

Elros Player's Guide

Playtest Edition



amore captus

Guide to the Guide

Welcome to the Elros Player's Guide. This is a reference document for players and GMs looking to complicate their TTRPG for the hell of it. I have been chipping away at development of this text for about three years now, playing D&D 5E over at *Salsa Time* during lockdown. It is designed to bring variety, interconnected functionality, meaningful downtime, and lush customizability to TTRPGs.

There are three flagship additions included in this document: **Vocations**, **Archemancy**, and the **Martial Combat Expansion**. **Vocations** are a facet of a character that provides them with downtime activity, unique loot, and player-driven advancement through one of seven roles they may play. In play, **Archemancy** is a cooperative puzzle, pulling parties together to each contribute their part in the shared power of the group. Granting magical value to almost everything in the world, it is a richly integrated magic system. The **Martial Combat Expansion** adds innumerable customization options to weapons and armor with no effort from the GM, and actions in combat that allow martial characters to contend with magic. Special moves, formidable stances, mysterious and powerful weapons, and grievous lingering injuries are included to make combat dynamic and brutal.

Special Thanks

I couldn't have written anything of value without my players, who's insistence on exploration and fun served as the chief inspiration for my work on this project.

Thanks to *The Huntsmen*, *The Bastards*, and *The Bulwarks* for the laughs. I want to especially thank **Ihtsham Pervez** for the art he has donated to my campaigns for seven years now. All character art in this text is his.

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Vocations

In addition to a player's Race, Class, and Background, at first level they have the option to select a Vocation for their character. A player is encouraged to think about how different Vocations may work well in tandem with each other, and synergize with their existing Race, Class, and Background combinations.

GMs are encouraged to use these Vocations to bring greater purpose to downtime, and to provide opportunities for unique loot and items, helping players in their varied pursuits as adventures.

If a player is not interested in selecting a Vocation, they may select a feat instead. Each character may have only one Vocation.

A brief explanation of each vocation is given below.



Alchemists are potion brewers, retaining the essential organs of monsters and foes to brew drafts of immense power.

Blacksmiths are the disciples of the earth, enriching powerful materials with their labour, fashioning fearsome weapons, personalized to their party's needs.

Herbalists brew elixirs, weaker relatives of potions created from plants and herbs. However, elixirs are wildly customizable, and are a reliable boon for any adventure.

Priests & Priestesses are versed in the boons and blessings of the Gods, and dutifully provide aid to their loyal companions.

Runesekers are blessed with the speech of the Giants, allowing them to access their forbidden magic, which was carved from the earth despite the Gods.

Scholars are skilled in finding knowledge - expanding their understanding of the world, its language, skills, and creatures – as it is relevant to their quests.

Spellscribes are those who know of the Astral Arcanus, a firmament filled with the physics of spells. This understanding allows them to craft scrolls containing spells.

The Alchemist

Alchemy is the process of deriving power from the magic latent in the creatures of the world. Each creature has its **archemantic essence**, an organ that can be harvested upon its death, which is representative of the identity of the creature. The Alchemist exploits this power, harnessing it for magical effects, bottling them for future use.

Brewing Potions

An alchemist can begin brewing a potion if they possess the prerequisite materials:

- Alchemy Supplies
- 30 Gallons of Fresh Water
- A Potion Bottle
- The **essences** of the correct creature type(s), the total of which match the prerequisite CR for the relevant potion (Up to one essence type per potion may be substituted with a shapechanger essence)

Once these materials have been acquired, an alchemist will consult a recipe to begin the brewing process. A recipe will look like this (**list of potions found on pg. 58**):

Potion Name - (Component types, CR Total Required, Brewing Time, Brewing DC)

Potion, Rarity

Effect and description of potion.

The bolded title line includes the name of the potions, the **essences required** for brewing (no others may be included), the **minimum CR total sum** of the creatures' essences included, the amount of time brewing will take, and the **DC of the alchemy supplies check (INT)** that is required at the end of the brewing process.

This alchemy supplies check determines the success of the brewing process, and is a **Long Test (pg. 51)** over the duration listed in the potion recipe. If the check is failed, then roll on the Failed Alchemy Table to determine the outcome. Alchemists are proficient in this check.

Failed Alchemy Table

1	Nothing happens, the potion is inert and useless	7	The potion becomes a Black Pudding, and spills out of the bottle
2	Nothing happens, the potion is inert and useless	8	The potion becomes a Black Pudding, and spills out of the bottle
3	Nothing happens, the potion is inert and useless	9	The potion becomes a Black Pudding, and spills out of the bottle
4	A Wild Magic Surge occurs centered on the potion	10	The potion becomes a Black Pudding, and spills out of the bottle
5	A Wild Magic Surge occurs centered on the potion	11	The potion becomes a Black Pudding, and spills out of the bottle
6	A Wild Magic Surge occurs centered on the potion	12	The potion becomes a Black Pudding, and spills out of the bottle

Creature Essences Table

Creature Type	Essence	Essences per Creature
Aberration	Bile	$\frac{1}{2}$ the CR of the Creature
Beast	Heart	1
Celestial	Blood	1
Dragon	Heart	1
Elemental	Dragon's Breath Gland	1
	Magic Seal*	1
Fey	Eyes	2
Fiend	Magic Seal*	1
Giants	Thumbs	Up to 2
Monstrosity	Liver	1
Ooze	Slime	$\frac{1}{2}$ the CR of the Creature
Plant	Root	1
	Magic Seal*	1
Shapechanger	Tongue	1
Somni	Star	1
Corporeal Undead	Jaw	1
Incorporeal Undead	Magic Seal*	1

*Magic Seal is a ritual spell used to bind the essence of some creatures. A Spell description can be found on pg. 57.

The Blacksmith

Through hard-work and passion, a Blacksmith is imbued with the skill to forge from scraps, weapons, and raw materials.

Smithing

To begin smithing, a Blacksmith must first determine the scale of their task. Weapons in Elros have features determined by their material. This includes the work required to forge an object. Check the **Weapons Table (pg. 23)**, and the **Weapon Materials Table (pg. 27)**. Ensure you have enough of the desired material by weight as is listed in the Weapons Table. If so, then multiply the cost associated with the weapon by the “GP Modifier For Smithing” column on the Materials Table. This total represents the total labor required to complete that weapon type with that material. This is called the **GP Target**. Next, they must find an active forge to begin.

Forging is a four hour **Long Test (pg. 51)**, where the result of a smithing tools check (DEX) determines how much progress a blacksmith makes, in relation to the **GP Target**. Blacksmiths are proficient in this check. Consulting the Weapon Forging Table below, a Blacksmith progresses a GP amount equal to the column that describes the quality of their roll, as well as their previous rolls. Start at the “Keeping Pace” column, and after the Long Test, record the appropriate GP amount on the relevant weapon.

If they roll a **15-20**, they remain in the Keeping Pace column, progressing 5 GP. If they roll **14 or below**, they move left on the table, following the relevant instructions. If they roll **above a 20**, they move right on the table. A **natural 1** always moves a Blacksmith three spaces to the left, and a **natural 20** always moves them three spaces to the right. The weapon make is listed in the second row on the table below, unless the Blacksmith rolls a **natural 20** on the final check of an “Artisan Flow” weapon; in this case the weapon is Master Forged (**see: Weapon’s Make Table pg. 26**). The (in progress) weapon’s position on the table is retained between forging sessions. After forging twice in a day, any additional attempts incur exhaustion.

Forging Table

Failure	Critical Error	Delayed Pace	Keeping Pace	Accelerated Pace	Exceptional Pace	Artisan Flow
X	Dusted	Standard	Standard	Standard	Standard	Artisan
0 GP	2 GP	2 GP	5 GP	8 GP	10 GP	15 GP

Long Live Riki Toro'aoth.

The Herbalist

The Herbalist here is based directly on the “Wilderness Survival Guide” by AeronDrake. AeronDrake in turn credits /u/calculuschild with the ‘alchemy’ system. I use AeronDrake’s ‘alchemy’ system as my Herbalism system, with substantial adjustments.

A Herbalist is one who is capable of searching nature for its latent magic and turning it to their will by brewing Elixirs. These Elixirs are minor consumables that serve many purposes, manifested in magical effects caused by the plant’s essences that created them.

A Herbalist will begin by finding the right sort of plants in the wild, the process of foraging for plants is **described here (pg. 55)**.

Herbalism

After a four **Long Test** (pg. 51), a Herbalist makes a Herbalism check (WIS) to determine if their Elixir was created successfully. The DC for this check is equal to **6 + twice the number of ingredients included**.

The ingredients included in an Elixir allow the Herbalist to choose the effects included. Each ingredient can contribute to producing only one effect (with one other ingredient), however if many ingredients are included, one Elixir can carry multiple effects.

The Elixir Effects Table references the **archemantic essence** of the included ingredients via the following symbols:

 (Earth)  (Air)  (Fire)  (Water)  (Light)  (Dark)

The resulting effects are described as bombs, balms, and elixirs. This refers to the conditions that activate the included effect. Bombs are thrown or smashed (via a simple weapon STR/DEX attack roll), balms are applied to a surface, and elixirs are drunk.

Finally, note that some effects force a saving throw from targets. The DC for this saving throw is determined by the Herbalist who created the bomb. This DC is equal to **8 + WIS + proficiency bonus**.

Elixir Effects Table

Recipe	Elixir Effect	Recipe	Elixir Effect
+ [Elixir]	Heals 1d4 + 1.	+ [Bomb]	Deals 1d4 lightning damage on contact.
+ [Bomb]	Deals 1d4 fire damage of contact.	+ [Bomb]	Deals 1d4 acid damage on contact.
+ [Bomb]	A bright light explosion is released in a 10-feet sphere, and all creatures in the area must make a Dexterity saving throw or be blinded for 2 rounds.	+ [Bomb]	A soundwave that deals 1d4 thunder damage to all creatures within 10 feet. The affected creatures must make a Constitution saving throw or be deafened for 1d4 rounds.
+ [Bomb]	Deals 1d6 radiant damage on contact.	+ [Bomb]	Deals 1d6 necrotic damage on contact.
+ [Elixir]	When you drink this elixir you can breathe without oxygen for 1 minute.	+ [Bomb]	A dense fog appears in a 15-feet sphere, blocking vision for 1d4 turns.
+ [Bomb]	A series of small stone fragments are released and deal 1d4 piercing damage to all creatures in a 5-feet radius who fail a Dexterity saving throw.	+ [Bomb]	A series of small ice fragments are released and deal 1d4 cold damage to all creatures in a 5-feet radius who fail a Dexterity saving throw.
+ [Elixir]	Resistance to bludgeoning, piercing or slashing damage for 1 minute (damage type is selected when the elixir is created).	+ [Elixir]	Resistance to cold, fire or lightning damage for 1 minute (damage type is selected when the elixir is created).
+ [Bomb]	Releases slippery oil on the ground in a 10-foot radius, all creatures that move in the area must make a Dexterity saving throw. On a fail, the creature falls prone.	+ [Bomb]	Deals 1d4 poison damage on contact and the creature must make a Constitution saving throw. On a failed save, the creature is poisoned for 1 round.
+ [Elixir]	Antitoxin: as a reaction, allows a drinker to reroll a saving throw against a poison effect.	+ [Balm]	Magic Gloss; spread onto a shield to allow it to reflect magic (see pg. 54).
+ [Bomb]	Deals 1d4 force damage on contact.	+ [Balm]	Add creature essence of a target, balm can be applied to a melee weapon to act as a +1 against that type for up to four hours.
+ [Bomb]	Deals 1d4 bludgeoning damage on contact. This bludgeoning damage counts as magical damage.	Did you know that the EPG began because the Rogue Ibis didn't trust the Paladin Odathern? Ibis followed Odathern to the Sun-Hast Manor, and the two fell into hunting demons for a time with Sigurd of Yunburg. Sigurd was the first Herbalist. This spurred on the creation of other vocations, and then the whole book!	

The Priest & The Priestess

A Priest or Priestess is one versed in the teachings of a deity of the realm and is granted some ability to wield the ameliorative power of those entities. Their wisdom and knowledge allows them to bless their allies with courage, or comfort them during rest. Additionally, their knowledge of divine power lets them perform powerful rituals.

Religion Proficiency

Priests and Priestesses are proficient in Religion checks or have expertise if otherwise proficient.

Blessing of the Pious

Over a short rest, a Priest or Priestess may pray with their party, granting them all one of the two following boons (their choice):

- They roll their hit dice, and add the Priest or Priestess' WIS modifier, gaining the total in temporary hit points
- They gain a d8 inspiration dice, that expires upon use, or their next rest

Holy Rituals

The Priest or Priestess has access to the following rituals, some with changes to their material components. Spell descriptions can be **found here (pg. 56-57)**.

- *Ceremony* – Material components reduced to 10 GP worth of powdered silver
- *Create Or Destroy Water*
- *Divination*
- *Exorcism*
- *Fire Truth* – Any candle is useable
- *Magic Seal* – Some vessel is required, but powdered silver is not required
 - Targets of Magic Seal have **disadvantage** on their saving throw.
- *Speak With Dead*

They can cast any one of these rituals as many times per day equal to their proficiency bonus. The save DC for these rituals is equal to **8 + WIS/CHA + proficiency bonus**.

The Runeseeker

The Runeseeker is a Vocation that would not exist without accesses to many runic items found in Wizard's of the Coast's source books and Unearthed Arcana, accompanying material from Kobold Press, James Introcaso at the worldbuilderblog.me, and enchantments from u/kylorazz.

Runes are a particularly powerful magic in Elros, first crafted by the Giant Kings and Artificers of the second age, the remnants of their technology are available in their full potential only to a Runeseeker.

Runic Aptitude

Runeseekers gain proficiency in Giant, and in Masonry Tools.

Runeseekers gain an **additional attunement slot**, which can be used for one Greater Runestone, or three Minor Runestones. Additionally, you gain benefits from the Rune **Mastery Powers** of the Lesser Runestones, and **complex properties** of Greater Runestones.

Sample Lesser Runetone

Wunjo (requires attunement)

Happiness and joy

Rune Bonus: Whenever you receive Inspiration, you have a 20% chance to retain it (for a second use, but no more) later using it or giving it to another character.

Rune Power (4th level minimum): Tracing the wunjo rune on the ground or on a boulder acts as the animal friendship spell. Creating the rune takes 1 action, and the effect lasts 24 hours.

