconscious. The target automatically passes one of their death saving throws.
4	With a gut wrenching crack a large bone in the leg breaks, knocking the victim down. The target automatically succeeds their death saving throw, though they become unable to use the wounded leg until they have completed an extended rest.

5	A foot is completely crushed, bone1s smashed into tiny fragments. The target permanently loses the use of this foot.
6	**Severe**: A severe gash appears along the target's leg. If they survive the death saving throws, the victim's speed is permanently decreased by 10ft.
7	**Severe**: A hefty chunk of flesh is ripped from the side of the leg, knocking the victim unconscious. They automatically fail one of their death saving throws. If the target survives their walking speed is permanently reduced by 10ft, and they cannot take the dash action.
8	**Severe**: The leg is removed, either cut completely off or hanging on by a few shredded sinews, causing the victim to fall over in agonizing pain. They immediately fail two of their death saving throws, and lose the use of the leg if they survive.
9	**Severe**: The leg is ripped off, leaving a spray of blood. The victim dies over the course of several painful seconds.
10	**Severe**: In a terrifying display of force, the target's arm vanishes in an explosion of tendons and blood. The target instantly dies, showering the surrounding the nearby area in fragments of bone. Every creature within 5ft takes 2d4 damage.

Arms

Roll	Effect
1	The arm is twisted around and bent, but otherwise is not harmed. The target passes out in pain but automatically succeeds on all of it's death saving throws.
2	An arm is pierced, pinning the victim down, leaving them unable to stand themselves up due to the pain. The target is not knocked unconscious, and succeeds on two of it's death saving throws.
3	The target suffers a large gash to their shoulder, knocking them down in agonizing pain, automatically passing one of their death saving throws. Until the target takes an extended rest they suffer a -4 to all of their attack rolls when using a weapon with that hand.
4	A loud crack rings and a bloody broken bone juts out of the target's arm. If the target survives the wound they are unable to use their arm until they have completed an extended rest.
5	**Severe**: A finger comes flying off. If the target survives they lose one of their fingers.
6	**Severe**: A hand is destroyed beyond use and the target drops to the floor in agony, automatically failing one of their death saving throws.
7	**Severe**: One of the target's arms is rendered to nothing but scraps of meat hanging from shattered bones, causing them to drop to the floor in agony. They automatically fail two of their death saving throws.
8	**Severe:** An arm comes off, flying in a random direction. If there is a creature within 5ft of the target they suffer 1d4 damage. If there are multiple creatures then this should be rolled for randomly. The character who lost the arm automatically loses two of their death saving throws.
9	**Severe**: The arm comes off, either being completely crushed or cleanly severed, killing the victim over the course of several agonizing seconds.
10	**Severe**: As above, the arm comes cleanly off, killing the target instantly. When the arm falls to the ground, however, the random spasms of the limb continue to twitch uncontrollably. If the victim was carrying a firearm, roll 1d20. On the result of a 1 the weapon fires randomly at any creature within 10ft, rolling to hit with no modifiers and doing normal damage.

Spells

Miscasts

If a caster suffers a critical fail whilst casting a spell they must take the full effects of the spell they were attempting to cast, adding their own modifiers to the damage if the spell would damage themselves.

Shape-changes

When a creature changes their form via magical means their original state is in some way preserved and remembered by the body. After a creature transforms back to their original form they suffer one point of fatigue. This applies to any spell which changes the target's form in any way, including (but not limited to) spells such as *disguise self*, *invisibility*, and *polymorph*.

When a creature changes their form they keep their original HP. If the shape-changer takes damage equivalent to the maximum HP of their new form they transform back to their base form.

For example, a wizard may choose to polymorph themselves into a raven with 1HP. If the wizard's HP upon polymorphing was 20, the raven would have 20 HP. If when in the raven form the wizard took 1HP of damage they would transform back immediately.

Esoteric Magics

  Across Mechtadorf many kinds of magic can be found, ranging from healing evocations to illusionary terrain. These magics are legal, though regulated, and may be commonly found in any large city. At it's core, magic is simply the manifestation of the soul into the world, using it to mold or shape reality to the casters desire, allowing for mages to develop a consistent repertoire of spells.

