



TUR COMPANION GUIDE

5E SUPPLEMENT

Create powerful characters from this supplement
for the world of Colona

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CHAPTER 1: WELCOME TO *TUR*

In the vast world of *Colona*, between the *Verdant Isles* to the west and the mysterious floating islands of *Drakon* to the east, north of the *Fractured Seas* lies the continent of *Tur*. A land as varied as the cultures and races that inhabit it. *Tur* is dominated by humans and their cultures, be it their kingdoms, many city-states, or their many carefully guarded rural communities. Infused among the human lands are old dwarven ruins, hidden *Underworld* elven enclaves, homogenized clans of gnomes and halflings, and even more bizarre folk.

There is an endless supply of adventure waiting on *Colona* for those inclined to seek it. Roads between the cities and kingdoms of *Tur* often intertwine with the territory of bandits or other monstrous beings. Every forest, mountain, and swamp has their own hazards, whether savage humanoids such as orcs and gnolls, or mightier creatures and abominations like giants and fiends. Ruins of civilizations past dot the landscape from the highest cliffs to the darkest caverns miles below the surface. Who knows what await the living in these places, but the spoils still remain for fearless adventurers to claim them or add to the number of dead ones who tried and failed.

Colona is a world filled with prolific history and astonishing tales of high adventure and miraculous magic, but the heart and soul of the common folk has always been agriculture and trade. While commoner magic can be found even in the most rural towns, most folk depend on farming to eat, hard work to support their family, and even Turians who live in the larger cities where gnomish steam works can be found still rely on skilled trades and brown over magic to earn their daily keep. News and other gossip always seems to find its way between the various dense population centers carried by merchant or magic from traveling bards, minstrels, or those who recount or more often invent stories for others. Adventurers not only create the news but help to spread it!

Most folk of *Tur* look upon adventurers as both cogent and as agitators. People believe that anyone irrational enough to risk life and limb for complete strangers should be revered and rewarded. But those few adventurers that become successful often amass wealth, power, and secrets at an alarming rate. Often turning admiration for these adventurers into envy or worse what horrors have their misgivings unleashed upon the world. Delving into ancient ruins or tombs often garner the attention of evil both strange and ancient.

Most of the common folk who inhabit the continent tend to have little or even no knowledge of the many lands found outside of *Tur*. The more educated people know that *Tur* is but one of many contents found in the whole world of *Colona*. But for the majority of people, they do not leave more than a few miles from their town and even less experience the wonder of intercontinental travel or even extra-planar exploration. *Tur* is already too much world for them comprehend.

With the exception of the occasional remote town or the most isolated places, Turians are used to seeing any of the fourteen known civilized races of *Tur* and their different cultures. In the larger cities and more cosmopolitan places have been known to extend acceptance of more evil humanoids like goblins who are nothing more than slaves. The average adventurer tends to be fairly tolerant, mingling with exiles, misfits, and other strange folk from even stranger lands and with stranger appearances.



TEN THINGS EVERYONE SHOULD KNOW

The world of *Colona* is a place filled with magic, monsters, and other mysteries greatly influence the landscape and society. Everyone using this guide to run or play in the *Colona* fantasy setting needs to know and remember these basic facts about the world.

FACT ONE: IF IT EXISTS, IT HAS A HOME

If it already exists in the core rule books, then it has a home in *Colona*. Be it monsters, spells, or even magical items from any of the core rule books might turn up and some may also feature a twist or two due to *Colona's* unique atmosphere.

While other material and content may have a place somewhere in *Colona*, it is up to your Dungeon Master to decide if and where other content could find its place in *Colona*. Also, keep in mind while this is intended to be compatible for D&D Next, the majority of the content can be applied to almost any other game system with the rest needing minor tweaks for full compatibility with your favorite game system.

FACT TWO: OVERALL TONE AND MOOD

This setting combines medieval fantasy with a touch of steam punk and horror atmospheres. Good and Evil are but relative gages of one's character or their general viewpoint, and should not be their absolute barometer of all their actions; rarely is anything exactly as it appears in *Colona*. Good and Evil are often blurred, so much so that it is very possible to meet a Good demon, or an Evil angel.

It is not uncommon for Good beings to end up in opposition to other Good beings, while known Evil beings may provide genuine assistance when least expected. The action is often thrilling and cinematic because of this. To help showcase this a new optional play rule is presented later in this guide to give the players an advantage using a spendable, limited resource to overcome various dramatic situations and accomplish the seemingly impossible.

FACT THREE: A WORLD SHAPED BY MAGIC

This setting shows a world that was developed by both advances in science and the mastery of arcane energies. This combination allows for various conveniences not commonly found in most medieval settings. Sky vessels that sail through the clouds powered by gas filled balloons or by magical creatures harnessed for their elemental powers make these transports even possible.

Persons of average wealth or training in the magical arts might use spells to clean or provide energy while others might use water wheels or steam furnaces to produce similar effects and necessities in towns or cities alike. Advances in both magic and steam technology have allowed for a wide variety of creations to be found from animated work stations to servant automatons, however there are plenty of towns and villages that can be found lacking these luxuries and marvels.

FACT FOUR: LANDS FULL OF ADVENTURE

Colona houses many unexplored wildernesses filled with adventure. From the deadly jungles of the *Savage Lands* to the ancient ruins in *Rofflenia*, from the towering spires of *Sanctuary* to the floating islands of *Drakon*, *Colona* is a world filled with adventure and the thrill of exploring the unknown. Adventures should draw players to exotic locations, across nations, continents, and even the entire world.

A quest to investigate rumors of one of the legendary *Dragon Spears* might take players from a sunken shrine in the *Fractured Sea* to ruins deep under the *Silver Mist Mountains* and finally ending in a forgotten stronghold in the *Black Desert*. Using magical or steam transportation, players could reach much farther and to a wider range of environments over the course of a single adventure, and encounter a more diverse assortment of threats and challenges.

FACT FIVE: PEACE IS FLEETING

The *Nemesis Wars* have ended - kind of. At the battle known as *The Last Stand*, *Colona* saw a banding of all the kingdoms and races against the *Mad God's* army, the *Nemesis*. The *Nemesis Wars* ended with the second defeat of the *Mad God* which sparked the *Night of Jade Flame*. Since then a treaty has been signed by all the nations should the threat of the *Nemesis* or the *Mad God* return but peace is fleeting.