Rune Mastery Power (8th level minimum): If you spend 1 action sketching wunjo onto an object which you then hold aloft, your allies within 120 feet have advantage on saving throws against defects that cause fear, charm, or domination. The effect lasts while you concentrate, for up to 10 minutes.

Runic Ignition

Runeseekers learn the **Runic Ignition ritual**, allowing them to create their own runestones. The spell can be [found here \(pg. 57\)](#).



The Scholar

While many brave adventurers walk the wilds of Elros searching for danger and adventure, some men just want to watch the world learn. Scholars are in-tune with the way of learning, in that they are experts in the spreading of information, including that which may aid their allies in their own endeavors.

Intelligence Proficiency

Scholars receive Expertise in any Intelligence based skill of their choice.

Sprechen Sie Everything?

A Scholar may spend their downtime learning languages from either a piece of source material, such as a book written in said language with some means of translation, or an ally who is willing to spend time teaching them.

During a short rest, a Scholar may study a language, making an **Intelligence check** to retain the information. The DC for such a check is **15** for common languages, and **20** for exotic languages. These skill checks are **Long Tests (pg. 51)**. For common languages, a scholar must succeed on fifteen checks to become proficient in a language, whereas for exotic languages, that number is twenty five successes.

Do these leaves look a little green to you?

The Scholar may choose to forage for plants within an area, uncovering useful information regarding the region. A Scholar may ascertain various pieces of information about the region they are exploring, based on the essences of the plants found:

- **Fire** - If there is, and direction of, humanoids living within 6 miles
- **Air** - Upcoming weather events over 24 hours
- **Earth** - If there is, and direction of, any large natural features within 6 miles
- **Water** - If there is, and direction of, a body of water within 6 miles
- **Light** - If there is, and direction of, any magic on the land within 6 miles
- **Dark** - If there is and direction of unnatural predators within 6 miles

Rules for collecting Plant Ingredients can be found **here (pg. 55)**.

Dreadful-spesimen-ology

A Scholar may study an **individual creature** they can see for one minute, outside of combat within 60 feet (perhaps at greater range with the proper ocular equipment). Otherwise, they can study an **essence** of the creature (**which is consumed**), or its **lair** for one hour. In any instance, the Scholar must make an **investigation check**, the DC of which is equal to the CR of the creature, to learn a number of the following pieces of information **equal to their intelligence bonus**:

- The name of the **species** of this creature, and its **type(s)**
- The **AC** of the creature
- If the creature is immune, resistant or vulnerable to **two different types of damage** of the Scholar's choice (they may select this option as many times as they can based on one check)
- **Condition immunities** of the creature
- Whether or not the creature can communicate with **language**
- Whether or not the creature can **cast spells**
- The Scholar may also gain **expertise on survival checks to track this creature** in the future

Monstrous Familiarity

If the Scholar successfully completes the Dreadful-spesimen-ology ability on 10 different species of creatures within one type (for instance, 10 different sorts of Fey), they gain the Ranger feature "Favored Enemy", selecting that creature type. Considering their definitional diversity, this additional feature does not apply to Shapechangers.



The Spellscribe

A Spellscribe may use their knowledge of the written mechanics of spell casting to cast any ritual spells they can get their hands on, and to craft spell scrolls at an expedited rate and cost.

Enhanced Ritual Casting

The Spellscribe gains the benefits of the Ritual Caster feat from the Player's Handbook, but is however **not limited to the rituals of any one class**, nor by the level of the rituals they can learn (though they start with level-appropriate spells). Furthermore, they can pick to use any mental ability score as the basis for their spellcasting ability score for the purposes of this Vocation. Finally, they can **learn ritual spells** found on their adventures over the course of a **short rest**.

Scrollcraft

When a Spellscribe obtains a copy of the spell or has an ally who is willing to cast the spell for them, they can attempt to craft a spell scroll of that spell. Given a 4 hour **block** of time, they can make an **Arcana (INT) Long Check (pg. 51)**, DC equalling **10 + the level of the spell**. **The Spellscribe has proficiency in these checks**. These **blocks** measure the amount of time and materials required to create a spell scroll, as noted in the Scrollcraft Table below. Should the Spellscribe surpass the DC of the check, they progress **1 block** of time, and should they surpass the DC by 10 (DC: 20 + the level of the spell), they progress **2 blocks** of time.

A Spellscribe may attempt two blocks per long rest without incurring any penalties, but any attempts beyond that will **result in a point of exhaustion for each block attempted**, at the start of the block. Furthermore, if any blocks are attempted but left unfinished, the rare ink is consumed but no progress is made on the scroll.

A spell scroll can be cast by anyone upon a successful arcana check as **an action, DC equalling the spell level + 10**. Upon a **failure**, the GM rolls on the Spell Scroll Mishap Table Below and the **scroll is destroyed**.

Second-Hand Scribe

When a Spellscribe attempts to write a spell scroll of a spell they have already created, they can **reduce the number of blocks required to complete the scroll** by the number of blocks required to complete a spell of **one level lower** (to a minimum of 1 block).

Scroll Crafting Table

Spell Level	Time Cost	Gold Cost
Cantrip (0)	1 block	15gp
1 st	1 block	20gp
2 nd	3 blocks	10gp + 20 gp per Block
3 rd	7 blocks	10gp + 30 gp per Block
4 th	14 blocks	10gp + 40 gp per Block
5 th	24 blocks	10gp + 50 gp per Block
6 th	48 blocks	10gp + 60 gp per Block
7 th	112 blocks	10gp + 70 gp per Block
8 th	224 blocks	10gp + 80 gp per Block
9 th	336 blocks	10gp + 90 gp per Block

Spell Scroll Mishap Table

The following table is lifted from the Dungeon Master's Guide, adjusted to suit my love for d12s.

1d12	Effect
1-2	A surge of magical energy deals the caster 1d6 force damage per level of the spell.
3-4	The spell affects the caster or an ally (determined randomly) instead of the intended target, or it affects a random target nearby if the caster was the intended target.
5-6	The spell affects a random location within the spell's range.
7-8	The spell's effect is contrary to its normal one, but neither harmful nor beneficial. For instance, a fireball might produce an area of harmless cold.
9-10	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 1d10 minutes for spells that take effect instantaneously. For example, a fireball might cause smoke to billow from the caster's ears for 1d10 minutes.
11-12	The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away.

Archemancy

Embedded in all things - animal, vegetable, & mineral - are shared essential qualities that reflect the sources from which the world was made. These essential qualities exist in many forms, and are isolated differently for different purposes - the study of these essences is called **Archemancy**. The fruits of Archemancy have laid the foundation for the use of creature essences in **Alchemy**, and the elemental attributes of the plant **ingredients** in Herbalism. This magic can also be harnessed in the creation of **Runestones**, the reading of nature by **Scholars**, the creation of preternatural **inks for spell scrolls**, and the alteration of mundane **metals** into rarer variants. Archemancy describes how these diverse systems are connected by a sinew - an elemental web of Vital Minerals, constellational distillations of the essences that are themselves combined and harnessed for a variety of uses.

Archemantic Manipulation Of Vital Minerals

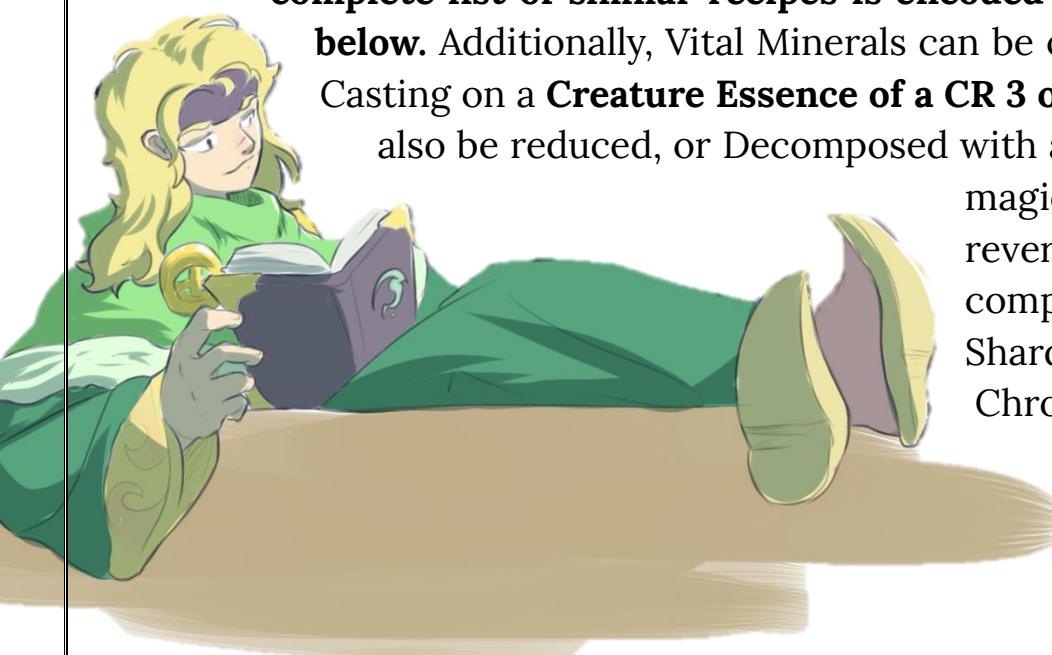
Vital Minerals are small precious gems, created by a **Dull Casting** (pg. 51) of Abjuration on an object that redirects their latent energy into a concentrated gemstone, **a shard of pure essence**. In some cases, these are created from ingredient plants used by Herbalists and Scholars, and the resulting Vital Mineral is a Shard of Fire, Water, Air, or Earth - one of the essences of the Plant Ingredient.

These Vital Minerals are **still viable Herbalism ingredients**, however they can also be combined with complex Vital Minerals to **duplicate these more advanced Shards**. For instance, a Water Shard and an Earth Shard can be combined with a Mercury Shard, via a Transmutation Dull Casting, resulting in two Mercury Shards.

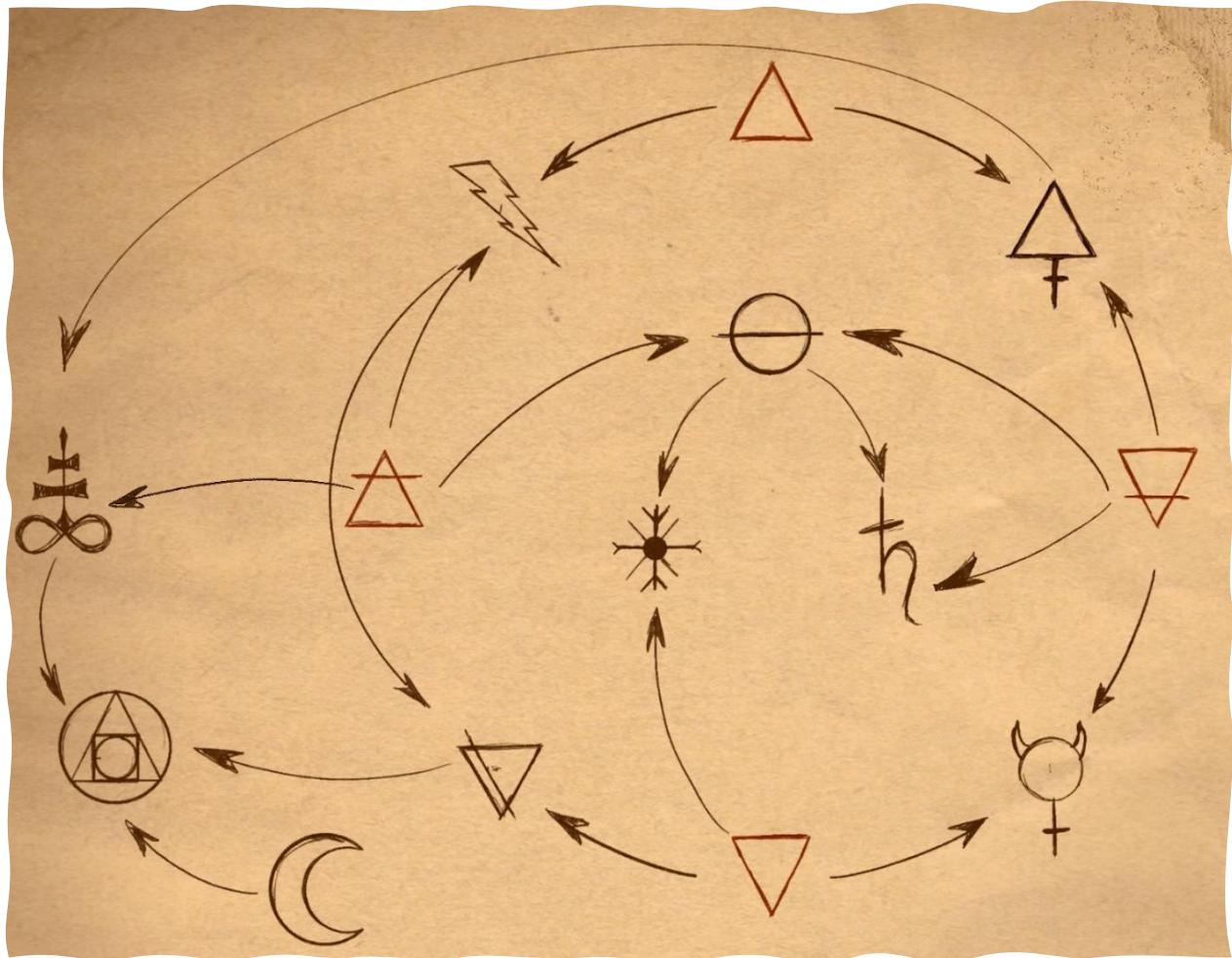
A complete list of similar recipes is encoded in the Archemancer's Web below.

Additionally, Vital Minerals can be created by a Dull Abjuration Casting on a **Creature Essence of a CR 3 or higher**. Vital Minerals can also be reduced, or Decomposed with a Dull Casting of Chronurgy

magic, which stimulates a reversal of the creation of the compound. Thus, a Lightning Shard may be Decomposed via a Chronurgy Dull casting into an Air Shard and a Fire Shard.