  Esoteric magics cannot be controlled in this way. If the empire encounters a form of magical energy or spirit that cannot be understood it will most likely be classified as an esoteric magic, and knowledge of it will be promptly destroyed. Spells of this nature may behave unpredictably or with a dark malevolence, drawing power from unknown places.

  The true danger of an esoteric spell is its' inherently unpredictable nature. Generally speaking, esoteric magics involve exhausting rituals and long preparations to cast, with even the slightest misstep able to lead to disastrous results. Even if a spell is cast perfectly there is no guarantee it will have the desired outcome: Goetia, for example, is the name given to rituals designed to contact demons, but which demon will be summoned is as much a matter of their mood as it is the caster's actions.

  If one does desire the reality-warping powers of an esoteric spell they will need to seek out the means to cast it. A great amount of research may be required before one even begins to prepare, and as a result, those who do dabble with esoteric magics will likely only ever discover how to cast one or two over a lifetime.

Esoteric Spell Types

Below is a short but none exhaustive list of a few esoteric spells, as well as spells that have been moved to the esoteric category. If a spell has been moved to the esoteric category then it cannot be learned or cast in the same way that other spells can and should be considered to be removed from all classes spells lists.

Create Undead

Demiplane

Imprisonment

Plane Shift

Power Word: Kill

Power Word: Heal

Raise Dead

Reincarnate

Resurrection

Revificiation

Scrying

Summon Lesser Demon

Summon Greater Demon

Trap The Soul

True Polymorph

True Resurrection

Wish

Settlement Building

Resources:

At the center of the expedition is the settlement. Destroyed once before, it is the empire's hope that it will one day regain it's former glory. Everything comes at a cost, however, and there are those in Korolburg who cast doubt on the purpose of the expedition. As such, resources are not unlimited, and are measured in various ways, as detailed below.
A building may not be constructed if it would bring any given resource below 0.

Coffers
Whenever players come across resources, treasures, or any other form of commodity they may add it to the town's coffers, where-upon it will be assigned a value in Imperial Golden Rubles.
On the final day of each month players may load some of the contents of the coffers onto the black ship, sending their spoils back to Korolburg. In exchange they may request the materials required to construct new buildings or supplies in order to further expand their settlement.
Some forms of wealth, such as mines, may grant the players a recurring source of wealth. In these instances the wealth generated will be added to the coffers at the end of each month.

Reputation
Reputation is how the players settlement is regarded by the rest of Mechtadorf. The higher the reputation the better quality denizen the town will be able to attract.

Food
Each denizen requires a consistent form of sustenance. Food is measured in pounds, with 1lb able to sustain a denizen each day.
Stable sources of food may range from farms to dense woodlands where hunters are able to catch wild game.
To show the Sovereign's trust in the success of the expedition, Korolburg will send the settlement a month's supply of sustenance each month, able to sustain 10 people.

Housing
The number of empty rooms in the settlement. Each unit of housing represents room for one denizen to live within the settlement.

Denizens
People are the lifeblood of the settlement, being required for the daily running of each of the buildings in the settlement. Each building will require a number of people to keep it functioning, which may increase as it is upgraded.
Little luxury is required for denizens who carry out the more basic of tasks, such as farming, hunting, or fishing. As the players wish to create more complex buildings they will need to increase the town's reputation in order to attract the specialist knowledge required to carry out more complex tasks.
Each denizen will require some form of housing. A housing building will indicate how many people it can house at any given time.
 Additionally, some denizens, such as nobles, may arrive into town with the intention of building their own living quarters. If players allow this construction to commence the denizen will fund it themselves, not requiring any investment from the town coffers.

Defenses

The town's defenses represent how well guarded the settlement is. As players wish to explore further in the world, the more well-defended they will need to leave the town. The *defense number* represents the number of days the players can leave the town without needing to worry that everything will be as it was when they left.

If players leave the town for a number of days that exceed the defense number, the greater the risk that the settlement will be attacked by something the denizens cannot fend off alone. Though not a death sentence, the longer the town is left undefended, the higher the chance that not all will be well with the town when the party returns.