In *Tur*, the five remaining kingdoms still scheme for power and still act like independent city states rather than the republic that was established in *Tur's* capital of *Aurora* in *Haalen*. Conflicts, anger, and pain from the war remain, however, tensions rise as nations prepare for the inevitable next war that could eventually break out on *Tur*.

FACT SIX: THE FIVE KINGDOMS OF TUR

The human-dominated population of *Tur* trace their lineage back to the empires of monsters. *Tur* is made up of distinct regions, nations, and rulers. These kingdoms are *Haalen*, *Adwien*, *Tor-Thorim*, *Cytha*, and *Launi*.

Most of these survived the onslaught of the *Nemesis* except for the dwarven kingdom of *Tor-Thorim* which was destroyed before the end of the *Nemesis Wars*. The now devastated nation and their mountains are now known as the *Mourning Mountain*. While the dwarven clans are fractured without a new king, many still refer the territory as *Tor-Thorim* and as a nation regardless of its stability.

One moment, Jokin the halfling bard was practicing his act to the half-giant Olaf, "What do you call a lost lycanthrope? A 'where' wolf." he chuckled. "What do you call a goblin with a limp? A gobhoblin!" The very next moment, Jokin was pitched across the bar counter of the Brews Brothers tavern like an empty cask of ale...

FACT SEVEN: HORROR AND INTRIGUE

Colona has always been a world of Gothic horror and intrigue. While the wars are over, and the nations rebuild in the age of peace, ancient threats still linger and the world needs people to lead them into the next age of prosperity. The kingdoms compete on a number of levels; economic, territory, influence, power - each striving to improve or at least maintain their current status by anything short of another war.

Espionage and sabotage are common place and create lucrative businesses in the right circles. The noble houses, churches, armies, crime bosses, monster lords, spies, arcane colleges, ancient orders, secret societies, criminal masterminds, dragons, and many other groups and factions plot and scheme to create opportunity where there was none. *Colona* is rife with conflicts and intrigue.

FACT EIGHT: THE REPUBLIC OF *Tur*

The Republic of *Tur* is not formed from the kings of the five kingdoms but rather from a series of great families and wealthy dynasties of industry and commerce throughout *Tur*. Because their reach of their influence transcended the five kingdoms boundaries and even *Tur* itself, they are able to remain neutral while gaining support from other nations across *Colona*.

While technically citizens of different nations, the houses and its members live in splendor within their territories and their enclaves located throughout *Tur* are a marvel to behold. These houses power come from a millennium of commerce and the accumulation of secrets both arcane and political granting their families control in places where even the most powerful nations have limited influence.

FACT NINE: ARTIFACTS OF LEGEND

The *Dragon Spears*. Ancient and powerful weapons of legend that were created from the bones of the *Dragon Emperor* himself after he sacrificed his body to trap the *Mad God* ending the first *Nemesis War*. The dragons of floating islands known as *Drakon* allowed those declared as 'dragon kin' to wield these powerful and mysterious weapons. It is rumored that the hero who defeated the *Mad God* in the second *Nemesis War* wielded one these artifact weapons.

To this day the only confirmed sighting and use of these weapons was at the battle of the *Towers of Twilight* by a Turian naval commander when the *Mad God's* champions attacked his ship and when the *Mad God* was defeated in the *Battle of Twilight*. Legends of these weapons are often the goals of great quests and adventures.

FACT TEN: MANY RACES

In addition to the many common races available for play in the core rule books, there are several others that are commonly found across *Tur*. Since *Tur* is the cultural melting pot of the realm, many races, even monstrous ones find homes, settle, and even live peacefully with civilized settlements, villages, towns, and can even be found in metropolitan capitals. These new races are detailed later in this book. Unions, guilds, and even the houses of the republic acknowledge the mixing of these beings within human dominant societies and consider them citizens of *Tur*.

NOW IT BEGINS

However you approach the rest of the material presented to you by this guide depends on your style, needs, and interests. If you want to know more about the world of *Colona* and the history of the setting this books covers the continent of *Tur*. Because of all the information and detail of this setting, the other continents of the world could not fit into this gazetteer and will each have their own book covering their culture and mysteries. Now it is time to explore the world of *Colona* and discover what adventures await.



CHAPTER 2: RACES OF COLONA

This chapter revises the ecologies of the basic and expanded races presented in the Core Books. In addition to these changes, this chapter also presents a new race: the Centaur. These races presented here are available when making a character, pending your Dungeon Master's approval in your campaign.

CENTAUR

Wanders by nature, centaurs enjoy the open wilderness and the opportunity to travel. Running for centaurs is as natural as walking by other races, they often run as much as possible.

DRAGOONS OF NATURE

Centaur's have the upper body of humans or half-elves, which displays all the variety of features of both races. Their adult size is no larger than a mounted human on a riding horse, and often excel in these roles - mounted cavalry, hunters, messengers, scouts, and skirmishers.

Below the waist, centaurs have bodies identical to that of the typical horse, with coats in a variety of colors but with darker colored tails.

COMMUNITY AND HERDS

Centaur's are born with a sense of kinship with both the fairy and natural worlds, and their bonds to their herds that form their communities is only antiquated by their love for their family.

From birth, the foal is introduced to centaur festivities. These celebrations can last days at a time. Foal are taught to revere the traditions of their centaur forefathers, to preserve the old ways and to honor and pass on the legends of their ancestors. Centaur's connection with both worlds makes them feel close with both humanoids as well as wild animals, perhaps more with the latter. This is most likely because of their hybrid nature and enjoyment of running in the open wilds with often with other packs of animals.

CENTAUR TRAITS

Centaur's do not have any known sub-races commonly found in other races of the world. The following traits are to be used by centaur's who are player characters.

Ability Score Increase. Your Charisma score increases by 2, your Strength and Constitution scores increase by 1.

Age Centaur's mature, age, and live about as long as humans.

Size Centaur's are Medium sized creatures, yet tower over most humanoids.

Speed Centaur's base speed is 50 feet.

Charge If you move at least 30 feet toward a target and then hit with a melee weapon, you roll the weapon's damage dice again adding the result together. You can use this ability again after a short or long rest.