The Archemancer's Web



The Archemancer's Web is an artistic representation of the relationship between the Vital Minerals. The four **red triangles** are the Simple, or Cardinal elements (clockwise from the top): **Fire, Earth, Water, Air**. These Vital Minerals can be obtained by Abjuration Dull Casting on Herbalism components. From these simple elements, **one can produce the complex Vital Minerals**, using a **Transmutation Dull Casting** on **one complex Vital Mineral**, and the **two simpler Vital Minerals** which point into it on the Archemancer's Web. This will **yield two copies of the complex Vital Mineral**, duplicating it with the addition of the simpler Minerals. How to acquire an original copy of the complex Vital Minerals? Typically, through an **Abjuration Dull Casting on a creature essence (minimum CR 3)** that is associated with that element. Understanding which creature essence is associated with which element, and decoding which symbol represents which element is up to the player (expect some hints across the EPG). **Each of these complex Vital Mineral is represented on the Archemancer's Web once: Salt, Lead, Sulfur, Mercury, Frost, Lightning, Living Water, Black Sulfur, Lucid, & Quintessence.**

Using Vital Minerals

Vital Minerals form the connections between many of the magical systems at play in Elros. Some of these minerals are used in **spellcasting**, others in **crafting items**, and still more in the **supplementation of many Vocations**. Below describes the uses of Vital Minerals in relevant Vocations, and other niche uses as well.

Archemantic Alchemy

Many Vital Minerals are created by the **Abjuration of Creature Essence (minimum CR 3)**, though this process does not preclude the shards from being used in the creation of potions in Alchemy. **Vital Minerals are viable substitutes for creature Essences as potion ingredients**, meeting part of the Creature Type requirement in potion brewing. Vital Minerals however **do not contribute to the total CR target** of the brewed potion.

Thus, if an Alchemist wished to make a Potion of Invisibility, but do not have access to Incorporeal Undead Essences, but they have ample Fey Essences, they could meet the CR 14 material requirement with Fey eyes, and then meet the Incorporeal Undead Essence requirement by adding in a Lightning Shard into their brew.

Vital Minerals that correspond with **Shapeshifter creature Essences cannot** be used as a **substitute** ingredient for **non-Shapeshifter creature types**.

Archemantic Blacksmithing

When forging a set of Smithing Tools, one might include a **Lucid Shard**, creating a set of **Demiurgic Smithing Tools**. These are necessary material components for the **Iqbal's Conjure Forge spell (pg. 56)**. Additionally, the other material component to this spell is a Fire Shard, which is consumed upon casting.

Additionally, once a Vital Mineral has been acquired, it can be combined with a metal when it is reforged into a new object. When forging a weapon, the Blacksmith will need to add **one Shard of a Vital Mineral per pound of the weapon they are forging** to successfully infuse the Vital Mineral's power into the creation. The resulting weapon will be made from a Vital Alloy, acquiring the effect and bonuses listed below. **All Vital Alloys retain the Attributes of the Mundane Metal that they were created with, gain the following additional features.**

Vital Alloys Table

Below is a minority of well-known Vital Alloys. See more mundane materials on pg. 27.

Material (* = damage is magical)	Attributes	Attack Roll Deteriorate Conditions	Vital Mineral per pound of metal	GP Modifier For Smithing
Mundane Metals and their Vital Alloys				
Copper	Deals double damage to Plants, more easily enchanted	1 Natural 1-3	Mundane	PHB -5 (Min Price of 3)
Galvanic Copper	Creatures harpooned or pinned with weapons of Galvanic Copper take double lightning damage	1 Natural 1-3	Lightning Shards	PHB*2
Brass		1 Natural 1-2	Mundane	PHB -5 (Min Price of 3)
Yarkian Brass	When making a critical hit with Yarkian Brass, the surge of energy grants the wielder with an extra attack	1 Natural 1	Lightning Shards	PHB
Salinized Brass	Offends Fiends: fiends within 60 feet of drawn weapons made of salinized brass have disadvantage on initiative and perception checks, and concentration saving throws; overcomes resistances of fiends CR 9 and below	1 Natural 1	Salt Shards	PHB*2
Iron	Overcomes resistances of Fey	1 Natural 1	Mundane	PHB
Lead Iron	Overcomes resistances of Celestials, Constructs; upon a critical hit, the target gains the Poisoned condition for up to 1 min, ending the effect early if they succeed a CON save DC 16 made at the end of each of their turns	1 Natural 1	Lead Shards	PHB
Steel		2 Natural 1s	Mundane	PHB*1.5
Violode Steel*	When the item is concealed, it fades from view, becoming invisible. Undead that are hit with Violode Steel Weapons must make a Constitution save DC 16, otherwise they burst into flames taking 1d10 radiant damage per round (duration 1 minute).	2 Natural 1s	Living Water	PHB*3

Silver	Overcomes resistances of Shapeshifters, Monstrosities	1 Natural 1	Mundane	PHB*2										
Conspicuous Silver	Deals double damage to beasts; overcomes resistances of Plants; when a Shapeshifter, or someone who is under the effect of polymorph or other form-altering spell, suffers a critical hit via a Conspicuous Silver, they are reverted to their natural form until they bathe in the light of the moon	1 Natural 1	Lead Shards	PHB*2										
Gold	Overcomes resistances of Fiends; more easily enchanted	1 Natural 1-3	Mundane	PHB*4										
Heartgold*	When a fiend suffers a lingering injury via a Heartgold Weapon, the attacker can instead choose to instantly banish that Fiend back to Hell; when a creature can see heartgold, they have advantage on saving throws against being charmed or frightened by Fiends	2 Natural 1s	Sulfur Shards	PHB*4										
Platinum	When administering a lingering injury to Dragons, the damage done by the weapon is doubled	2 Natural 1s	Mundane	PHB*5										
Mithral	Weight of weapon decreases by one class and all melee weapons created are Finesse weapons; more easily enchanted; can be brought into dreams; overcomes resistance of Lycanthropes, Fey, Undead, Monstrosities, Somni	3 Natural 1s	Lucid Shards	PHB*8										
Antediluvian Platinum	<p>Adds energy damage based on the Vital Minerals added</p> <p>Sulfur - Fire Frost - Cold Mercury - Acid Lightning - Lightning Lead - Poison</p> <p>The number of Vital Minerals added per pound of weapon material determines the amount of damage.</p>	2 Natural 1s	<p>Vital Mineral Shards per pound of weapon:</p> <table> <tbody> <tr><td>1</td><td>- 1d4 Damage</td></tr> <tr><td>2</td><td>- 1d6 Damage</td></tr> <tr><td>3</td><td>- 1d8 Damage</td></tr> <tr><td>4</td><td>- 1d10 Damage</td></tr> <tr><td>5</td><td>- 1d12 Damage</td></tr> </tbody> </table>	1	- 1d4 Damage	2	- 1d6 Damage	3	- 1d8 Damage	4	- 1d10 Damage	5	- 1d12 Damage	PHB*5
1	- 1d4 Damage													
2	- 1d6 Damage													
3	- 1d8 Damage													
4	- 1d10 Damage													
5	- 1d12 Damage													

Archemantic Herbalism

The four most basic Vital Minerals **of Fire, Water, Earth, and Air** all **directly correspond** to Herb Essences from Herbalism. Thus, a plant with a fire essence can be Abjured through Dull Casting, creating a Fire Shard. This Fire Shard retains its potency in Herbalism, and **can be counted as a regular Plant Essence ingredient**.

Compound Vital Minerals can be used in this way too. A Herbalist can use a Lead Shard - which contains the essences of air, and twice of earth - to add the essences of Air, Earth, and Earth to their brew, **using only one ingredient – thus lowering the Herbalism DC**.

Finally, Compound Vital Minerals can be Decomposed via Chronurgy Dull Casting to reduce them into more basic Vital Minerals, and so a Herbalist can use a creature essence to create a Vital Mineral, and decompose it (via dull casting) into Herbalist materials they require for their elixirs.

Other Archemantic Uses

Beyond the usefulness of Vital Minerals in Vocations, and their connections to each other from the perspective of the Archemancer's Web, particular Vital Minerals have additional uses unique to them. Some are listed below.

Sulfur Shards can be crushed, becoming a measure of **Devil's Gate Chalk**, which is used for summoning devils. Black Sulfur can be crushed, becoming a measure of **Demon's Gate Chalk**, which is used for summoning demons. Both of these Chalks appear as required material components for many relevant spells, though they are used in other cases, too.

Lead Shards can be crushed, creating **Binding Chalk**: a spell component useful for creating magical barriers and protective fields. Binding Chalk appears as required material components for many relevant spells, though it is used in other cases, too.

Living Water Shards can be crushed, creating **Living Dust**. Each measure of Living Dust can be used as a material component in spells to reduce the cost of spells that heal creatures (as their only/primary effect) by 25 GP per measure expended.

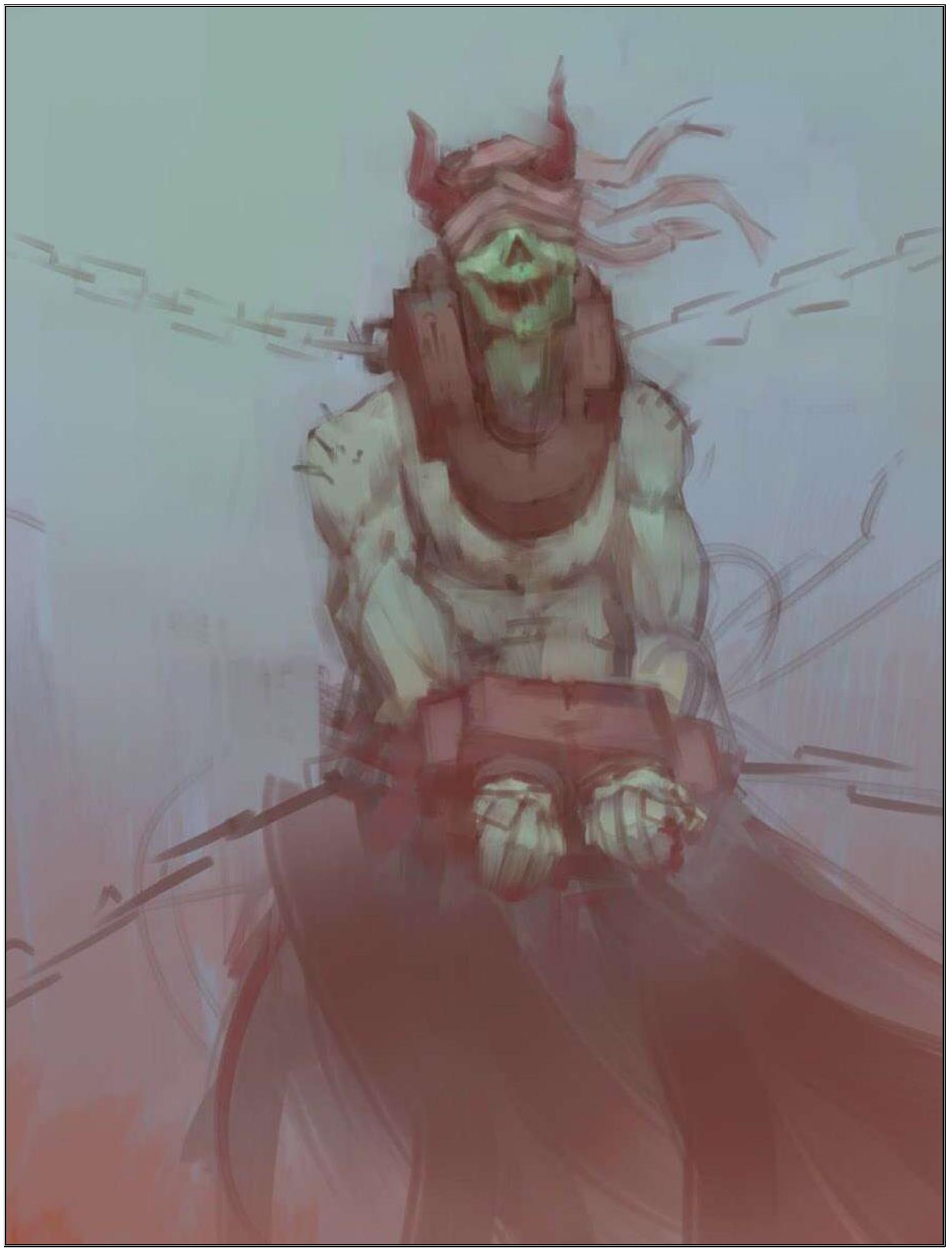
Lucid Shards can be crushed and mixed with common ink, making a measure of **Piquant Ink**. When creating Spell Scrolls, a Spellscribe can replace some of the material components and time required to create the Scroll with Piquant Ink.

When a Spellscribe attempts to write a spell scroll using **Piquant Ink**, they can reduce the number of blocks required to complete the scroll by the number of blocks required to complete a spell of one level lower (to a minimum of 1 block). This ability does not stack with the **Second-Hand Scribe feature (pg. 14)**.

Quintessence Shards can be crushed, creating 1 measure of what is called **Synthetic Empyrean Dust**. This substance can be used as **Empyrean Dust (see pg. 53)** for the purposes of the Runic Ignition Ritual for Runeseekers.

Synthetic Empyrean Dust appears as a mound of coarse salt, each grain glowing in bright technicolor, including all vibrant hues except purple.





Martial Combat Expansion

In the interest of expanding the options for players and GM's alike, many new features have been added to martial combat.