Buildings:

Over the course of the campaign players will want to construct a number of buildings which will either provide bonuses to the party or the town. Each building requires GR for it's initial construction, as well as the food and housing for each denizen required for it's operation. For example, if a building has a denizen requirement of 2, then it will require 2 units of food and 2 spaces of housing for it to be constructed.

Wealth

All buildings have a GR cost associated with them. If players decide to construct a building they must wait until the end of the month, at which point they will be able to send any wealth from their coffers back to Korolburg in exchange for the materials required in construction.

If a building generates wealth this will be indicated in the building's description. At the end of each month players add up the amount of wealth generated by each building and add it to the town's coffers.

Reputation

Some buildings require the settlement's reputation to be high enough to attract those who are able to operate it. If a building has a reputation requirement in it's description, the settlement must have a reputation level equal to or greater than the indicated number.

If a building increases reputation then this will be indicated in the description.

Food, Housing, & Defense

Every settlement will either provide or take both food and housing. The settlement's food, housing, or defense number represents the surplus of these that the town has.

If a building requires food or housing (indicated by a "-" in the cost) it can only be built if it will not cause the settlement's food, housing, or defense to fall below 0. Once built, remove this number from the town's overall food or housing number.

Some building's are able to provide food, housing, and/or defense for themselves, and therefore do not cost food, housing, or defense to build. If this is the case the building's food or housing cost will be 0, or a "+" if the building can provide for the settlement after sustaining itself. If a building adds food, housing, or defense once built, add this number to the town's overall food, housing, or defense number.

Upgrades:

Most buildings are able to be upgraded. When players choose to upgrade a building they must pay the required GR, and have the required resources. Upon being upgraded the lower level building is replaced with the higher level building for the sake of calculating resource gains and costs.

Food Generating Buildings

Farm	**Fields (Level 1)** *GR: -100* *Food: +1* *Housing: 0* *Reputation: 0* *Defense 0*
	Farm (Level 2) *GR: -250* *Food: +3* *Housing: 0* *Reputation: 0* *Defense: -1*
	Estate (Level 3) *GR: -500* *Food: +8* *Housing: 0* *Reputation: 0* *Defense: -1*
Hunting Ground	**Untamed Woodland (Level 1)** *GR: -50* *Food: +2* *Housing: -1* *Reputation: 0* *Defense: 0* Must be established by a woodland.
	Hunter's Hut (Level 2) *GR: -100* *Food: + 3* *Housing: 0* *Reputation: 0* *Defense: 0*
	Hunters Lodge (Level 3) *GR: -400* *Food: +6* *Housing: 0* *Reputation: 0* *Defense: +2*
Fishery	**Fishing bank (Level 1)** *GR: -50* *Food: +2* *Housing: -1* *Reputation: 0* *Defense: 0* Must be established by a river or lake.
	Fishing Hut (Level 2)

	GR: -150 Food: +5 Housing: 0 Reputation: 0 Defense: 0
Brewery	**Brewery** GR: -250 Food: +4 Housing: -1 Reputation: +4 Defense: -1 Requires an estate Sells brewer's supplies. +25 GR.

Wealth Generating Buildings

Blacksmith	**Local Smith** GR: -150 Food: -1 Housing: 0 Reputation: +1 Defense: 0 Grants access to tier 1 marital and ranged weaponry.
	Weaponsmith GR: -200 Food: -1 Housing: -1 Reputation: +2 Defense: 0 Grants access to tier 2 marital and ranged weaponry.
	Experienced Weaponsmith GR:-400 Food: -1 Housing: -1 Reputation: +2 Defense: +3 Grants access to tier 3 martial and ranged weaponry.
	Master Weaponsmith GR: -650 Food: -2 Housing: -2 Reputation: +5 Defense: +5 Grants access to tier 4 marital and ranged weaponry.