Hoove Attack Centaur's can use their hooves as natural melee weapons. They are considered proficient with their hooves and if they hit with a hoof, they deal 1d6 + your Strength modifier bludgeoning damage to the target.

Horse Physique When determining your carrying capacity and maximum push and drag weight, you count as being one size larger.

Any movement that requires the use of hands and feet, such as climbing, is more difficult for you because of your equine build. Each movement costs 5 extra feet, instead of 1 extra foot for others.

Any Medium or smaller size creatures may ride atop your back if you allow. You move and act independently and do not count as a controlled mount.

Hunter You gain proficiency in either the Survival or Nature skill.

Composite Build You count as both the humanoid creature type and the monstrosity creature type. You can be affected by any effect that can work on either of your creature types.

Languages You may speak, read, and write Common and Sylvan.



DWARF

The strong and noble dwarves of *Colona* have built a parochial society that most dwarves in *Tur* hail from *Tor-Thorim* or are descended from those who did. The once proud and powerful dwarven nation of *Tur*, was one of the older societies found on *Colona*. Once a great mountainous utopia, the mountain kingdom stands in the heart of the *Mourning Mountain* and was once the heart of dwarven society filled with celebrations in its fire warmed halls.

From the mines, to the city streets, to the palace gardens, the fires have burnt out as no dwarf has set foot there since the *Great Betrayal* when one of the royal family betrayed his family and clansmen when he allied himself with the cult of the *Mad God* and the armies of the *Nemesis*. Since then the dwarven clans have been fractured and still wait for a worthy successor who is strong enough to reclaim the throne, reunite the clans, and usher new life into *Tor-Thorim*.

Mountain and hill dwarves relocated to the many cities and locales across *Tur*, but only duergar have chosen to below ground settlements of their own in the *Underworld*. Dwarves are often sought out for their skills as mercenaries and craftsmen, their skill only second to gnomes. Dwarven crafts are known for their reliability and lasting nature, unlike with gnomish goods, which drives a significant market to any dwarf in town. Dwarven and gnome merchants do work together from time to time and create some of the most wondrous and powerful items of legend... for the right price.

There is an old saying that goes, "Dwarves are as stubborn and unmoving as the mountains they call home." - Kaleb Coldwin

MOUNTAIN DWARVES

Mountain dwarves are known for tenacious headstrong nature. There are many stereotypes of their arrogance, coarseness, and bullheaded nature, mountain dwarves are more complex than people can fathom. Their culture varies from each clan but common similarities can still be found. Each clan is divided into their social casts that define roles in their own culture and society. One can rise from their family born cast by showing mastery of another function in society. Once a generation a true master or paragon is born. These special few become monarchs, generals, and craftsmen that forever change the course of their fellow clansmen.

HILL DWARVES

While some dwarves call the mineral rich mountains home, others feel more comfortable in the open wilderness and settlements that dot *Tur*'s landscape. Many have fled after the *Great Betrayal* to these settlements and adapted to a life they now enjoy greatly. They have discovered new truths, teachings, business ventures, friends, and new beginnings. Their skill is well sought after in most human cities and their kinship is highly valued in the most remote settlements of the wild.

DUERGAR

Deep in the darkest caverns, far below the surface is a world filled with the most unforgiving environments. This is the *Underworld* where the duergar call home. They do not fear the darkness but rather embrace it for all the advantages it brings. The strongest steel comes from the hottest part of the flame, and so the strongest duergar are similarly forged by the harsh obfuscated depths they call home. These dark dwarves as some call them, have their own secret code of conduct and their perception of what constitutes honor and justice. It is not known what drove them into darkness's embrace, but what is known is they are born within it, embrace it, and learned how to weaponize it.

ELF

Elves are a diverse race both magical as they are graceful. Elves of all types never become part of the known world, instead choosing to live in seclusion where their magic, culture, and military reign supreme.

LIGHT AND DARK

Elves have been in *Colona* almost as long as dragon kind has. During their escape to the surface from *Drakon*, the elves congregated into two separate regions of the world. The pale light skinned elves, or light elves as other folk call them, fled to islands off the coast of western *Tur* now known as the *Verdant Isles*. Meanwhile their darker skinned kin, or dark elves, fled south to what is now currently *Roffenia*.

Due to their past slavery from dragon kind, the light elves have openly waged war against the dragons on their floating island homes. Elven flying warships and flying magical beasts can be seen every century attacking the dragons ancestral home. No one has ever seen the conflict end in favor of the elven nation but the conflicts are not so easily ended by the dragons with each skirmish. It is not known what plans the dark elves may have for the dragons, but whatever it may be, they are waiting for their moment to strike.

THE THIRD WORLD

While the xenophobic light elves of the *Verdant Isles* wage war against dragon kind and killing any non-light elf that dare enter their magically guarded home, not all of their secrets could stay hidden for long. Over the centuries outcasts from the *Verdant Isles*, found their way into Turian daily life. These outcasts, criminals or otherwise banished for all time from the isles all share two qualities. A distinct hatred for their secluded elven brethren and a unique facial tattoos of elven script. These tattoos can be clearly read and proclaim the crimes against the elven nation and reason for banishment. No known magic has been able to remove the markings from their faces.

Meanwhile their cousins, the militaristic dark elves, also are not without their own exiles. Extremely rare are dark elves that survived leaving their homeland deep within the *Black Desert*, and even fewer that evade capture or survive the trek to more civilized lands. The main reason and rumor for this, is that the dark elves practice cannibalism within their matriarchal society. The most famous exiles are the *Sisters of Darkbane Wood*. They wield powerful dark elven magic and are said to have helped the ones responsible for the *Mad God's* second defeat ending the *Nemesis Wars*.

Often these exiles and outcasts are able to start new lives in the larger cities of *Tur*. Many having children of their own with no allegiance to either elven nation. This collective of elves with no ties to either homeland is known as the *Third World* by both light and dark elves. Neither of which have any respect for its citizens.

WOOD ELVES

One of the two known light elf types are the *wood elves*. These elves are known for their hunting and survival skills across the many dense forests of *Tur*. Wood elves have a long history of protecting the lands they call home, and the people that make up their community. Of the light elves, wood elves tend to be the most nomadic then their kin and often venture into the unknown wilderness making them ideal adventurers. Wood elves are often found in garrisons outside of the larger cities and in frontier towns and remote outposts where their penchant for exploration helps defend the region around them.