Weapon Information

Weapon Type	Damage	Properties	Weight lb.	Cost
Simple Melee Weapons				
Club	1d4 Bludgeoning	Light	2	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (20/60)	1	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	10	2 SP
Handaxe	1d6 Slashing	Light, Thrown (20/60)	2	5 GP
Javelin	1d6 Piercing	Thrown (30/120)	2	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown	2	2 GP
Mace	1d6 Bludgeoning	-	4	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	4	2 SP
Sickle	1d4 Slashing	Light	2	1 GP
Spear	1d6 Piercing	Thrown (20/60), Versatile (1d8)	3	1 GP
Simple Ranged Weapons				
Light Crossbow	1d8 Piercing	Ammunition, Range (80/320), Loading, Two-Handed	5	25 GP
Dart	1d4 Piercing	Finesse, Thrown (20/60)	1/4	5 CP
Shortbow	1d6 Piercing	Ammunition, Range (80/320), Two-Handed	2	25 GP
Sling	1d4 Bludgeoning	Ammunition, Range (30/120)	-	1 SP
Martial Melee Weapons				
Battleaxe	1d8 Slashing	Versatile (1d10)	4	10 GP
Bladed Hurley	1d8 Slashing/ Bludgeoning	Versatile (1d10)	4	15 GP
Flail	1d8 Bludgeoning	-	2	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	6	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	7	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	6	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	6	20 GP

Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	6	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	3	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	10	10 GP
Morningstar	1d8 Piercing	-	4	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	18	5 GP
Billhook	1d10 Slashing/Piercing	Heavy, Reach, Two-Handed	24	8 GP
Rapier	1d8 Piercing	Finesse	2	25 GP
Scimitar	1d6 Slashing	Finesse, Light	3	25 GP
Shield	1d6 Bludgeoning	Light, Thrown (20/35) (AC bonus from 1 shield at a time)	5	10 GP
Shortsword	1d6 Slashing	Finesse, Light	2	10 GP
Trident	1d8 Piercing	Thrown (20/60), Versatile (1d10)	4	5 GP
Warpick	1d8 Piercing/Bludgeoning	Versatile (1d10)	2	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	2	15 GP
Whip	1d6	Finesse, Reach	3	2 GP

Martial Ranged Weapons

Blowgun	1 Piercing	Ammunition (25/100), Loading	1	10 GP
Hand Crossbow	1d6 Piercing	Ammunition (30/120), Light, Loading	3	75 GP
Heavy Crossbow	1d10 Piercing	Ammunition (100/400), Heavy, Loading, Two-handed	18	50 GP
Longbow	1d8 Piercing	Ammunition (150/600), Heavy, Two-handed	2	50 GP



Projectiles Table

Some other types of ammunition can be purchased or made by player characters. Below are brief descriptions of some of these ammunition types.

Arrow Type	Effect	Cost For 20
Regular	-	1 GP
Blunthead	Deals Bludgeoning Damage	1 GP
Bodkin	Attack Roll bonus against armored targets (Light Armor: +1, Medium Armor: +2, Heavy Armor: +3)	3 GP
Broadhead	Bleeding Effect on critical hit (Below)	5 GP
Corkscrew	Fires as normal into water	2 GP
Whistling	Sings through the air, marking its path to all that hear within 120 feet	1 GP
Elixir	Attached Elixir (Below)	-
Other Metals	Effect of Metal Type (Below)	-

Broadhead Arrows

Targets hit by a Critical Hit from broadhead arrows suffer the regular damage upon getting impact, and in addition they suffer the Bleeding condition, taking 1d12 damage at the top of their turn until they meet one of the following conditions:

- They are healed.
- They or an ally within 5 feet makes a Medicine Check DC 15 as an action to stop the bleeding.
- They make a DC Constitution Saving Throw at the end of their turn (no action required).

Elixir Arrows

When brewing Elixirs, one can attach Herbalists' bombs to arrowheads or bolts, causing them to deal whatever damage or effect is associated with them to targets hit by the arrow.

Other Metal Arrows

Additionally, players should note that the standard amount of a metal Material required to make an arrow or bolt with a tip of said material is roughly equivalent to three coins of said material. Thus, a gold-tipped arrow would require about three gold coins worth of material.

Weapon Make and Material

In Elros, each melee weapon has **two additional traits** that dictate its use and output. These are its **Make and Material**. The **Make determines the applicable bonuses to attack and modifies damage roles**. Most new weapons will be Standard Forged, and become Dusted or Busted over time, however a handful of very skilled craftspeople will be capable of creating Artisan forged weapons. Master Forged weapons are incredibly rare, and a typical party will never find more than one.

A weapon's **Material determines special properties detailed on the Weapon's Materials Table, which include its Deteriorate Conditions**. The Deteriorate Conditions determine the "natural" (d20 roll without any modifiers) weapon attack roll that **deals a deterioration point to the weapon**, and **how many points a weapon can withstand before it moves down on the Weapon's Make Table**. For instance, if a Standard Steel Dagger suffers two deterioration points (Natural 1s), it moves down, becoming a Dusted Steel Dagger. Note: attacks that cause deterioration can still hit if the total roll meets the target's AC.

Honing your weapon can be done over a short rest, providing a buffer of one extra Deterioration Point for the weapon. Once this buffer is removed, it can be reapplied by honing the weapon again during a short rest. All decreases in Make can only be fixed when a Blacksmith totally reforges the weapon.

Weapon's Make Table

The details of the Weapon's Make Table are relative to the features of the weapons communicated on the **Weapon Information Table (pg. 23)**.

Master Forged	Increased damage dice again, +2 to all roles
Artisan Forged	Increase one damage dice (if d12, add d4)
Standard Forged	Weapon is used as normal
Dusted	No proficiency bonus to attack rolls
Busted	No positive bonuses to attack and damage rolls
Broke	Same as busted, plus disadvantage on attack rolls

Weapon Materials Table

The following table includes some weapon materials available in Elros. To see more weapon materials, see the **Vital Alloys Table (pg. 18-19)**.

Material	Attributes	Deteriorate Conditions	GP Modifier For Smithing
Wood	Max Make: Dusted for slashing and piercing weapons, standard for bludgeoning; cannot be honed	1 Natural 1-2 [Must be mended to maintain]	N/A
Brass		1 Natural 1-2	PHB - 5 (Min 3)
Copper	Deals double damage to Animated Plants, more easily enchanted	1 Natural 1-3	PHB - 5 (Min 3)
Iron	Overcomes resistances of Fey	1 Natural 1	PHB x 1.5
Steel		2 Natural 1s	PHB x 1
Silver	Overcomes resistances of Shapeshifters, Monstrosities	1 Natural 1	PHB x 2
Gold	Overcomes resistances of Fiends, more easily enchanted	1 Natural 1-3	PHB x 4
Platinum	When administering a lingering injury to Dragons the B/S/P damage done by the weapon is doubled; increases critical hit range by 1 when targeting Dragons with melee attacks	2 Natural 1s	PHB x 5
Aero Crystal	Any weapon made with this material is a finesse weapon	1 Natural 1	PHB x 4
Adamantine	Overcomes resistances of Aberrations, Siege Weapon, more easily enchanted	N/A	PHB x 50
Fomorian Steel	Each Kill increases the blade's magical ability, which can be used to cast spells.	1 Natural 1s	Cannot be made anew

Armorer's Overhaul

The following table explains the functionality of Armor in Elros, which is divided into the weight classes “Light”, “Medium” and “Heavy”, which determines AC calculations directly. Unless otherwise stated, armor class is calculated in the following ways.

When relying on armor:

8 + Armor bonuses + Modifiers provided by heaviest armor weight class worn

When relying on unarmoured defense:

10 + DEX modifier

This system makes the creation of custom armor pieces by players and GMs much simpler and allows for deeper customization in the worn equipment of player characters.

Armor Table

	Light	Medium	Heavy
Arms	+1	+2	+3
Head & Body	+2	+3	+4
Legs	+1	+2	+3
Modifiers	Add Dexterity modifier to AC	Add Dexterity modifier to AC to a maximum of +2	Disadvantage on Stealth Strength score requirement for 1, 2, 3 pieces of heavy armor respectively: 13, 15, 17
Example Materials	Hide, Leather, Reeds, Thick Canvas	Ring, Chain, Scale Mail	Plate, Splint, Dragon Scale

Armor Class Calculations:

A character who dons armor will receive the bonuses applicable to how they have dressed their arms, head & body, and their legs, and then receive the modifiers applicable to the heaviest armor type they wear on their person.

Arms Calculations:

Arm armor comes in two forms, light or medium. Wearing **two Light arm armor pieces is equal to one medium**, and **wearing two medium arm armor pieces is how to achieve Heavy arms armor benefits**.

Lingering Injuries

In a cruel, violent world, sometimes a Healing Word isn't enough. Lingering injuries raise the stakes in combat and can provide heroes and villains with unique opportunities and consequences.

If a creature suffers **half of their hit point maximum in one hit**, is hit with an attack **while incapacitated**, or an attack that is "**Critical Confirmed**", they suffer a lingering injury.

A **Critical Confirm** check occurs when a creature deals a **Critical Hit**, wherein they immediately **re-roll their attack roll** (without advantage or disadvantage). This roll **does not lead to another attack** that may deal damage, nor can it possibly deteriorate their weapon. However, **if this repeated attack role meets the target's AC**, then the existing critical hit also **deals a lingering injury**.

When a Lingering Injury is dealt, a d12 is rolled to determine which of the following Lingering Injuries is suffered, unless the target is incapacitated, in which case the attacker may choose which lingering injury is dealt or forgo the lingering injury altogether. When any lingering injury is dealt, **if the target is wearing armor**, it is also damaged, suffering a permanent -1 to the AC bonus applied by the piece of armor closest to the location of the injury. If this reduces its bonus to 0, the armor breaks.



Lingering Injuries Table

These lingering injuries are inspired by Xanathar's Lost Notes to Everything Else by Ruty Rutenberg. I first heard the “Critical Confirm” idea from the youtube channel “XP to Level 3”.

1	Break an Item. A randomly determined weapon or non-magical item you hold, wear, or carry on your person is broken or ruined. Roll a d12. On a roll of 1-3, the item deteriorated is a weapon, on a roll of 4-12 the item is any item that isn't a weapon.	7	Festering Wound. Your hit point maximum is reduced by your level every 24 hours the wound persists. If your hit point maximum drops to 0, you die.
2	Minor Scar. The scar doesn't have any adverse effect, but chicks dig it. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.	8	Teeth Knocked Out. You have disadvantage on Charisma (Persuasion) checks. When you cast a spell with a verbal component, roll a d20, on a 1, the spell fails and the casting is lost.
3	Horrible Scar. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the injury.	9	Lose a Finger. You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with which you lost the finger. Magic such as the regenerate spell can restore the lost finger. If you lose all the fingers from one hand, then it functions as if you had lost a hand.
4	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Fortitude check. On a failed save, you lose your action and can't use reactions until the start of your next turn. The injury heals if you receive magical healing or if you take a hiatus.	10	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
5	Punctured Lung. You can take either an action or a bonus action or your turn, but not both. The injury heals if you receive magical healing or if you take a hiatus. If you puncture both lungs your hit points drop to 0 and you immediately begin dying.	11	Lose a Foot or Leg. Your walking speed is halved and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
6	Open Wound. You lose 1 hit point every hour the wound persists. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every hour. After ten successes, the injury heals.	12	Lose an Arm or a Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. If you lose both hands, you cannot perform somatic components of a spell. Magic such as the regenerate spell can restore the lost appendage.

Martial Mastery Points

In the interest of making martial combat more effective and dynamic, the following features and traits have been made available for all characters to unlock. Through **training and significant feats in combat**, characters now can **upgrade their martial prowess**.

A note for GMs: these are buffs, that may by comparison make existing feats seem less useful. If a player is interested in taking one of these feats, speak to them about how the feat can be adjusted to suit these changes.

Martial Mastery Points

Martial Mastery Points (**MMP**) are experience points that can be expended to increase skill with martial weapons. Acquired when:

- A creature **rolls a Critical Hit** on an attack roll against an enemy using a martial weapon
- A creature rolls a **natural 20 Athletics Check** for training with martial weapons
 - This is a **Long Check (pg. 51)** over 1 hour, which can be made once per long rest

Martial Mastery Points may be expended by players **during a long rest** and done so as they please. The following boons are available in this way for the listed amount of MMP:

- **Gaining proficiency with a weapon type (such as glaives, or daggers)**
 - Cost: 1 MMP
- **Learning an Expert Technique**
 - Cost: 1 MMP per Technique Point cost of the Attack
- **Training a Martial Stance**
 - Cost: 1 MMP per Rank attained
- **Gaining one of the eligible Feats**
 - Cost: 3 MMP

Expert Techniques

Technique Points and Technique Dice

Expert Techniques are special effects that can apply when triggered by a player's actions. These special attacks require **Technique Points**, a value randomly determined at the start of each player's (that has unlocked Expert Techniques) turn. This is done by rolling a number of **d6s equal to the characters' proficiency bonus and counting the total number of even results**. These d6s are called **Technique Dice**. Once Technique Dice are rolled, the number of even numbers counted, and thereby the number of Technique Points determined, the player will retain this value **until the start of their next turn**, expending them as they see fit, when prompted by the Expert Techniques they know.

When a player chooses to expend Technique Points, **they reduce the Technique Dice they roll** at the top of the next turn by the number of Points spent. Though, **if they take no damage between rolling Technique Dice, they increase the number of Technique Dice they roll by 1**, to a maximum equal to their proficiency bonus.

Expert Techniques

Each Expert Technique has two tags. The Prerequisite tag notes which weapon type(s) is required to learn and perform the Expert Technique. The Cost tag notes the amount of Technique Points required to perform the feature (and, the number of Martial Mastery Points required to learn the Technique).

Evading Attack (Prerequisites: Billhook, Flail, Morning-Star, Whip) (Cost: 1 TP)

As a bonus action on your turn, prepare to extend your attack to sweep over targets' shield. Until the end of this turn, their attack rolls ignore any AC increase a target benefits from by using a shield, arm armor, or weapons.

Longer Attack (Prerequisites: Spear, Halberd, Javelin, Trident, or Pike) (Cost: 1 TP)

As a bonus action on your turn, you increase your melee range by 5 feet (up to a maximum of 15 feet) until the start of your next turn.

Lunge Attack (Prerequisites: Piercing Weapon) (Cost: 1 TP)

Make a melee weapon attack that targets all creatures within a line to a maximum distance equal to the reach of the weapon used +5 feet; the line only extends as far as there are targets within this maximum distance. Expend movement equal to this distance to make this attack, and roll an attack as normal. This attack deals damage to all creatures hit (as in, the attack roll was equal to or greater than their AC) in the area as though they were the only target of a melee weapon attack.

After the attack is completed, move a distance equal to the length of the line +5 feet in the direction the attack was made, without incurring any opportunity attacks from targets they hit in this attack.

Parry (Prerequisites: Shortsword, Longsword, Glaive, Scimitar, Rapier, or Greatsword) (Cost: 1 TP)

At the start of any attack (though before dice have been rolled), you may use your reaction to parry. Doing so grants a bonus to your AC equal to half your proficiency bonus until the start of their next turn or until you're not holding the weapon.