Armourer	**Leatherworks** *GR: -100* *Food: -1* *Housing: 0* *Reputation: +1* *Defense: 0* *Grants access to tier 1 armours.*	
	Armourer *GR: -150* *Food: -1* *Housing: -1* *Reputation: +2* *Defense: 0* Grants access to tier 2 armours.	
	Experienced Armourer *GR:-300* *Food: -1* *Housing: -1* *Reputation: +2* *Defense: +3* Grants access to tier 3 armours.	
	Master Armourer *GR: -500* *Food: -2* *Housing: -2* *Reputation: +4* *Defense: +4* Grants access to tier 4 armours.	
Gunsmith	**Gun Shed** *GR: -250* *Food: -1* *Housing: 0* *Reputation: +2* *Defense: +1* Grants access to tier 1 firearms.	
	Workshop *GR: -400* *Food: -1* *Housing: 0* *Reputation: +2* *Defense: +2* Grants access to tier *2* firearms.	
	Trained Gunsmith *GR: -550* *Food: -1* *Housing: -1*	

		Reputation: +3 *Defense: +4* Grants access to tier 3 firearms.
		Master Gunsmith *GR: -700* *Food: -2* *Housing: -2* *Reputation: +5* *Defense: +6* Grants access to tier 4 firearms.
General Store	**Merchant's Tent** *GR: -100* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: -1* Grants access to the general store inventory.	
	General Trader *GR: -250* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: -2* Reduces the cost of general goods by 10%. +120GR	
	Merchant Halls *GR: -500* *Food: -3* *Housing: -2* *Reputation: +2* *Defense: -5* Reduces cost of general goods by 25% +250GR	
Carpenter	**Cooper** *GR: -100* *Food: -1* *Housing: -1* *Reputation: 0* *Defense: 0* Requires: Sawmill +25 GR.	
	Carpenter *GR: -250* *Food: -1* *Housing: -1* *Reputation: 0*	

		Defense: 0 +75 GR Allows for the purchase of furniture.
		Upholster *GR: -500* *Food: -2* *Housing: -2* *Reputation: +2* *Defense: 0* +200 GR Allows for the purchase of fine furniture.
Potter		**Clay Pit** *GR: -10* *Food: -1* *Housing: -1* *Reputation: 0* *Defense: -1* +20GR
		Kilns *GR: -50* *Food: -2* *Housing: -2* *Reputation: 0* *Defense: -1* +75GR
		Pottery Maker *GR: -150* *Food: -2* *Housing: -2* *Reputation: +1* *Defense: -1* +200GR Allows for the purchase of various forms of pottery.
Glassblower		**Window Maker** *GR: -100* *Food: -1* *Housing: 0* *Reputation: +1* *Defense: 0* +50GR
		Glass Sculptor *GR: -300* *Food: -1* *Housing: 0* *Reputation: +5* *Defense: 0*

	+200GR Allows for the purchase of glass decorations.
Tailor	**Cobbler** *GR: -50GR* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: 0* +10GR Grants access to tier 1 items from the tailor's shop.
	Hatter *GR: -100* *Food: -1* *Housing: 0* *Reputation: +1* *Defense: 0* +50GR Grants access to tier 2 items from the tailor's shop.
	Clothier *GR: -250* *Food: -1* *Housing: 0* *Reputation: +5* *Defense: 0* +100GR Grants access to tier 3 items from the tailor's shop.
Sawmill	**Woodsman's Hut** *GR: -10* *Food: -1* *Housing: -1* *Reputation: 0* *Defense: -1* +20GR
	Timber Mill *GR: -50* *Food: -2* *Housing: -2* *Reputation: 0* *Defense: -1* +75GR
	Lumberyard *GR: -150* *Food: -2* *Housing: -2* *Reputation: +1* *Defense: -1*