HIGH ELVES

The second known type of light elf are the high elves. These elves focus their crafts on culture and learning, weaving powerful magical energy with grace and equanimity. Normally found in large cities, they know that the protection there is key to their continued prosperity that so many elves outside of the *Verdant Isles* fail to understand with the rising tensions of the neighboring civilizations.

The high elves are thus named for their affinity for magical talents, knowledge, and pursuits of the mind and soul. Many high elves become sorcerers, mages, religious leaders, or seeking admission into the arcane colleges where they can study theories of magic in more controlled environments.

DROW

Most call them dark elves, but not even the elves of the *Verdant Isles* know the true extent to the dark elves degenerate ways. The dark elves who inhabit the *Black Desert of Roflenia* are a more disciplined, sinister breed of elf than those found elsewhere. At this point in their evolution, they are both zealously religious of a mysterious deity they call **She** and are highly militaristic, they favor lengthy combat training, the execution of inefficient, merciless slaughter of enemies, and ruthless efficiency in battle. They work in groups as opposed to solitary assassins and boast a rigid chain of command. The females are always maintain superior positions.

The dark elves are organized into clans or houses, which form allegiances of their own. Each house has a magical brand that is etched on the forehead. Every house has a ruler, though there may be other powers who pull the strings.



DARK ELF CANNIBALISM

The dark elves of *Roflenia* have a custom of ritual cannibalism. Eating another is seen as an assertion of authority, not as an insult or as a means of honoring the dead as it is in some other cultures.

For example, any military officer may order a subordinate to be killed and brought to them as a meal if they feel that the lower ranks are not sufficiently respectful of them. A female dark elf may sometimes eat a male after mating, as an indication that the status of the female is always superior, whether she takes a male as a mate or not.

The following customs apply to dark elf cannibalism:

- Any female dark elf has the right to kill and eat any male of any species with whom she has mated, even if that male is married to another. She must, however, do so within one week, or the right is forfeit.
- Any female dark elf has the right to kill and eat her young before the age of one year.
- Any dark elf has the right to kill and eat any other dark elf of inferior rank, so long as this does not significantly weaken the military strength of the unit under their command.

Many dark elves and half-elves with dark elf lineage born in *Tur* are always of the *Third World* and thankfully not part of this dark society.

GNOME

Gnomes possess a passion, love, and knowledge for tinkering that many could describe as technolust. Most gnomes prefer a less physical approach to resolving conflicts and often rely on their wit, magic, or various contraptions when faced with violence. The common perception of the gnome is a busybody or friend who is always ready to lend a helping hand or share a long winded story. Gnomes are well known sources of information if one has the patience to sit through all their babbling.

THE GRAND JOKE

The exact location of the gnomish empire is complicated. While it is known they can be found in *Roflenia* and they live in a mineral rich mountain, the issue is that their mountain constantly is on the move. The gnomes built giant mechanical legs to make their home mobile but due to an unknown malfunction the mountain appears to be stuck walking in a large miles long circle.

King Gamhorn, orchestrated a grand scheme that ended up swindling many of *Colona's* nations of valuable coin. The gnomes noticed how adventurers ventured into the most dangerous areas of *Colona*. They took notice how they often were loaded down with artifacts, gold, and precious gems. The king had his illusionists and best craftsmen build magical animated banking machines to provide a needed service to all those adventurers. The gnome empire would get filthy rich without lifting a finger.

The plan was deviously simple. This machine would be placed near areas where travelers frequently used. When the traveler, merchant, or adventurer put their unmanageable piles of coin into the device, it would distribute lighter gems of equal value and a scroll certifying the transaction. The truth was that the gems were worthless, rocks with illusion magic cast upon them. King Gamhorn was insufferably pleased with the success of this plan and called this the "Grand Joke" but very few non-gnomes found it very funny.

THE CLOCKWORK ARMY

It wasn't until the second *Nemesis War* when *Colona* was on the brink of annihilation did the other nations reach out to the gnomes for aid. Calling upon the gifted Jansen clan of gnomes, the king approved the creation of a clockwork army to help combat the armies of the *Nemesis*. These sentient constructs could be produced quickly and work effectively with any of the other races on the battlefield. Some say if it wasn't for these beings, *Tur* would not exist today.

It wasn't until the end of the war did the other nations of the world recognize the diversity, intelligence, and human like qualities the clockwork beings possessed. The nations petitioned for the beings freedom and be allowed to make their own way in life. The King Gamhorn did not want them to be free as they were property of the gnomes. The Jansen clan, who created these constructs, wanted them all destroyed as they warned if they remained active could pose a threat to *Colona* on par with the *Nemesis*.

After lengthy trade embargoes with the gnomes and banning gnome merchants from every city, the king finally signed a treaty allowing the clockwork race to finally have independence. This caused a divide between the Jansen clan and the rest of the gnomish empire leading to the entire Jansen family clan leaving their gnomish home and taking their many secrets with them.

THE JANSEN FAMILY CLAN

It would be a mistake to assume every gnome is trickster or schemer. The Jansen lineage of gnomes favor intrigue, manipulation, cunning, and good hearted fun. Like their other kin, they built their home on a mobile platform as movement is life in *Roffenia*. Unlike their kin however, they built a single city on top a mechanized transport that never stays in the same spot for too long.

It is rumored that the Jansen's city is one of the most technologically advanced cities in all of *Colona*. Because of their skill and cunning the dwarven kingdom *Tor-Thorim* was the only kingdom before its destruction that had remained allies with both King Gamhorn and the Jansen Clan since their separation.

HALFLING

Good home, good friends, good food, are all comforts and life goals of the traditional halfling. Some prefer the simple quiet and peace of smaller villages while others settle easily in the largest of cities where the size of their coin matters most. Most halflings enjoy traveling and are often lured by jobs promising travel to the next wonder over the horizon.

SMALL AND FIERCE

While diminutive, halflings have survived through the ages of the world through cunning, quick thinking, and avoiding unnecessary conflict. One should not provoke a halfling or think they are easy targets due to their size. History is filled by stories of halflings felling creatures much larger than themselves and without fear.