Pinning Attack (Prerequisites: Dagger) (Cost: 1 TP)

When making a melee attack against a prone target, you can make a Pinning Attack against the target. If the attack hits, the attack deals no damage, but the target will remain both grappled (by the dagger, not the attacker) and prone until a creature removes the dagger pinning them. This can be done using a bonus action, and requires a STR check; the DC for this is equal to the STR/DEX score of the creature who made the pinning attack.

Puncture Attack (Prerequisites: Spear, Halberd, Javelin, Trident, or Pike that has been made into a Harpoon) (Cost: 1 TP)

When you hit with an attack using a harpoon weapon within 30 feet, reroll your attack roll against the target's AC. Upon a success, the target is punctured. So long as this is the case and you hold an attached rope, they cannot move further away than 30 feet from you. They can attempt to yank the rope out of your hand by making a contested STR check as an action.

If anyone but the targets pull the rope out, the punctured target takes the damage dice of the puncturing weapon again (without any bonuses). If the target pulls it out themselves, this damage is rolled twice.

Push Attack (Prerequisites: Bludgeoning Weapon) (Cost: 1 TP)

If you hit a creature with a melee attack, you can move it 10 feet away to an unoccupied space, provided the target is no more than one size larger than you.

Slash Attack (Prerequisites: Slashing Weapon) (Cost: 1 TP)

When you make a melee attack, you can target all creatures within a cone with a range equal to a weapon's reach. You make an attack roll as normal, and deal damage to all targets hit in the area as though they were the only target of a melee weapon attack.

Slowing Attack (Prerequisites: Shortsword, Longsword, Glaive, Billhook, Scimitar, Rapier, and Greatsword) (Cost: 1 TP)

When you make an opportunity attack, you can make a Slowing Attack. If you hit, you reduce the target's speed by 5 multiplied by your proficiency bonus.

Snatch (Prerequisites: Whip) (Cost: 1 TP)

During an attack action, instead of making an attack, snatch an item. You must have an empty off hand, the item must be equal to or under 5 pounds in weight and make an attack roll DC 12 to successfully grab the object and pull it into your off hand. If the object you wish to grab is held by another creature, they may choose to contest the snatcher's check by an opposed STR or DEX saving throw.

Tripping Attack (Prerequisites: Flail, Morning-star, or Whip) (Cost: 1 TP)

When you make an opportunity attack, you can make a Tripping Attack. The target must succeed on a DEX saving throw (DC 8 + the attacker's proficiency bonus + the attacker's STR/DEX modifier) or be knocked prone. Targets one or more size categories larger than the attacker have advantage on this saving throw.

Arresting Attack (Prerequisites: Piercing Weapon) (Cost: 2 TP)

When you take the dodge action, you can prepare an Arresting Attack. You may choose to use your reaction and make the Arresting Attack at any point until your next turn begins. If a target is hit with an Arresting Attack, you may choose one of the two following effects: the target's speed is reduced to 0 until the start of their next turn OR the target is unable to take the attack action until the start of their next turn. Targets hit with an arresting attack take no damage. Once you have made the Arresting Attack, you no longer benefit from the effects of a dodge.

Defensive Attack (Prerequisites: Billhook, Spear, Halberd, Javelin, Trident, or Pike) (Cost: 2 TP)

When you take the dodge action, you can prepare a Defensive Attack, and set yourself to receive a charge. If a creature enters your melee range before your next turn, make a melee attack against it as a reaction, rolling with advantage. If the attack hits, the target takes an extra dice of damage equal to the highest physical damage dice used by the weapon. Once you have made the Defensive Attack, you no longer benefit from the effects of a dodge.

Opening Attack (Prerequisites: Bludgeoning Weapon that is also Heavy) (Cost: 2 TP)

When you take the dodge action, you can prepare an Opening Attack. You may choose to use your reaction and make the Opening Attack at any point until your next turn begins. If a target is hit with an Opening Attack, they take no damage. Instead, roll the Technique Dice spent to use this Expert Technique, reducing the target's AC by the total rolled. Once you have made the Opening Attack, you no longer benefit from the effects of a dodge.

Spin Attack (Prerequisites: Slashing Weapon) (Cost: 2 TP)

Take the dodge action on your turn, preparing a Spin Attack. Once this has been prepared, you may choose to use your reaction and make the Spin Attack at any point until your next turn begins. Make an attack roll as normal, targeting all creatures within your melee range. This attack deals damage to all creatures hit, plus an additional roll of extra dice of damage equal to the highest physical damage dice used by the weapon. Once you have made the Spin Attack, you no longer benefit from the effects of a dodge.

Toppling Attack (Prerequisites: Warhammer, Warpick, Maul, Battleaxe, Greataxe, or Great-Sword) (Cost: 2 TP)

When you hit with a melee weapon attack, the target must succeed on a STR saving throw ($DC\ 8 +$ the attacker's proficiency bonus + attacker's STR modifier) or be knocked prone. Targets one size category larger than the attacker have advantage on this saving throw, and targets two size categories larger automatically succeed.

Superior Strike (Prerequisites: Any Weapon) (Cost: 3 TP)

When you make an attack roll, roll with advantage.

Martial Stances

Martial Stances are features that allow access to additional abilities and perks, learned by spending MMP. Each Martial Stance takes a **bonus action** to enter, something a creature can do as many times as is equal to their proficiency bonus. Each Martial Stance lasts up to **10 rounds**, or until the creature in the stance is knocked **prone, petrified, incapacitated**, or their **movement speed is otherwise reduced to 0**. A creature can enter only one stance at a time.

Stances gain new properties as they are upgraded in Rank using MMP, and so a creature entering a Stance Rank 2 retains access to all features included in Rank 1 of that Stance.

The physical requirements of entering a stance often leaves a warrior **susceptible** to certain types of attacks. In such a case, attacks from weapons (be they martial, natural, melee or ranged) that deal that damage type as their primary effect are **made with advantage** against a target who is in that stance.

Precision Stance (Slashing Susceptibility)

Rank 1

- Once per turn, you may make a **Precision Strike** with a melee weapon, dealing an additional $1d6 + \text{your proficiency bonus}$ damage. Declare that you are making a Precision Strike **before you roll to hit**.
- Targets hit with your Precision Strike suffer the Bleeding Condition, suffering $1d4$ hit points of damage at the start of their turn, until they meet one of the following conditions:
 - They are healed.
 - They or an ally within 5 feet makes a Medicine Check DC 15 as an action to stop the bleeding.
 - They make a **DC** Constitution Saving Throw at the end of their turn (no action required).

Rank 2

- When rolling your Technique Dice, you may choose to reroll one of the dice.
- The damage suffered due to the Bleeding Condition administered by your Precision Strike increases to $2d4$.

Rank 3

- Your Precision Strike damage bonus increases to $2d6 + (\text{your proficiency bonus})$ damage.
- Damage Susceptibility removed.

Steady Stance (Piercing Susceptibility)

Rank 1

- When you miss with a melee weapon attack, you can expend a Technique Point to **reroll the attack as a reaction.**
- You gain a +2 bonus to your concentration checks.

Rank 2

- When rolling your Technique Dice, you may choose to reroll one of the dice once per turn.
- Your Critical Hit Range with melee weapon attacks increases by 1.

Rank 3

- When using the Superior Strike Expert Technique, you can treat an odd roll on a Technique Dice as an even roll. In such a case, you still roll **3** fewer Technique Dice at the start of your next turn.
- When you reroll a missed attack as a reaction (as per the Rank 1 ability of this Stance), you gain an additional 1d12 damage upon a hit.
- Damage Susceptibility removed.

Strider Stance (Piercing Susceptibility)

Rank 1

- Your movement speed increases by 5 feet.
- Once per turn you may use your movement to Roll, which propels you 5 feet without incurring attacks of opportunity.

Rank 2

- Your movement speed increases by 5 feet.
- When in the Strider stance, you gain an additional technique dice.

Rank 3

- **You** gain an additional bonus action.
- Damage Susceptibility removed.

Duelist Stance (Bludgeoning Susceptibility)

Rank 1

- Whenever an enemy within the range of your wielded melee weapon makes a melee attack, you may spend your reaction to make a melee weapon attack against that creature first.

Rank 2

- Once per round, a target you hit with a melee weapon suffers the Bleeding condition 1d6.
- When rolling your Technique Dice, you may choose to reroll one of the dice once per turn.

Rank 3

- You gain an additional reaction.
- When you spend your reaction to make a melee weapon attack against an enemy, that attack is made with advantage.
- Damage Susceptibility removed.

Dual Wielder Stance (Bludgeoning Susceptibility)

Rank 1

- When you use your off-hand to make an attack, you may add your skill bonus to the off hand weapon attack.
- When Dual Wielding, only your off hand weapon must have the light property, provided your main weapon does not have the heavy property.

Rank 2

- Once per turn, you may make an off-handed weapon attack without expending a bonus action.

Rank 3

- Whenever you make a weapon attack, you can always make an off handed weapon attack, without expending a bonus action.
- Damage Susceptibility removed.

Obstinacy Stance

Rank 1

- Your speed is reduced by 10 feet, but you gain a +1 bonus to your AC and physical saving throws.

Rank 2

- When you are hit with a melee weapon attack, you can make an opportunity attack as a reaction, dealing an additional 1d12 damage upon a hit.

Rank 3

- You gain an additional +1 bonus to your AC and physical saving throws.

Arcane Resistance Stance (*Melee Weapon Damage Susceptibility*)

Rank 1

- While in this stance, you gain a bonus to saving throws against spell effects equal to your proficiency bonus.

Rank 2

- When you hit a spellcaster with a melee weapon attack, they have disadvantage on any resulting concentration checks.

Rank 3

- You gain a bonus to saving throws against spell effects equal to double your proficiency bonus.



Learning Martial Feats

The following Feats are available to learn by **spending 3 MMP**, available to players who are proficient with the relevant weapon. However, creatures who learn these feats through spending MMP do not gain the benefits of any listed ability score increase.

Feat	Relevant Proficiency
Charger	Any Weapon
Crusher	Any Bludgeoning Weapon
Defensive Duelist	Any Finesse Weapon
Dual Wielder	Any Light Weapon
Fighting Initiate	Any Martial Weapon
Great Weapon Master	Any Heavy Weapon
Mage Slayer	Any Weapon
Martial Adept	Any Martial Weapon
Mounted Combatant	Any Martial Weapon
Piercer	Any Piercing Weapon
Polearm Master	Glaive, Halberd, Pike, Quarterstaff, or Spear
Savage Attacker	Any Weapon
Sentinel	Any Martial Weapon
Shield Master	Shield
Slasher	Any Slashing Weapon
Tavern Brawler	N/A

Spellcasting Expansion

Included in this section are three additional options for characters with the spellcasting or pact magic features. Presented in order of increasing power, there is **Emphasized Spellcasting**, which allows a caster to take two turns to empower a spell, **Exhausted Spellcasting**, which allows a caster to reuse expended spell slots, and **Eager Spellcasting**. Eager spellcasting involves the casting of spells beyond what should be possible for a caster of any particular level.

Use them wisely.

Emphasized Spellcasting

A creature may spend two actions on successive turns casting a spell that would normally be cast in one action. On the first turn they begin casting by selecting a spell, spell level, and expending all components as usual. However, the spell does not take effect on this turn, and the caster begins to **concentrate** on the spell. When concentrating on a spell in this way, the creature's speed is halved. Furthermore, the caster is unable to cast any other spells while concentrating in this way, and if concentration breaks, the spell is lost. As always, the caster can drop concentration freely at any time if they choose to cast a reaction spell, or an action/bonus action spell on their next turn. The spell cannot be counterspelled on this turn.

Until their next turn, the caster is visibly casting a spell, which can be identified with an *identify* spell, or an **Arcana check (INT) DC equalling 10 + the spell's level** as a bonus action. Any attempts to *dispel magic* during this period are done with disadvantage, and the spell level required to automatically succeed a dispel magic is increased by one.

On the caster's next turn, they use their action for the spell to take effect. The caster then chooses a target/area of effect for the spell they have casted. If the caster must make a spell attack roll(s), it is/they are made with **advantage**. If a target(s) must make a saving throw(s), they do so with **disadvantage**. All checks made to counterspell the spell are done at **disadvantage**. Additionally, for the purposes of counterspell, damage, and any other effects described in the spell, treat it as though the spell was cast at one level higher than the spell slot expended.

Exhausted Spellcasting

In an instance where a spellcaster wants to cast a spell using a spell slot or mana they have already expended; they can make a CON check DC equalling $10 + \text{the spell slot level}$. On a success, the caster casts the spell, and then gains points of exhaustion equal to the spell's level divided by 2. On a failure, the spell is not cast and the caster takes points of exhaustion equal to the spell's level. All material components are consumed normally, and the spell must have a casting time of one action, reaction or bonus action.

Eager Spellcasting

Sometimes, a caster lets their ambition get the better of them. By using this ability, a caster may **select a spell that will be available to them in the future when they level up in a class they have at least one level in**, and in **expending their highest spell slot typically available to them**, and the **proper material components** for the spell, they attempt to cast it.

The caster must make an ability check with their spellcasting ability score:

The DC equals ($8 + \text{the spell level} + \text{the amount of class levels they would need to take to have access to this spell}$)

This roll **cannot be made with advantage** or altered in any way (portent, lucky feat). However, wizards whose subclass is bound to **a particular school of magic** may add their proficiency bonus to their roll, if the spell is of that school of magic.

If they succeed, they take a level of exhaustion equal to the spell's level divided by two, and the spell is casted.

If you fail, you suffer the **law of equivalent exchange**. You subtract the spell level from an ability score determined by the school of magic of the spell (killing you instantly if it drops to 0), and suffer a random **major curse** also determined by the school of magic. The curses are horrible effects that will likely scar the character forever... proceed with extreme caution.

Details concerning the effects of using this ability must be found through in-Elros research, or through experimentation.

Sorcerer Revision

Sorcerers in Elros have a few changes to make them the blaster-casters they ought to be, and this comes with some serious buffs.

Mana

Sorcerers no longer use a multitude of spell slots to cast their spells, rather they use Mana, or “Spell Points” as written in the DMG. Additionally, they add their Sorcery Points to this pool of Mana and use this one resource for Spellcasting, Metamagic and Font of Magic features. However, they are still subject to the following rule: if a Sorcerer at a particular level typically has only one spell slot of a particular level, they can only use Mana to cast it a maximum of **once per Long Rest**. For instance, a level nine Sorcerer would still only be able to cast one fifth level spell.