	+200GR
Stables	**Hitching Post** *GR: -50* *Food: -1 (base), -1 per animal* *Housing: -1* *Reputation: 0* *Defense: 0* Allows access to tier 1 mounts.
	Grazing Pastures *GR: -100* *Food: -1 (base), -1 per animal* *Housing: 0* *Reputation: 0* *Defense: 0* Allows access to tier 2 mounts.
	Stables *GR: -200* *Food: -2 (base), -1 per animal* *Housing: -1* *Reputation: 0* *Defense: 0* Allows access to tier 3 mounts.
	Exotic Animal Tamer *GR: -350* *Food: -2 (base), -1 per animal* *Housing: -1* *Reputation: 0* *Defense: 0* Requires a reputation of 20 Allows access to tier 4 mounts.
Rare Materials	**Gem Trader** *GR: -200* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: -3* Requires a reputation of 25 +150GR
	Craftsman *GR: -450* *Food: -1* *Housing: 0* *Reputation: +2* *Defense: -5* Requires a reputation of 30 +300GR

	Artisan *GR: -700* *Food: -1* *Housing: 0* *Reputation: +5* *Defense: -10* Requires a reputation of 75 +500GR	
Clockmaker	**Clockwork Mechanic** *GR: -200* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: -3* Requires a reputation of 35 +150GR	
	Clockwork Artisan *GR: -450* *Food: -1* *Housing: 0* *Reputation: +2* *Defense: 0* Requires a reputation of 50 +200GR	
	Master Tinkerer *GR: -800* *Food: -1* *Housing: 0* *Reputation: +5* *Defense: 0* Requires a reputation of 100 Allows for the crafting of extremely intricate mechanical items, from weaponry to spare limbs. Different items will become available for purchase when this is built alongside other buildings. +200GR	
Book Store	**Book Store** *GR: -150* *Food: -1* *Housing: 0* *Reputation: +2* *Defense: 0*	
	Antique Book Trader *GR: -300* *Food: -1* *Housing: 0* *Reputation: +4*	

	Defense: 0
Inn	**Tap House** *GR: -150* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: 0* +50GR
	Tavern *GR: -300* *Food: -2* *Housing: +2* *Reputation: 0* *Defense: 0* +100GR
	Coaching Inn *GR: -650* *Food: -4* *Housing: +4* *Reputation: +2* *Defense: 0* +150GR
	Fine Hotel (Level 4) *GR: -1250* *Food: -6* *Housing: +6* *Reputation: +10* *Defense: 0* +250GR
	Brothel (Level 4) *GR: -1250* *Food: -4* *Housing: +4* *Reputation: -10* *Defense: 0* +650GR
Food Market	**Market Stalls** *GR:-50* *Food: 0* *Housing: -4* *Reputation: +2* *Defense: 0* Requires 3 farms. +100GR
	Specialist Stores

	GR: -250 Food: 0 Housing: -4 Reputation: +2 Defense: 0 Requires 6 farms +450GR
Haberdashery	**Haberdashery** GR: -50 Food: -1 Housing: 0 Reputation: 0 Defense: 0 +75GR
Parlour	**Coffee House** GR: -150 Food: -1 Housing: 0 Reputation: +2 Defense: 0 +20GR
	Tobacconist GR: -200 Food: -2 Housing: 0 Reputation: +5 Defense: 0 +50GR
	Winery GR: -300 Food: -3 Housing: 0 Reputation: +10 Defense: 0 +100GR
Barber	**Barber** GR: -75 Food: -1 Housing: 0 Reputation: +1 Defense: 0 +50GR
Tattooist	**Tattooist** GR: -100 Food: -1 Housing: 0

	Reputation: 0 Defense: 0 +50GR

Reputation Generating Buildings

Doctor	**Medical Tent** *GR: -50* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: 0* Allows access to basic medical treatment.
	General Practitioner *GR: -250* *Food: -2* *Housing: -1* *Reputation: 0* *Defense: 0* Allows access to medical supplies.
	Surgery *GR: -500* *Food: -3* *Housing: -3* *Reputation: 0* *Defense:0* Allows for advanced surgical treatments.
Dentist	**Dentist** *GR: -300* *Food: -1* *Housing: -1* *Reputation: 0* *Defense: 0* Allows access to dental treatments. +50GR
Theater	**Play-House** *GR: -150* *Food: -2* *Housing: -2* *Reputation: +2* *Defense: 0*
	Theater *GR: -300* *Food: -5* *Housing: -5*