Halflings are known to be practical. They do not display fancy or flashy things in their homes or on their persons. They tend to keep their valuables locked in chests for security and quick transport for one of their many trips around the land. Halflings have a knack for getting into and out of trouble from their straightforward and curious natures.

CURIOUS EXPLORERS

Halflings are often adventurous and usually enjoy venturing into the world for various reasons. They love meeting new people, discovering new things, enjoying new experiences, or anything else that sates their curiosity. Cheerful, kind, and affable, halflings are often welcomed in communities without a second thought.

For this reason, halflings are often sought after by merchants as teamsters. Halflings love traveling, they greet people kindly, they are trustworthy, hardworking, and are small. Merchants can run more goods faster with a halfling at the reigns then with any man, dwarf, or even gnome. It is considered good business to have halflings under your employ.

MASTERS OF ADAPTATION

Halflings ability to work readily, get along with, and loyal natures make them easy to fit into nearly any community especially those dominated by humans and dwarves. They have a talent for making themselves valuable and quickly adjust to the common culture with ease.

This combined with their small stature and inherent ways of avoiding attention make them hard to find when they do not want to be found. They are masters of avoiding unwanted attention. Halflings on both sides of the law are the most difficult to spot and display deadly ferocity when threatened.

LIGHTFOOT

The lightfoot halflings almost but dissolved after the *Last Stand*, but their spirit still survives. They always look out for themselves first, and are prone to running when faced with conflict then to face it head on with courage. Yet deep within there is a juxtaposition for their comforts of home and their avid desire to explore. A majority of halflings turned adventurers are lightfoots who have given into this desire.

STOUT

The stoutheart halflings also dissolved after the *Last Stand*, but their identity and ideals survived but not the same way as with the lightfoot halflings. They are looked on either as foolish or respected for their bravery. Anyone seeing a small halfling shout "Gimme yer best shot!" at a creature easily three times their size could see the halfling in either light. They tend to surprise other races not just with their bravery but also with their cunning often proving the mind can be just as sharp and deadly as any blade.

HALF-CELESTIAL

Half-celestials, or *Aasamar*, are a rare sight. True angelic beings are mostly heard of only in bardic tales, and if they are seen it is once in a generation. But to befriend one or even fall in love with one sounds nigh impossible. Yet there are those descended from the union of these angelic beings and humans. These celestial beings are often seen as champions of good, servants and messengers of the gods, and are sought after to bless events or to heal the sick.

GUARDIANS OF GOODNESS AND LAW

Half-celestials are believed to be born with a purpose. While the gods work in mysterious ways, half-celestials are expected to fight against evil, be champions of justice, and lead communities through good deeds.

Usually as children, half-celestials have dreams and visions from their patrons. By adolescence they begin to receive more direct guidance from other celestial entities. These entities manifest in dreams or as spirits that only the half-celestial can see. Their goals are to guide and shape the half-celestial for their intended destiny.

Some speculate these entities might actually be their angelic parent acting on behalf of their god to guide their progeny.

SPIRITUAL GUIDES

Half-celestials are linked to their patron through angelic beings who provide guidance to them through dreams and visions. Just as this angelic being acts as a bridge from mortal realm to their patrons, so must the half-celestial act as a guide for others to their patron. They are the physical representation of the connection between worlds.

They are often sought after for guidance as communities believe half-celestials have a greater understanding of morality, goodness, and otherworldly beings. Even if the half-celestial does not possess the ability, many seek their blessings for birth, marriage, and other events that mark new beginnings or are joyous occasions.

A SOUL BETWEEN WORLDS

While half-celestials souls bear the power of the heavens, they also are mortal. Most half-celestials do have some ordained path to follow but not all welcome their abilities. To be a half-celestial means having the weight of the world and heavens upon your shoulders. Many young half-celestials confused by the changes in the bodies and lives see their gifts as curses. In time most learn this is not the case but some still reject what has been given to them.

There are tales of half-celestials turning to evil, and ones that do are no longer celestial beings. Their powers become corrupted often mirroring the chaos of their souls. Make no mistake that these fallen half-celestials are deadly foes and rarely stop being agents of evil.

HALF-DRAGON

Half-dragons, or *dragonborn*, as the name suggests, are beings that are half dragon or at least have one parent who is a full blooded dragon. Born from beings that are almost god-like in power, one would think that these dragon born beings walk proudly among the rest of the world. But this is far from their reality. Most people fear them out of incomprehension, others because of their draconic god like parents. Either way this has shaped those who are dragon born as they are often seen as spies for the dragons or are seen as monsters themselves due to the impressive dragon attributes they possess.

POWERFUL BY NATURE

Those who are dragon born begin their life when they hatch from their mother's egg. There are two types of half-dragons found on *Colona*. The first and most common are those resembling their draconic parent. To most they look like a dragon who stands erect like a human but do not possess any wings or tails. Those dragon born this way often have scales in colorful hues that match the more vibrant colors of their draconic parent. Compared to the average man, they are tall and have a strong build. Another distinguishing difference between the dragon born and humans are their hands. Dragon born have three distinct almost talon like claws on each hand and thumb.

The second type of half-dragon found on *Colona* is less common. Unlike their other kin, they take most of their appearance from their non-draconic parent. Often they are mistaken for sorcerers whom some are known to have minor draconic heritage. To most they appear to look the most like humans, half-elves, or elves with small, fine vibrant scales matching the color of their draconic parent. They are begin their lives when they hatch from their eggs. Other than the slight tint of their skin from the small scales, they otherwise appear in all other aspects like a human or half-elf.

BOUND BY BLOOD

Each half-dragon has a particular blood bond with the dragon type of their mother or father. This bond is very strong, so strong that the dragon born is known to show animosity towards rival bloodlines of their draconian parent. The son of a proud and noble gold dragon will show compassion for other gold dragons while showing contempt for red dragons. Meanwhile the daughter of a mighty red dragon will show respect towards other red dragons but will show no mercy when it comes to dealing with the kin of a gold dragon.

Regardless of their heritage, those dragon born feel the internal desire to be accepted, respected, or even feared by their kin who share their blood. Their conduct reflects this be it a honor bound silver dragon born or a scheming green dragon born who wants to rule a kingdom.