Natural Mages

Sorcerers do not need material components to cast spells, **unless a GP amount** is listed, nor do they require casting focuses to cast spells.

Metamagic Changes

Sorcerers now gain access to an additional metamagic option **whenever they receive a Sorcerous Origin feature** (starting at level six). Additionally, at level 20, the Sorcerer gains access to all metamagic options.

Additionally, the following metamagic options are adjusted or introduced:

Overchannel (Replaces Empowered Spell)

When you cast a spell you may spend a number of sorcery points equal to the spell's level to deal maximum damage on the first damage roll of the spell. Additionally, the strain of over-channeling your innate magic causes you to take 1d6 necrotic damage for each level of the spell. This damage cannot be reduced or avoided in any way.

Careful Spell (Altered from PHB)

The creatures selected take no damage, as opposed to making their saves.

Gratuitous Spellcasting - (New Metamagic Option)

Reduce component price by 20gp per sorcerer point expended.

Transmuted Cantrip

Starting at level three, if a Sorcerer takes the “Transmuted Spell” metamagic option, they can use it on the “Firebolt” cantrip without expending any Mana.

Wizard Subclass: The Logician

The Logician is a wizard subclass that exists in Elros, taking advantage of the unique relationship between the schools of magic. Its class features are printed below. The logician is complicated and not recommended for novice players.

Raising a hand to the illusory dragon, the Logician protects himself from a Lich's charm.

Sneaking away from the floating prison, the Logician uses the raised crater's magic to cast fly on herself, despite not having prepared it.

Almost beaten and broken, the Logician recognises spells which are opposed to each other, and by performing a Conjunction derives a contradiction - a desperate move which releases a wild magic surge upon them: in the confusion - the Logician escapes.

Logicians are wizards who create magical effects by manipulating the underlying rationality latent in the act of spellcasting. By drawing upon the relations between the various schools of magic, a Logician is able to detect when the situation is ripe for a particular type of magic, and answer the call.

2nd Level - Basics of the First Order

When a Wizard becomes a Logician, they first learn of Strings And Derivations, which is the ability to create a set of information from which to draw magical energy.

When aware of a magical effect of an identifiable school of magic within 30 feet, a Logician may use a bonus action to begin concentrating on a **String** (as if concentrating on a spell, however this does not prevent the logician from also concentrating on a spell - if the logician fails a concentration check while concentrating on both a String and a spell, they may choose to drop concentration on the spell alone). The effect must last longer than "Instantaneous" and be active on the Logician's turn. The String will be a series of information added to with each successive bonus action which will inform the available abilities of the Logician. The String will consist of lines which state various schools of magic either encountered by the Logician or created by their manipulation of their String. A Logician's String lasts up to one minute, and they can produce one as many times as is equal to their Proficiency Bonus, and regain all uses during a short or long rest.

The first line of a string will always be the school of magic of the magical effect that triggers the strings activation, and successive lines will be either other effects the Logician chooses to introduce into the String as a bonus action, or whatever will result from the ways the Logician manipulates the String. Any line on the string is a Derivation, and a Logician can focus on any Derivation on the String they are concentrating on to produce an intended effect. A Derivation created from a magical effect remains on the String even if the effect itself ends, or goes out of range. When concentration on the String ends, all derivations are lost.

Once a Logician understands Strings and Derivations, they will soon be taught their primary purpose: **casting Wizard spells unknown to the Logician if that spell's school of magic has been derived**. If a Logician has derived a school of magic, then they can use an action to focus on that Derivation, and cast **any wizard spell** of that school with a casting time of one action, provided they expend the relevant spell slot and components.

2nd Level - Mana Ponens And Conjunction

When a Logician is concentrating on a String, they can perform a Mana Ponens as a bonus action. Performing a Mana Ponens allows a Logician to derive a School of Magic 'downstream' of a previous derivation. Referencing the **Logician's Circle**, this is indicated by the red arrows. For instance, if a Logicain has derived Nc (Necromancy) they can perform a Mana Ponens as a bonus action to Derive Ch, or Chronurgy. They may then focus on that Derivation (as per the Basics Of The First Order ability) to cast Chronurgy spells.

Even elementary Derivations open the door to powerful magic. As shown in the Logician's Circle, some schools of magic hold contradictory energy, this is indicated by the blue arrows. A Logician may use their bonus action to perform a **Conjunction**, and create a Derivation that puts two schools of magic together on a line. While typically this has no effect (though a good Logician knows Conjunctions may have greater use as they advance their studies), they are careful to not perform a Conjunction on two schools of magic that hold contradictory energies, as this creates a contradiction in magical energy. The result is a **wild magic surge** centered on the Logician.

6th Level - Negation

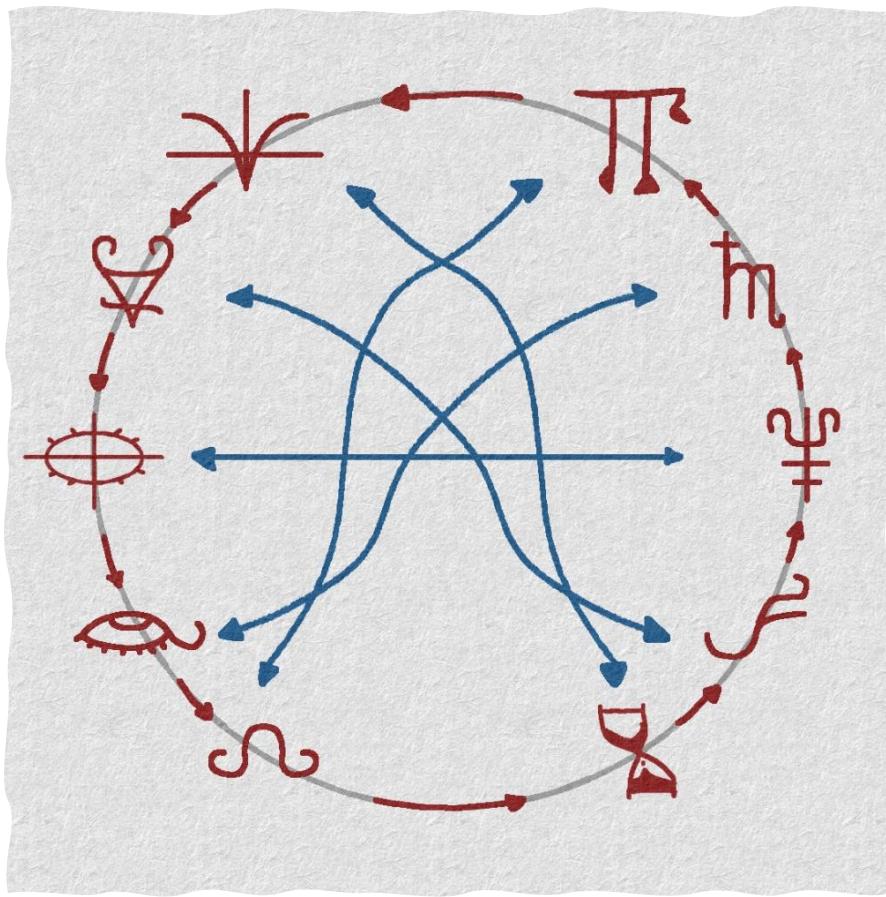
The same principle which causes a contradiction also allows the Logician to derive a Negation. The blue arrows on the Logician's Circle show which schools of magic are opposing each other, which empower a Logician to use a bonus action to derive a Negation of an existing Derivation. The Logician selects a Derivation they have in

their string, and can write a new line which is the contradictory School Of Magic negated, which is symbolized with a ~. For instance, because Co (Conjuration) and Dv (Divination) are opposed, a Logician with Co derived may use a bonus action to create the Derivation ~Dv.

If a Logician possesses a Negated term, they may use their reaction to focus on it, and Negate a spell of that School of magic. In this case, a Logician targets a spell effect, a part of which effect is within 60 feet, and rolls an **Arcana INT Check, adding the amount of Derivations on the Logician's current String** against the spell save DC of the caster. If the roll is successful, they simply ignore any and all effects of the spell, though they are still aware of these effects. If they fail, the Negation comes into contact with the spell itself, causing a wild magic surge centered on the Logician.

This also opens up more ways to create a contradiction. For instance a Conjunction of a term and its own Negation (En & ~En), or two opposed Negations (~Gr & ~Ch). Additionally, negated terms can be manipulated by Mana Ponens and (at level 6) Mana Tollens. These follow the same rules as non-negated terms, however the result will be negated. For instance, a negated Illusion (~Il) can derive a negated Necromancy (~Nc) using Mana Ponens.

The Logician's Circle & Symbology



	Transmutation (Tr)
	Gravitzury (Gr)
	Conjuration (Co)
	Evocation (Ev)
	Illusion (Il)
	Necromancy (Nc)
	Chronomancy (Ch)
	Divination (Dv)
	Abjuration (Aj)
	Enchantment (En)

6th Level - Mana Tollens

A Negated school of magic also allows a Logician to derive more terms by performing a Mana Tollens. A Logician with a Negated school of magic can use a bonus action to perform a Mana Tollens, which allows them to create a Derivation that is ‘upstream’ (clockwise from) the original Negated Term on the Logician’s Circle. For instance, if a Logician has the Derivation ~Il (~Illusion), they can create the new derivation ~Ev (~Evocation) with a bonus action.

This ability gives the Logician greatly increased mobility around the Logician’s circle. For instance, a Logician can use this ability to move ‘upstream’ on the Logician’s Circle at will, though it takes 3 bonus actions. For instance, if a Logician has the Derivation Aj (Abjuration), they can derive ~Ev (~Evocation) for one bonus action, Mana Tollens to ~Co (~Conjuration) for another bonus action, and finally derive Dv (Divination) by Negation for a third bonus action. This takes a few turns, but this is simply meant to demonstrate the freedom a Logician would have over multiple rounds of combat.

10th Level - Demogorgon’s Law and Second Order Strings

Each of these abilities may be used to great effect, however there is another use for Negations and Conjunctions, a more powerful form of Negation sometimes called Demogorgon’s law. If a Logician performs a Conjunction on two Negated schools of magic (that does not result in contradiction), they set themselves up to perform Demogorgon’s Law. As an action, they can focus on this term, turning the Negations inside out on each other and creating a temporary **anti-magic cone**, spilling out of their String and extending 20 feet. The cone is directed in the direction the Logician chooses, and they can change that direction at the end of their successive turns (but not the turn they created it on). The anti-magic cone lasts **1d4 + 1 rounds**, or until they choose to end it (as one would drop concentration of a spell), **or until the Logician loses concentration on their String**.

At 10th level the range and maximum duration of a Logician’s String doubles.

At 16th level, the maximum duration of the anti-magic cone increases to 2d4 + 1 rounds.

14th Level - The Principle Of Explosion

As a Logician cultivates their skills, they acquire many tools with which to manipulate magic. However, some Logicians are empowered to reach into possibility and create Derivations sourced directly from the explosive powers of contradiction. Once per long rest, a Logician can perform a Conjunction that is a **contradiction** (as described above) and yet they **prevent the wild magic surge**.

In such a case, the Logician will then use an action to focus on the Derivation that holds the contradiction, invoking **The Principle Of Explosion**, and cast a 1 action casting time spell from **any spell list**, expending the relevant components, but **no spell slot**. The spell is cast at the highest level the Logician is typically capable of, and the resulting energy destroys the Derivation that holds the contradiction, and ends the Logician's current string.

Sample String

Here is a sample String that could be created by a logical over many rounds, including some notes about what the Logician is doing and why. For instance, perhaps the Logician has taken a **Potion of Invisibility (pg. 62)**, but a foe has cast Truesight. The Logician conspires to Negative Divination, using a nearby Gravurgy spell, which they do in Derivations 1-3. On the turn of Derivation 3, they can focus on it using the Negation ability, and if they succeed the Arcana check, they are invisible to the creature who has casted Truesight.

Then, they notice another Foe attacking the Logician's allies with a wall of fire. They Have no Abjuration to add to their String, and so they resolve to destroy the wall of fire with an anti-magic cone. Negating the original Gravurgy Derivation gives the Logician a second negated Derivation, which is all they need to invoke Demogorgon's Law, and un-doing the wall of fire – saving their ally.

1. **Gr** [Logician targets Gravurgy spell, such as Levitate]
2. **Co** [Mana Ponens on Derivation 1]
3. **~Dv** [Negating Derivation 2, can be focused on as in action]
4. **~Ch** [Negating Derivation 1]
5. **~Dv & ~Ch** [Conjunction of Derivations 3 and 6, for Demogorgon's Law]

Revised Resting Rules

In Elros, the world is dangerous to those who are unprepared. The following rules apply to resting, which reward the careful, meticulous adventurer, and provide ways to protect oneself from the horrors of combat.

Short Rests

Short Rests last thirty minutes, during which a creature can often complete a light activity granted by their Vocation, or Hone their weapon, or some other activity. They can roll **an amount of hit dice equal to double their proficiency bonus**, though they cannot expend more than they have stored. For each hit dice rolled, the creature adds their **constitution modifier** to calculate the hit points gained.

Long Rests

Long Rests last eight hours, wherein a creature sleeps for at least six, performing light activity for the other two. At the end of a long rest, the creature recovers **half of their hit dice**, and subsequently **rolls as many hit dice as they wish**, adding their **constitution modifier** to each dice roll.

Hiatus

A **Hiatus lasts three days**, during which a creature sleeps for at least six hours at least three times. A creature attempting a Hiatus may choose to roleplay these days, in which case they treat their first two long rest as normal. If before they complete the third Long Rest a creature performs particularly **physically taxing activity**, or **acts in combat for a total of three turns**, they fail their Hiatus.

Upon completion, a creature who completes a Hiatus gains the following benefits.

- They regain **all expended hit dice**, plus an additional amount of hit dice equal to their proficiency bonus
- They regain **all lost hit points**
- They gain **half their hit point maximum in temporary hit points**
- They have **advantage on saving throws to resist the effects of disease** until their next long rest
- They **recover all levels of exhaustion**

Additionally, a character who suffered a Lingering Injury might attempt to heal it over the course of the Hiatus. In such a case, they must be healed by some effect any amount specified on the Recovery Table below, **each day**. Alternatively, one can roll a **Medicine Check (WIS) Long Test** over two hours, subtracting the total from the amount they must be healed for that day.