		Reputation: +5 *Defense: 0*
Newspaper	**Notice Board** *GR: -10* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0*	
	Local Newspaper *GR: -100* *Food: -3* *Housing: -3* *Reputation: +8* *Defense: 0*	
	News Network *GR: -250* *Food: -4* *Housing: -4* *Reputation: +10* *Defense: +2*	
Town Hall	**Plaza** *GR: -25* *Food: 0* *Housing: 0* *Reputation: +2* *Defense: 0*	
	Court House *GR: -150* *Food: -2* *Housing: -2* *Reputation: +5* *Defense: 0*	
	Grand Hall *GR: -500* *Food: -2* *Housing: -2* *Reputation: +15* *Defense: 0*	
Cemetery	**Unmarked Graved** *GR: 0* *Food: 0* *Housing: 0* *Reputation: 0* *Defense:0*	
	Walled Graveyard	

	GR: -50 *Food: 0* *Housing: 0* *Reputation: +1* *Defense: 0*
	Tombs GR: -75 *Food: 0* *Housing: 0* *Reputation: +3* *Defense: 0*
Library	**Library** *GR: -100* *Food: -1* *Housing: -1* *Reputation: +4* *Defense: 0*
	Archive *GR: -200* *Food: -1* *Housing: -1* *Reputation: +6* *Defense: 0*
	Grand Repository *GR: -400* *Food: -3* *Housing: -3* *Reputation: +10* *Defense: 0*

Housing

House	**Tent** *GR: -20GR* *Food: 0* *Housing: +1* *Reputation: 0* *Defense: -3*
	Hovel *GR: -75* *Food: 0* *Housing: +2* *Reputation: 0* *Defense: -1*

	Homestead *GR: -100* *Food: 0* *Housing: +3* *Reputation: 0* *Defense: -1*
Manor	**Large House** *GR: -120* *Food: 0* *Housing: +4* *Reputation: 0* *Defense: -2*
	Townhouse *GR: -200* *Food: 0* *Housing: +5* *Reputation: 0* *Defense: -2*
	Manor *GR: -550* *Food: -2* *Housing: +5* *Reputation: +3* *Defense: -3*
Lodgings	**Lodging House** *GR: -200* *Food: -1* *Housing: +4* *Reputation: 0* *Defense: -4*
	Workhouse (Level 2) *GR: -350* *Food: -2* *Housing: +15* *Reputation: -5* *Defense: -4*
	Apartments (Level 2) *GR: -400* *Food: 0* *Housing: +8* *Reputation: 0* *Defense: -4*

Defense Buildings

Armoury	**Weapons Pile** *GR: -50* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: +1 per 25gr spent to arm an NPC*	
	Gun Racks *GR: -100* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: +2 per 100gr spent to arm an NPC*	
	Armour Cupboards *GR: -200* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: +3 per 150gr spent to arm an NPC*	
Garrison	**Gaol** *GR: -200* *Food: -4* *Housing: -4* *Reputation: 0* *Defense: +4* Allows prisoners to be securely held.	
	Guard Posts *GR: -450* *Food: -6* *Housing: -6* *Reputation: 0* *Defense: +12*	
Walls	**Wooden Walls & Guard House** *GR: -1GR per 5ft* *Food: -2* *Housing: 0* *Reputation: 0* *Defense: Doubles settlement's defense score so long as entire wall is connected and surrounds the entire settlement..*	
	Brick Walls & Guard House *GR: -3GR per 5ft* *Food: -2* *Housing: 0* *Reputation: 0* *Defense: Quadruples town's settlement's defense score so long as entire wall is connected and surrounds the entire settlement.*	

Watchtower	**Watchtower** *GR: -50* *Food: -1* *Housing: -1* *Reputation: 0* *Defense: +4*

Class-Specific Buildings

Trophy Hall (Barbarian)	**Trophy Hall** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* For twenty four hours after taking an extended rest, the barbarian may add the number of unique heads in the hall to their intimidation rolls.
Concert Hall (Bard)	**Concert Hall** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Grants an extra two bardic inspiration dice after taking an extended.
Temple (Cleric & Paladin)	**Temple** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Allows access to the temple supply store.
Grove (Druid)	**Grove** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Grants an extra use of shape change after an extended rest.
Dueling Arena (Fighter)	**Dueling Arena** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Grants an extra use of action surge after taking an extended rest.