HALF-ELEMENTAL

No one can deny the power of the elemental forces that shape the world. Sometimes called *Genasi*, they are found everywhere and have influenced the way life manifests since ancient times. For some, these forces birth creatures of immense power and for unknown reasons share this power with mortals. Some of these beings mistaken for genies or other elemental beings. But whatever their true nature, their offspring carry the elemental power of parents in their blood.

CHILDREN OF THE ELEMENTS

There are many realms that exist outside what normal folk know. Some are home to crushing earth, endless skies, roaring flames, and bottomless oceans. Most creatures not native to them would not survive more than a few seconds or a hand full of minutes at best. Those with elemental heritage find comfort in their parents native element. Those related to water elementals might find life at sea very comforting or live near great lakes or shores. Those born of fire enjoy hot climates such as deserts or vocations that keep them near fire such as forges. The sons and daughters of earth elementals would find comfort near mountains, canyons, or even deep under the soil mining. Those born of air feel at home living in the highest peaks, the cliffs with breath taking vistas, and even in cold and windy environments such as the frozen north.

BEAUTY AND FURY

It is rare that half-elementals meet or have contact with their parents. Most do not even know they are different from their other parent's race until puberty when their bodies begin to change. Some changes might be small such as a child of an air elemental being might have hair that appears to waver in a gentle breeze. Other changes are quite noticeable such as skin pigment changes colors such as a blue or teal for water elemental children, glowing eyes, gravel voices, or even hair transforming into moving flame. The changes always manifest differently due to the elemental blood in their veins that gives them their magical powers.

Half-elementals often see themselves as equals to many other races. They certainly do have their share of confidence and self-assurance due to their heritage while others border on arrogance using their power and influence to bolster positions of power or to be revered. Whatever the case, their bloodlines and attitudes often gets them and others into trouble.

WILD AND UNTAMED

Some half-elementals are seen as outcasts or simply choose to live this way. Many feel the drive to carve their own paths that makes it difficult for them in common society. Others their unsettling appearance and powers make common folk fear them and they are driven into exile. Some roam the untamed lands, where they lead more savage beings or cults with their strange magic.

Wealthy merchants and political powers often try to adopt or shelter these beings. Some out of kindness, pity, or curiosity. Others are known to collect them, have them as secondary lovers, treat them as pets or worse. This is still a better life then their human parent normally could give their children and hope that they can live long happy lives with the opportunities from an educated and wealthy guardian.

HALF-ELF

Half-elves are the product of two cultures but do not fully belong to neither. They are the product of two different worlds that will never be in perfect harmony. Considered misfits by both cultures, many half-elves often find solace with other social outcasts or in smaller remote locations of *Tur*.

TWO HALVES

To humans, half-elves look like elves, and to elves, they look human. Half-elves can range from any height that either of their parent race can, they tend to have a more slender look than humans but also a more broad look than an elf. Half-elves are known to grow facial hair while others can only grow sideburns or no facial hair at all. They can have a variety of features from either parent such as skin color, eyes, or even body hair.

EXPLORERS AND CREATORS

Half-elves do not have their own kingdoms but are welcomed in most cities and smaller settlements across *Tur*. Being not of true elven blood, they are not able to visit their elven homelands and tend to hear tales about them from their parents. Half-elves tend to form small communities and villages of their own kind when they are numerous enough. They often enjoy the company of other half-elves and tend to not carry the racial hate their elven parents do toward other races.

In most kingdoms, half-elves are uncommon but their presence is felt more than their mere appearance. Because they come from two different cultures, they tend to become an amalgamation of those cultures. Having human drive and ingenuity while enjoying the advantages of elves curiosity and creative minds. Because of this they tend to become masters at their chosen fields. Some are expert hunters or trackers, others master smiths or artisans, while others are diplomats and scholars.

HALF-FIEND

Those who are born with the marks of Hell are often met with mistrust or curiosity but in the more rural parts of the land they are often feared. To be a half-fiend, or *tiefling* as some call them, is to live a life greeted with whispers, stares, violence, and insults from those who don't understand. They don't understand that to be a half-fiend is not a choice you made but one made generations ago from a demonic pact giving your family power forever changing it in the process. Your appearance reflects the sins of another, sins that their children, children's children, you and eventually your children will have to bear.

BLOOD AND BRIMSTONE

Half-fiends infernal heritage has left its mark on their appearance. They still look human, in a broad sense, but often have colorful skin, horns often curling like that of a ram, long thick tails which coil and lash in tune with their emotions. They often sport sharp teeth and solid color eyes often with no pupils.

SUSPICIOUS AND RELIABLE

Half-fiends are a minority in *Tur*. They are mostly found in larger cities or the metropolis like capitals of the five kingdoms. While they seem more welcome they are not always welcome in the districts often staying in the more dangerous quarters of the cities, swindling travelers for their coin or just stealing their coin as thieves. Some can be found in the enclaves of noble houses where they have more respect than commoners but are often advisors, servants, or courtesans.

Half-fiends understand that they have to work hard to survive in this world. No homeland means no sovereignty to protect them, no culture, no allies but those they make in the world. The latter is difficult as both parties are slow to trust the other. However when someone does earn a half-fiend's real friendship that they can trust their companions, half-fiends can be some of the most reliable friends one could have. Their loyalty to those they consider allies is a bond rarely broken.

THE FIENDISH PACT

Half-fiends on *Colona* can trace their origins back to the first human empire. After nearly perishing to the hordes of the *Predator King*, the noble houses became utterly obsessed with the preservation of their lives and power. Rumor is that their obsession reached the *Lord of the Pit's* ears and he sent his devils to the ruling classes of the empire. They were given the secret to a grisly ten day ritual that would solidify their rule into eternity. The nobles demanded that every noble house participated in the ritual, those that refused were very horribly slaughtered.

The houses that remained began their ritual and afterwards devils sealed the pacts with the nobles who gladly accepted. These pacts would give power not only to the nobles but to their descendants as well, for eternity, but their features took on a more devilish appearance as horns, non-prehensile tails, strange tinted skin, and sharp teeth appeared. From that moment forward, the former humans became the half-fiends known as *tiefplings*.