Over the course of the Hiatus, to complete the healing, the healing character must make a CON save Long Test. **If the saving throw is failed**, the creature can extend their Hiatus, healing as usual, making the new check at the end of each successive day rather than restarting their Hiatus.

Recovery Table

Lingering Injury	Amount To Heal Per Injury	CON Save DC
Minor Scar	5 hit points per day	DC 8
Horrible Scar	8 hit points per day	DC 10
Teeth Knocked Out	12 hit points per day	DC 12
Lost a Finger	8 hit points per day per finger	DC 15
Festering Wound	15 hit points per day	DC 15



Miscellaneous Changes

The following are some miscellaneous changes and quality of life improvements.

Potion Consumption as a Bonus Action

Unless otherwise stated in the potion's description, it is a bonus action to consume a potion yourself, however it is a full action to feed a potion to another.

Monks Don't Cast Spells

Monk abilities such as the effects from the "Way of the Four Elements" are not spells, even if they have the same effect. Thus, they cannot be *counterspelled*, nor can a Monk use the abilities from the Spellcasting Options section.

All Players are Proficient In Initiative Checks

Initiative is a skill check that all creatures are proficient in.

Long Tests

Long Tests are skill checks that abstract an effort over the course of a long period of time. These checks cannot be added to or changed except by any effect that lasts the duration. For instance, the Bless cantrip cannot buff a 4 hour Long Test.

Dull Casting

Sometimes mastery over the basics requires comprehension of the advanced. **Dull Casting** is a form of spellcasting that produces a cantrip-like effect from a particular school of magic, which is produced by the expansion of more powerful mana.

To perform a **Dull Casting**, a spellcaster need only take an action to expend any spell slot (or mana for Sorcerers) to cast a spell of the school of magic of the effect they wish to produce. Such effects must be similar in power to a cantrip, and **the caster must describe how this effect suits the school of magic of the spell they selected (insufficient answers will be rejected by the GM)**. The spell selected only determines the school of magic of the Dull Casting - it determines nothing else about the effect of the spell. Finally, **Dull Casting cannot produce spells that require an attack roll or saving throw to be rolled**.

Due to their familiarity, **Wizard Subclasses** that are associated with particular schools of magic can perform Dull Castings of their designated school of magic as a cantrip.

In Archemancy **Vital Minerals** are manipulated using some predetermined Dull Casting effects:

Name	School Of Magic	Effect
Definition	Divination	Reveals the effects of the following Dull Castings on a selected Vital Mineral
Distillation	Abjuration	Produces a Vital Mineral Shard from the redirected energies latent in targeted objects (Creature Essences, Herbalism Ingredients).
Duplication	Transmutation	Duplicates a Compound Vital Mineral by transforming the more basic component Vital Minerals into a copy of the Compound.
Decomposition	Chronurgy	Stimulates a reversal of a Distillation or Duplication.

Enchanting Magic Items

Before enchanting magical items, the GM will determine what rarity the magical item that will be created by the player is, and what materials are required. The following rarities will require equivalent work to produce to the following level spell scrolls (as per the Spellscribe Vocation):

- | | |
|-------------|---------|
| • Common | Level 2 |
| • Uncommon | Level 3 |
| • Rare | Level 4 |
| • Very Rare | Level 6 |
| • Legendary | Level 8 |

By default, the cost is the same as the equivalent spell scrolls, however the material used is gold dust. Additionally, the GM may decide that additional materials are required, or to alter the scroll level equivalent as they see fit. The checks made in enchanting an item are **Arcana checks**, and can only be performed creatures with the Spellcasting or Pact Magic features.

Appendix

Common Items

Alchemical Shield

A shield made from Alchemical Silver acts as though it has permanently been coated in Magic Gloss.

Amulet of Thirds

A silver necklace with a blue diamond gem encrusted within. The wearer of this amulet can only speak of themself in the third person.

Empyrean Dust

A violet crystal powder with flecks of rainbow sparkling through it. Used in Runecraft, and typically counted in measures, which amounts to an amount of powder about the size of an apple.

Empyrean Dust can be used to replace any spell component, and upcasts any spell to level 8.

Also See: **Synthetic Empyrean Dust (pg. 21)**

Demiurgic Smithing Tools

Smithing Tools enchanted with the potential to conjure a spectral forge, for the purposes of Blacksmithing. Necessary material components for the **Iqbal's Conjure Forge spell (pg. 56)**.

Magic Gloss

An oil that simmers with a technicolour glow. When spread onto a shield, it gives the creature holding the shield a reaction they can use under the following three conditions, at any time over the next 4 hours:

- They are missed by a ranged spell attack roll
- They succeed a Dexterity saving throw triggered by a magical line attack
- An ally directs a spell attack roll or magical line attack at them with the intention that they will use this reaction

This reaction redirects the magical attack in a new direction, originating from the shield holder. This redirection does not extend the range of this attack. If the original magic effect was a magical attack roll, then the shield holder makes a Dexterity check, adding their proficiency if they are proficient with shields. This Dexterity check counts as a new attack roll contested by a target's AC.

Staff Of Brilliance

Requires Attunement

A white wooden staff holds a metal depiction of a flaming sun at its head, surrounded by a circular corona holding seven metal pikes extending outward. The staff is lightweight, and immensely clean.

The staff is capable of casting spells using the attuned holder's highest mental ability score as the basis for the spell save DC and spell attack modifier. The staff has 6 charges, which may be used to cast the spells listed below and regains 1 charge at every dawn.

- 0 Charges - Light
- 0 Charges - Word of Radiance
- 1 Charge - Daylight
- 2 Charges - Guiding Bolt
- 3 Charges - Antilife Shell (Targets Fiends & Undead Exclusively)

As an action, the staff may be broken by anyone holding it, releasing immense energy from the broken pieces. The user may then direct the broken ends at any targets within range as Guiding Bolt is cast at 7th level from each end.

Weapon Repair Kit

A Weapon Repair Kit is a consumable item usable only by creatures with the Blacksmith Vocation. Over the course of Short Rest, a blacksmith repairs deterioration points dealt to a weapon. This however cannot improve the Make of a weapon: that can only be achieved by reforging it.

Amulet of Thirds

Once held by one of the greatest Paladins in the history of Elros, the Amulet of Thirds is perhaps the most highly coveted artifact in the world. A silver necklace with a blue diamond gem engulfed within, those who see it rarely notice the Infernal markings that line the chain. Forged by the Lord of Hell for the corruption of the brave warrior **Vysariel**, the relic bound to that warrior for much of his life. Should you find this Amulet, and dare try it on, you will receive **Reynardine's Boon**.

Reynardine's Boon

- The wearer of this amulet can only speak of themselves in the third person.

Collecting Plants

Plants are collected for a variety of purposes, including Herbalist's Elixir making, exploration by Scholars, and for Archemancy. Here are some rules for collecting herbs.

A creature spends an hour searching for herbs in a particular biome. Roll a nature (INT) or survival (WIS) check. For every roll at or above a 15, they count one success. For each success, roll a d20 on the following table.

Plant Collection Table

D20 roll	Number of Plants Collected
1-10	1
11-15	1d4
16-18	1d4+1
19	1d4+2
20	Roll twice

For each herb found, the player will be asked to roll a d20 to determine its variety, determined by a biome's herb table used by the GM.

Forging With Runes

The power of Runes comes from the nature of the script, and so if a weapon that is inscribed with a Rune is reforged, this Rune is destroyed. However, the Empyrean Dust is not wasted.

If a weapon that bears a Rune is reforged, even if the Rune was not successfully ignited during the **Runic Ignition Ritual (pg. 57)**, the power of the Empyrean Dust emboldens the arm. The weapon becomes a **+1 weapon**; this effect cannot be stacked.

If a piece of metal armor that bears a Rune is reforged, even if the Rune was not successfully ignited during the Runic Ignition ritual, the power of the Empyrean Dust emboldens the armor. The piece of armor **can never be damaged** in combat and can only be broken if it is reforged.

Spells

Exorcism - 2nd level abjuration (ritual)

Classes: Cleric

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a holy symbol, scripture in any media, such as cuneiform or book)

Duration: Instantaneous

Notable disturbances destroy small objects around you as you attempt to force an unwanted spirit from a possessed individual.

As long as you maintain concentration for the entire hour, you can perform an opposed Wisdom or Charisma check against the possessing entity (you may choose which).

If you succeed, you drive the spirit out at the culmination of the spell's casting.

Fire Truth - 1st level divination (ritual)

Classes: Cleric

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (a candle made of pure beeswax worth 25 GP, which is consumed by the spell)

Duration: 1 minute

You light a specially-made candle and place it within 5 feet of a named target. If the target knowingly tells a lie, the candle flares brightly. A half-life or slight deception causes the candle to gutter and flicker. If the target tells an outrageous lie, the candle extinguished itself.

Iqbal's Conjure Forge - 2nd Level Conjuration

Classes: Wizard

Casting Time: 10 minutes

Range: 30 feet

Components: S, M (A Fire Shard, which is consumed, and Demiurgic Smithing Tools)

Duration: 4 Hours

Targeting a set of Demiurgic Smithing Tools, you generate a flaming spectral forge and anvil in a 20 foot cube in a spot you can see within 30 feet. For the next four hours, a Blacksmith can use this equipment to forge some metallic object.

Once the four hours is complete, you may allow the conjured equipment to disappear, or you can choose to recast this spell as an action, extending its duration by four hours.

Magic Seal - 2nd level abjuration (ritual)

Classes: Bard, Cleric, Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (chalk containing powdered silver, worth 50 gold, which the spell consumes, and a container, which is effectively consumed by the spell)

Duration: Until the container is broken

After defeating an enemy of a certain type (including celestials, elementals, fey, fiends, or undead), you may imprison their essence within a container. You must have drawn a mystic symbol upon the container beforehand, and you may only cast this spell on a creature that is somehow subdued (knocked out, incapacitated, or dead). Sleeping targets are not subject to this spell. No matter what state the target is in, it must make a Charisma saving throw to resist. If it fails, it becomes trapped within the receptacle, and cannot escape unless an outside force breaks the container, or they break it from the inside.

Runic Ignition - Transmutation Ritual

Casting Time: 5 hours

Range: Touch

Components: V, S, M (Stone or Gemstone to be turned into the Runestone - or a piece of equipment (Weapon or set of armor) that is capable of being Runed, Empyrean Dust, Wooden Torch, all of which are consumed, and both a Rune Diagram and Masonry Tools, which are not consumed)

Duration: Permanent

You attempt to craft a Runestone, a magical item modeled after some Rune of which you have the diagram, or to Rune a piece of Equipment also requiring a Diagram. If the Diagram is of a Greater Rune, add +4 to the masonry tools DC mentioned in your spell, and the creation of said Rune Stone requires 3 measures of Empyrean Dust. Furthermore, Greater Runes require that they are ignited on a specific type of material that the rune is bound to, rather than any stone. The wisdom DC for this check is 12. If unsure if your rune is a Greater Rune, consult your DM.

The process is difficult and expensive, requiring first a Masonry Tools (Dex) Check to carve the desired Rune into the selected Stone/Gem/Equipment. The DC for this check is 14. On a failure, the target object is sullied and cannot be used for these purposes again, though no other components are consumed. On a success, immediately proceed to the next step.

Next, the Empyrean Dust is laid into the carving, and the wooden torch is used to ignite the material, which will in turn permanently set the Empyrean Dust into the target object. However, the power must still be channeled into the Runic symbol carved onto the target object, through an ancient ritual developed by the Giants of Elros. Make a Wisdom check to instill the target object with the magic of the Rune. The difficulty of this process is determined by the target object consumed as a material component for this Ritual, as detailed in the table below. Furthermore, if the creature casting this ritual can speak Giant, this check is made with advantage.

Mundane Stone/Equipment of Common Material	Wis DC 15
Common Gemstone/Equipment of Rare Material	Wis DC 12
Uncommon Gemstone/Equipment of Legendary material	Wis DC 11
Rare Gemstone/Weapon of Copper	Wis DC 10
Very Rare Gemstone/Weapon of Gold, Aurum, Alchemical Silver	Wis DC 8
Legendary Gemstone/Weapon of Adamantine, Mithral, Orichalcum, Starmetal	Wis DC 5

Potions

The following are most potions available in Elros. I created very few of these potions, and many were lifted from Poisons for 5th Edition by Matthew Eckart, Lansdon's Marvellous Potions, or the Dungeon Master's Guide.

Potion of Animal Friendship - (Beast, 2 CR, 6 Hours Brewing, DC 12)

Potion, common

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Bottled Courage - (Beast, Giant, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion you feel a sense of power and strength. For the next 10 minutes you are immune to fear. The potion's orange liquid feels warm, even through the glass bottle.

Potion of Celestial Might - (Celestial, 14 CR, 24 Hours Brewing, DC 18)

Potion, very rare

When you drink this potion, you regain hit points equal to half of your maximum hit points, and you gain advantage on saving throws against spells and other magical effects for the next minute. This potion gleams a bright gold at all times.

Potion of Clairvoyance - (Giant, Incorporeal Undead, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Potion of Climbing - (Beast, Plant, 2 CR, 6 Hours Brewing, DC 12)

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution - (Beast, Shapechanger, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this potion, you become Tiny for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Dragon's Breath - (Dragon's Breath Gland, Incorporeal Undead, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

This potion briefly reanimates the stored potential for wrath contained in a slayed dragon. As an action, a creature can drink this potion and unleash a breath weapon that is identical to the breath weapon of the dragon from whence the Dragon's Breath Gland came, including the target area, damage type, and damage. This attack leaves the user heavily worn: the drinker suffers points of exhaustion determined by the age of the dragon from whence the Dragon's Breath Gland came. For a Wyrmling: 1 point of exhaustion; Young: 2 points of exhaustion; Adult: 3 points of exhaustion; Ancient: 4 points of exhaustion; Greatwyrm: 5 points of exhaustion. This potion swirls with destructive energy, and glows the colour of the dragon from whence the Dragon's Breath Gland came. This emits accordingly hued dim light for 10 feet in all directions.