Hermits Cottage (Monk)	**Hermit's Cottage** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Grants an extra two ki points after an extended rest.
Deep Woods Cabin (Ranger)	**Deep Woods Cabin** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Allows the ranger to spend 100gp to enchant a single arrow, bolt, or bullet, turning each into a +3 version of themselves.
Black Market (Rogue)	**Black Market** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Grants access to the black market shop.
Mage's Tower (Sorcerer & Wizard)	**Mage's Tower** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* After taking an extended rest in town gain a single extra cast for their level 1 – 6 spell slots. If a wizard has 3 casts of their level 5 spells, they may cast 4 after completing an extended rest.
Hidden Shrine (Warlock)	**Hidden Shrine** *GR: -900* *Food: 0* *Housing: 0* *Reputation: 0* *Defense: 0* Allows the warlock to know one additional cantrip per warlock level, to a maximum of 10.

Magic Infrastructure

Alchemist	**Herbalist** *GR: -75GR* *Food: -1*

		Housing: 0 *Reputation: 0* *Defense: 0* Allows access to tier 1 ingredients and potions.
		Apothecary *GR: -150* *Food: -1* *Housing: 0* *Reputation: 0* *Defense:0* Allows access to tier 2 ingredients and potions.
		Alchemist *GR: -300* *Food: -1* *Housing: 0* *Reputation: 0* *Defense: 0* Allows access to tier 3 ingredients and potions.
		Master Alchemist *GR: -750* *Food: -2* *Housing: -1* *Reputation: 0* *Defense: 0* Allows access to tier 4 ingredients and potions.
	Mage's Guild	**Novice Halls** *GR: -500* *Food: -4* *Housing: 0* *Reputation: 0* *Defense: 0* Allows access to tier 1 salts.
		Magic User's Guild *GR: -750* *Food: -6* *Housing: -2* *Reputation: 0* *Defense: 0* Allows access to tier 2 salts.
		Mage's College *GR: -1200* *Food: -8* *Housing: -4* *Reputation: 0* *Defense: 0* Allows access to tier 3 salts.

	Magic Laboratory *GR: -1700* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +2* Allows access to tier 4 salts.
	Warding Hall (Level 5 – Abjuration) *GR: -2500* *Food: -14* *Housing: -8* *Reputation: 0* *Defense: +15* If constructed alongside a master tinkerer, the warded hall will grant access to several arcane fields.
	Observatory (Level 5 – Conjuration) *GR: -2500* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +3* Allows access to various weapon and armour enchantments.
	Clocktower (Level 5 – Divination) *GR: -2500* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +3* If a character takes a long rest inside of the clocktower they may roll 1d20. For twenty four hours afterwards they may replace any roll with the result of that d20. In addition, the mage's of the tower will be able to give players foresight into the future.
	Glittering Tower (Level 5 – Enchantment) *GR: -2500* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +3* For 100gp, a player may increase any one of their attribute by 2. If they wish to change the enhanced attribute they must pay another 100gp and discard the previous increase.
	Flame-Resistant Tower (Level 5 – Evocation) *GR: -2500* *Food: -10* *Housing: -6*

	Reputation: 0 *Defense: +3* Allows a weapon to be enchanted with an extra 1d10 either cold, fire, or lightning damage for 600gr.
	Invisible Tower (Level 5 – Illusion) *GR: -2500* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +3* Allows access to various weapon and armour enchantments.
	Necrotic Laboratory (Level 5 – Necromancy) *GR: -2500* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +3* Grants access to cloning vats and limb replacement surgeries.
	Tower of Change (Level 5 – Transmutation) *GR: -2500* *Food: -10* *Housing: -6* *Reputation: 0* *Defense: +3* Grants access to various weapon and armour enchantments.

Town Sheet

Buildings	Coffers	Food	Housing	Reputation	Defenses
	0	0	0	0	0

Additional Building Effects