INFERNAL MISTRUST

People are often suspicious of half-fiends. They assume that the blood in their veins has corrupted them to their very core. Merchants watch their wares closely when half-fiends are around their business, the night watchmen will keep them in eye sight, common folk might even blame them for strings of bad luck or other strange happenings. What they don't know is that their infernal bloodline does not dictate their personality or even their destiny to any degree. Dealing with the level of distrust they receive in their lifetime does affect how they respond to mistrust. Some choose to overcome the prejudice and use their talents to charm people's whim. Others enjoy playing up to the evil stereotype and deal with the mistrust using their appearance and powers to intimidate the simple minded.

HALF-GIANT

"Hard and unforgiving as the mountains they call home, if you approach a goliath, do so in strength and you might prove worthy of their time. Do so any other way and they might consider you as food for their pets." - Kaleb Coldwind

Atop the highest peaks of the mountains known as the *Devil's Backbone* - high above where trees stop growing and the air too thin to breath and so cold that it almost freezes the lungs. It is here one will find the half-giants, or *goliaths* as the smaller folk have named them. It is rare for one of their tribe to wander down the mountain, and rarer still to find one peacefully wandering civilized lands. Most half-giants choose to roam atop the bleak unforgiving rocks, frigid cold, and howling winds. Their physical forms are the raw embodiment of power and their spirits untamed as the mountains they call home.

ONLY THE STRONG SURVIVE

Every half-giant is responsible for earning their place, be it in the tribe or the world beyond. Each new day is a chance to prove themselves. Failure to overcome the challenges of life could mean the death of themselves or even the entire tribe. However the victory of one can ensure survival for a day, the victory of the entire tribe working together means life for generations.

Half-giants are taught from a young age to be self-sufficient and to master a skill. They dedicate their life to this skill and often compete with other half-giants to be the best within a tribe, keeping score of their accomplishments and comparing them to each other. Half-giants compete to be the best, they don't like to lose but see loss as a chance to become better.

HONORABLE NATURE

While competition exists in all cultures and societies, half-giants rarely see the darker side of competition. They have a firm belief that only when competition on a level playing field does the victory truly count. Competition in their culture is used to measure one's talent, dedication, and mastery.

Those cannot be done if outside factors tip the balance of the competition. For this reason, most half-giants see magic and technology as a crutch that if relied upon too much makes an entire tribe weak. They are careful not to form a reliance on magical items but understand the benefit of having such power to tip the scales back into balance.

HALF-GOLEM

"They are perfect killing machines by gnomish design, while you sir are an accident made by your father!" - Mabtik Jansen

During the second *Nemesis War*, life in *Tur* was almost ended. Unable to slow the encroaching offensive that was the *Nemesis*, the army of the *Mad God*, the remains of the five kingdoms reached out to the other empires for aid.

The gnomes were eager to help as most nations were still irate over their "Grand Joke" which swindled many coin into gnomish coffers. The gnomes called upon their most skilled artificers, the gnomish family simply known as the Jansen Clan. Through a secret process, they created what most magic users and scholars thought was impossible. An intelligent sentient construct made of living organic material and steel.

These half-golems, or *warforged*, were the reinforcements *Tur* needed to survive what is now been labeled "The Last Stand" because if the kingdoms of *Tur* lost, it would be the last war ever fought on *Colona*. These half-golems are anything but the mindless automatons seen cleaning in noble houses. These constructs could speak, think, rationalize, adapt, and endure. They were more than just killing machines but a new life that was created with heart yearning for purpose and meaning.

LIVING CONSTRUCTS

Half-golems are often called *warforged* for their initial purpose but their other moniker, clockwork soldiers, is more accurate to their design. They are a mysterious blend of metal gears, tubes filled with alchemical fluid, synthetic muscles reinforced by an infusion of magic. Most have the appearance of wooden or steel frameworks covered in thick metallic plates. Some have panels with moving gears behind them while others have modifications making their appearance more unique.

Each half-golem has their own unique outer appearance but all share a mix of organs, fluid, and living tissue that symbiotically work with their moving metal parts and protective armor like shells. Some have tried to look more humanoid with flesh half stretched across their hinged jaws and glowing crystal eyes.

While they're obviously created from wood, stone, and steel, half-golems are still living humanoids. They sleep, they feel pain, they have emotion, and magical healing works on both their living and inorganic parts. Half-golems were built to be modular and can alter their body by changing their parts, rotating panels to reveal more protective plating or folding others to move about more silently.

PERSONALITY AND CREATION

Half-golems initial design was to kill. The first generation only knew war. After the *Last Stand* and the *Mad God's* second defeat ending the *Nemesis Wars*, the world they briefly knew was about to be taken away from them.

The gnome king wanted to keep these new creations for himself, bolstering his own army and making them slaves to his empire. The Jansen family protested this, stating it was too dangerous to let them live. The king did not heed this warning forcing the Jansen family to sever their ties to the gnome empire. Not long after other nations took note of the heroes who fought to protect the lives of their kingdoms, heroes who had a right to freedom but instead robbed of choice in a life of slavery.

The nations wanted to offer these beings a new life in their lands. The gnome king refused. The other nations began to exile gnomish merchants and ceased all trade with the gnomes in *Colona's* first global embargo. The gnomes suffering heavy losses to their treasury and supplies, signed a treaty giving the half-golems their freedom. This was not without incident as they destroyed the remaining forges in the gnomes mountain preventing them from ever trying to create more of their kind.

It is rumored that some of the clockwork soldiers are still creating half-golems through secret forges in an attempt to create their own empire. The amount of variation between half-golems from the original clockwork soldiers shows that they have not been able to mirror the Jansen's secrets yet. Half-golems are often start their life with little to no memory of who they are or how they came to be. Most begin a process of self-discovery and uncover the truth of what they are.

Some struggle to find a clearly defined purpose or role in the world. Some find a place where they can call home and a luckier few find others who can relate to them. It is suspected that half-golems are the results of failed attempts to recreate the power of the original clockwork soldiers who fought in the *Last Stand*.

Typical half-golems show little to almost no emotion. Many are quick to embrace purpose or meaning to their existence be it protecting others, completing a great work, or other pursuits — and devote themselves to it. However, there are some half-golems who delight in exploring their emotions, feelings and their freedom. It is rare for a half-golem to find comfort in temples or become religious leaders, but some see the faith and mysticism as a way to address the unanswered questions of their existence.

Half-golems can appear to have male, female, or even gender neutral frames. Some choose to ignore gender entirely while others adopt a gender identity, personality, emotions, and feelings to match.