Potion of Elemental Tempering - (Elemental, Corporeal Undead, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion, you become comfortable even if you are in extreme weather. For the next 24 hours, you automatically succeed any saving throw against exhaustion triggered by being in an extremely cold or an extremely hot environment. This potion is constantly bubbling as if boiling and also has a small shard of ice in it that never melts despite the ambient temperature.

Oil of Ethereality - (Aberration, Incorporeal Undead, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the ethereality spell for 1 hour.

Floating Oil - (Monstrosity, 6 CR, 12 Hours brewing, DC 14)

Oil, uncommon

When this oil is rubbed into an item that weighs 20 pounds or less, that item becomes lighter than air for the next hour. It retains all of its other characteristics, but it automatically rises unless appropriate downward force is applied to it. If this oil is applied to an item that weighs more than 20 pounds, it takes no effect and the oil is wasted.

Potion of Flying - (Dragon, 14 CR, 24 Hours Brewing, DC 18)

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Gaseous Form - (Air Elemental, Shapechanger, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength - (Giant (Of The Type Of The Potion), Varies)

Potion, rarity varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The potion of frost giant strength and the potion of stone giant strength have the same effect.

Giant Type	Strength	Rarity
Hill	21	Uncommon
Frost/Stone	23	Rare
Fire	25	Rare
Cloud	27	Very Rare
Storm	29	Legendary

Potion of Growth - (Monstrosity, Shapechanger, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion, you gain the “enlarge” effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Healing - (Plant, Creation Conditions Vary)

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion’s rarity, as shown in the Potions of Healing table. The rarity of the potion is determined by the total CR in plant-type creature essences attained. Whatever its potency, the potion’s silver, opaque liquid glimmers when agitated.

Type	Rarity	Healing Potential
Healing	Common	$2d4 + 2$
Greater Healing	Uncommon	$4d4 + 4$
Superior Healing	Rare	$8d4 + 8$
Supreme Healing	Very rare	$10d4 + 20$

Potion of Heroism - (Celestial OR Fiend, Beast, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

Potion of Impossible Sight - (Aberration, Somni, 14 CR, 24 Hours Brewing, DC 18)

Potion, very rare

When you drink this potion, your vision is imbued with a deeper sense for magical objects. For the next hour, your vision not only peers into the material realm, but also the ethereal Quiet Realm, and the Astral Arcanus. You are treated as having cast the spell Detect Magic, and gain advantage on all saving throws based on spell effects. Additionally, you automatically Identify all spells that you witness, see through all illusions, and gain advantage on rolls associated with Dispel Magic and Counterspell. When drinking this potion, you run the risk of being noticed by an extraplanar entity attracted by your intrusion. The GM will determine this by secretly rolling a d12, adding the number of times you have ingested this potion previously, and any other modifiers they deem relevant. Should this roll total be equal to or above 12, you are noticed. This potion swirls with dark smoke, obscuring some object in its center. Without seeing it, anyone who inspects it is confident it hides a hateful scowl.

Potion of Infernal Vitality - (Fiend, 14 CR, 24 Hours Brewing, DC 18)

Potion, very rare

When you drink this potion, you recover $8d4+8$ hit points and you gain a fiendish constitution for the next $1d4$ hours. During this time, you gain resistance to cold, fire, and poison damage as well as damage from non magical weapons that aren't gilded. You also have advantage on saving throws against spells and other magical effects. This potion is a deep crimson and smells strongly of sulfur.

Potion of Invisibility - (Fey, Incorporeal Undead, 14 CR, 24 Hour Brewing, DC 18)

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Lightning Oil - (Air Elemental, 14 CR, 24 Hours Brewing, DC 18)

Oil, very rare

A line of lightning constantly crackles through this bottle of cloudy gray liquid. A dose of this oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and deals an extra $1d8$ lightning damage on a successful hit.

This bottle has enough liquid in it for 3 doses.

Potion of Liquid Form - (Ooze, Shapechanger, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this clear potion, you transform into a water-like liquid form for 1 hour. In this form, you gain the following benefits:

You are able to reshape and manipulate your body into whatever form you wish, so long as your overall volume remains the same.

You are able to enter an enemy's space and stop there.

You can also move through a space as narrow as 1 inch wide without squeezing.

While you remain motionless, you are indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

While underwater, you have advantage on Dexterity (Stealth) checks made to hide, and you can take the Hide action as a bonus action. Once the hour is over, you return to your normal form. If you return to your normal form in a space that would not support your normal form, you take $4d8$ force damage at the start of each of your turns until you are in a space that can support you.

Potion of Longevity - (Celestial, Beast, Shapechanger, 14 CR, 24 Hours Brewing, DC 18)

Potion, very rare

When you drink this potion, your physical age is reduced by $1d6 + 6$ years, to a minimum total age of 13 years. Each time you subsequently drink a potion of longevity, there is a 10 percent cumulative chance that you instead age by $3d6 + 6$ years. Suspended in this amber liquid are a writhing tongue, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Philter of Love - (Fey, Fiend, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Potion of Magical Madness - (Aberration, Celestial, 10 CR, 18 Hours, DC 16)

Potion, rare

When you drink this potion, you go slightly mad for the next $1d4$ hours. While in this state, you gain the ability to sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving. If you are a spellcaster, you also gain the ability to cast any spell on the cleric spell list (excluding cantrips) for which you would have spell slots available. Any time you cast a spell known in this way, you suffer psychic damage equal to the spell level of that spell multiplied by 3. This damage is unmitigable in any way. Any attempt to record the knowledge of these spells fails as they inevitably become incomprehensible ramblings to you once the madness fades.

Potion of Mind Reading - (Aberration, Fiend, 10 CR, 18 hours Brewing, DC 16)

Potion, rare

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Pollution Breathing - (Celestial, Elemental, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this potion, you become able to breathe in even the most polluted areas. For the next hour, you automatically succeed any Constitution saving throw provoked by breathing in polluted, poisoned, or diseased air.

Polyjuice Potion - (Plant, Shapechanger, A Piece of the Humanoid into whom you will Transform, 2 CR, 6 Hours Brewing, DC 12)

Potion, Common

When you drink this potion, you must make a DC 12 Constitution saving throw. If you take this potion willingly, upon success you come under an effect identical to that of the Change Appearance effect of the Alter Self spell for 1d6 hours (the DM makes this roll in secret). Upon a failure, no change takes place, though you are poisoned for 1d6 rounds. If you drink this potion unwillingly, the success and failure conditions are reversed. The potion is a foul-smelling, oily liquid that takes on a color that matches the Humanoid's eyes into which you will transform. It tastes of nickel.

Polymorph Potion - (Fey, Shapechanger, The Essence of the creature into whom you will Transform, 10 CR, 18 Hours Brewing, DC 16)

Potion, Rare

When you drink this potion, you must make a DC 15 Constitution saving throw. If you take this potion willingly, upon success you come under an effect identical to that of the Polymorph spell for 1d4 hours (the DM makes this roll in secret). Upon a failure, no change takes place, though you are poisoned for 1d6 hours. If the creature is prohibited by its CR as per the description of the Polymorph spell, the drinker automatically fails. If you drink this potion unwillingly, the success and failure conditions are reversed. The potion is a sweet-smelling, foamy liquid that takes on a color that matches the creature into which you will transform. It tastes of hazelnuts.

Potion of Rage - (Giant, Monstrosity, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion, any Strength melee weapon attack you make gains a +2 bonus to its damage roll and is rolled at advantage, however any attack made against you is also rolled with advantage. In addition, anytime you are damaged by a creature you can see, you must succeed on a DC 13 Wisdom saving throw or be forced to spend your next action making a melee weapon attack against the creature that damaged you, using your movement speed to get as close to them as possible, including any potential dash action. This potion is a bright red with angry bubbles constantly rising to its surface.

Potion of Rapport - (Aberration, Fey, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

This bottle of potion contains enough potion for 4 doses. For the next hour after you drink a dose of this potion, you are able to telepathically communicate with any other creature that has drunk a dose of this potion within the past hour so long as they are within 150 feet of you.

Potion of Reflexes - (Beast, Fey, 14 CR, 24 Hours Brewing, DC 18)

Potion, *very rare*

When you drink this potion, you gain one reaction on every turn in a combat. This effect lasts for 1 minute, after which you must succeed on a DC 15 fortitude check or gain 1 level of exhaustion. This potion is completely clear except for one cloudy gray portion that darts around in the liquid towards anything holding the bottle.

Potion of Repelling - (Fey, Monstrosity, 6 CR, 12 Hours Brewing, DC 14)

Potion, *uncommon*

When you drink this potion, all insects and animals seem to ignore you. For the next 8 hours any checks by monsters to find you are at disadvantage. The potion's purple liquid has a murky green substance floating in it.

Potion Of Restoration - (Celestial, Fiend, Plant, 14 CR, 24 Hours Brewing, DC 18)

Potion, *very rare*

When you drink this potion, you feel instantly refreshed as if you'd had the perfect night's sleep. All your hit points, spell slots and class abilities are restored. However, your Constitution Score is permanently reduced by 1. The potions' soft blue colour fills you with a sense of calm as you look at it.

Potion of Ruined Flesh - (Shapechanger, Corporeal Undead, CR 14, 24 Hours Brewing, DC 18)

Potion, *very rare*

When you drink this potion, you must succeed on a DC 14 Constitution saving throw or break out in severe boils all over your body and have all your bodily hair fall off. When under this effect, undead will not recognise you as living, and will treat you as though you are an undead creature. For the duration, you also gain access to the Undead Fortitude feature:

If damage reduces you to 0 hit points, make a Constitution saving throw with a DC of $5 + \text{the damage taken}$, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

This condition remains for 24 hours, after which you return to your normal state, including the regrowth of all the hair you may have lost.

Potion of the Sahuagin - (Sahuagin, Shapechanger, 6 CR, 12 Hours brewing, DC 14)

Potion, uncommon

This potion uses a sahuagin's blood as a base along with various seaweeds, seashells, and fish scales to produce a mutagenic effect in those who drink it. For the next 24 hours after drinking this potion, you gain the following benefits:

- A swim speed equal to your move speed.
- The ability to breathe in both air and water.
- Advantage on any melee attack rolls when underwater

When you drink this potion, you must also succeed on a DC 14 Constitution saving throw or undergo a permanent mutation into a sahuagin. As a sahuagin, you lose all of your previous racial traits and instead gain a swim speed of 40 ft., the blood frenzy, limited amphibiousness, and shark telepathy traits from the sahuagin's stat block, and your alignment changes to lawful evil. This mutation can only be cured by a greater restoration spell or similar magic.

Shadowflame Oil - (Fiend, Incorporeal Undead, 10 CR, 18 Hours Brewing, DC 16)

Oil, rare

The oil in this vial can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the oil takes 1 minute. For the next 10 minutes, any creature successfully hit by this weapon or ammunition takes an extra 2d6 necrotic damage. If this weapon or ammunition kills a creature, a shadow under your control rises from that corpse (refer to the Monster Manual for the relevant stat block). This shadow acts directly after you in the initiative count and disappears after 1 hour or if it or you fall unconscious.

Oil of Sharpness - (Fiend, Ooze, 14 CR, 24 Hours Brewing, DC 18)

Oil, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Potion of Sickness - (Aberration, Plant, CR 2, 6 Hours Brewing, DC 12)

Potion, uncommon

When you drink this potion, you become sick with mane disease for 1d12 hours. While sick in this way, your nose becomes runny and your eyes watery, causing you to have disadvantage on Wisdom (Perception) checks that rely on sight. However, your relatively mild sickness also boosts your immune system, giving you advantage on Constitution saving throws against being poisoned and other diseases. This potion is a pale gray color with a string of liquid in it that resembles watery mucus.

Oil of Slipperiness - (Ooze, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

Potion of Sloth - (Beast, Ooze, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this potion, you become overwhelmed with feelings of sluggishness and laziness for the next 10 minutes. While under the effects of this potion, you are unable to take Dash action, and whenever any other action on your turn, you must succeed on a DC 14 Wisdom saving throw or waste that action. The bottom of this brown potion contains a sediment that never moves no matter how much the bottle is shaken.

Chimera Fire - (Fire Elemental, 6 CR, 12 Hours Brewing, DC 14)

Oil, uncommon

This vial contains 3 doses. Chimera fire is a highly viscous oil that is incredibly flammable and yet strangely easy to control. You may spend an action to cover a melee weapon in a dose of this oil and set it alight. While on fire in this way, a weapon deals an extra 1d6 fire damage on a successful hit and also sheds bright light out to a distance of 10 feet and dim light for a further 10 feet. The weapon will continue to burn for 1 minute before extinguishing itself. Traditional methods of extinguishing the flame do not work unless they manage to take the oil itself off the melee weapon.

Softening Oil - (Celestial, Shapechanger, 6 CR, 12 Hours Brewing, DC 14)

Oil, uncommon

You may spend 10 minutes applying this oil to a creature that has been turned to stone. At the end of the 10 minutes, that creature returns to a flesh and blood state and is no longer considered petrified.

Potion of Speak With Plants (Fey, Plant, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion, you gain the effect of the speak with plants spell. The potion is a cloudy green with what looks like pollen floating in it.

Potion of Speed - (Beasts, Monstrosity, Ooze, 14 CR, 24 Hours Brewing, DC 18)

Potion, very rare

When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

Potion of Stamina - (Monstrosity, Ooze, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion, you gain a sense of inner strength and vitality. For the next 24 hours, whenever you roll a saving throw to resist an effect that causes exhaustion, you may make that roll at advantage. This potion is a bright blue with what looks like electricity running through it occasionally.

Potion of Symbiotic Friendship - (Aberration, 6 CR, 12 Hours Brewing, DC 14)

Potion, uncommon

When you drink this potion, you suddenly get the feeling that you aren't alone. For the next hour you hear a voice in your head that you can telepathically communicate with. This voice will give you sensible advice on how best to deal with the situation you are presented with. The potion's clear liquid appears to move intelligently around the bottle.

Potion of Winterbite (Water Elemental, Frost Giant, 10 CR, 18 Hours Brewing, DC 16)

Potion, rare

When you drink this potion, your physiology changes entirely and your blood becomes icy cold for 1d4 hours. During this time, you are immune to cold damage, and any time a creature within 5 feet of you hits you with an attack that deals piercing or slashing damage, they suffer 2d6 cold damage. This potion is bright blue with frost constantly encasing the glass.