HALF-ORC

With a long history of conflict, orcs and humans often fought each other to a standstill. However there were also times when they shared a common foe, formed alliances, and endured peace among their rural tribes. When joining forces, some alliances were forged by marriages, others through the blood they shared on the battle field. And thus half-orcs were born.

Some half-orcs stayed with their orc tribes, the human blood providing advantages over full bloods and rivals. Others either ventured out into the world or were born outside of these orc outposts having to prove their worth in human societies and other civilized races. Many half-orcs grow up to become adventurers, military leaders, and soldiers often achieving prestige for their deeds and notoriety for their savagery.

STRONG AND WISE

Half-orcs are infamously stronger than most humans and more fierce than a wild beast when angered. Their uncanny strength gets them into as many battles as it gets them out. Half-orcs tend to be vain in their own ways, some seeing their many scars as badges of victory from past battles while others see the imperfections as reminders of their mistakes and errors in what should have been a more flawless conflict. In human dominated societies, a half-orc might display scars with pride recounting their past exploits or hide their injuries in shame.

THE BURNING BLOOD

Half-orcs feel emotion more powerfully than most. The flames of fury that rage in their blood doesn't just make their heart race, it makes them feel like their entire bodies burn from every vein. An simple insult stings their heart like a dagger, grief can sap their legendary strength, or a good time can make them laugh so loudly and heartily that the whole feast hall has to stop and take notice. It is true that they can be short-tempered or quick to fight but many half-orcs have learned to control such impulses or risk being unwelcome even more so in the civilized lands.

OUTCASTS

Half-orcs mostly live in orc outposts or found in rural lands when not among orcs. Humans tend to be the most tolerant of half-orcs and often one can find half-orcs living in human settlements or the slums of larger cities. Half-orcs survive by utilizing their superior strength in human lands and their razor sharp wit when among the barbarian tribes of orcs.

HUMAN

While the other races had earlier claims to the lands of *Colona* by surviving the *Age of Terror*, the humans who journeyed across the torn landscape were late to arrive compared to dwarves, elves, and other races yet they managed to create the most widespread civilization on *Tur*. Perhaps this happened because of their short lives compared to elder races, they strive to achieve what they can in the fleeting years they possess. Whatever the reason that drives them. Humans are by far the achievers, innovators, and pioneers of the realm.

Human adventurers hail from anywhere in *Tur*, though most call the roads under *The Golden Rapture* home, or are from the kingdoms of *Haalen*, *Adwien*, and *Launi*. Humans living in cities are more physically diverse than the other common races. There is no such thing as a typical human. Most are involved in some sort of craft, business, or production while maintaining a stable life in the otherwise chaos normally found in the capital cities.

Due to the many open trade routes from the five kingdoms, many humans often relocate between them, seeking new lives or new fortunes, taking their customs with them and incorporating it with new ones. Because of this there is a high endless variety of human cultural backgrounds in large settlements. Outside of these settlements, rural communities and human dominated outposts can be found across the landscape on the fringe of the unknown wilderness. Outsiders, explorers, and adventurers take refuge in these small communities giving them a break from the day-to-day life found in cities or in danger filled wilderness that keeps these communities on their toes.

OTHER RACES

The races described thus far are the most commonly found in *Tur*. It is always up to the Dungeon Master to decide if an unusual race can be found or even an option for use by a player character; there is a place for just about any creature or race in *Tur*, but if a Dungeon Master doesn't want to use them in a campaign, they just remain hidden or unknown.



CHAPTER 3: THE PANTHEON OF TUR

When the *Night of Jade Flame* transpired, some believe that the barrier between the mortal realm and the divine realms were shattered. Others believe it is was the *Tribunal* restoring the balance from when the *Mad God* tried to replace the Goddess of Balance.

The gods provided are what is known to exist in the world. They are just a recommendation and you are welcome to change them to fit your campaign as you see fit. Only the core information is provided so you can expand on their beliefs, motives, and followers. If you want to play with a custom god or alter the domains listed, discuss it with your Dungeon Master and ask their approval for the campaign.

THE TRIBUNAL

It is believed that there are three greater powers that watch over all creation on *Colona*. Some believe they are responsible for granting the *Exalted* their power, others think they are responsible for the creation of magic itself, while other legends tell of how they created the mighty dragons who drove the demonic hordes from the lands of their creation. Whatever the truth, there are three sources that all arcane and divine power flows. One of Law, One of Chaos, and One of Balance.

The Source of Law is often referred to as a woman. Most divine faiths draw power from her being but none revere her directly. They all worship different beings with different names but they could just be the forms she chooses to reveal herself to the masses as their protector, no one knows for certain.

The Source of Chaos is often referred to as a man. Most arcane power is drawn from his complex webs of power that he weaves around creation. While not worshiped directly, many study his revelations and see him as a muse for all matters of the arcane. He is believed to be responsible for the magic found in the blood of common races, power given randomly to so many could only yield in truly chaotic results.

The Power of Balance is said to be female and the most powerful of the *Tribunal*. Her purpose is believed to keep the other creators of Law and Chaos from destroying one another and some say the source of the dragon kinds' powerful magic. She was almost replaced by the *Mad God* during the *Nemesis Wars*.

THE KNOWN DEITIES

These gods represent a spectrum of light, dark, protection, war, love, hate, death, life, and many other facets of creation found in the world. While their followers may disagree or squabble over intentions, the gods they serve exist to maintain the natural order of creation that arcane magics alter and corrupt.



NEWT

Primary Domains: Nature, Trickery

Secondary Domains: Love, Protection

Known as the "Daughter of Change," Newt champions freedom of all types. Be it the freedom to travel, to love, to change, or to adventure. She heralds freedom and change for both the natural world and fairy world, her followers discover her presence is felt equally on both. She favors creative solutions and those dedicated to discoveries beyond what is known.

This nature tends to skew what is considered a temple or place of worship dedicated to her. Her worship is most common with bards, clerics, druids, entertainers, free spirits, adventurers, and playful fairy folk. Be it camps deep in the wilderness, taverns filled with laughter, nights of revelry, or large celebrations, cheers calling for the Daughter of Change's blessing and good will can be heard proudly.

She is commonly depicted as a stunningly beautiful young woman with a large ivory spiral unicorn like horn and multicolored butterfly like wings. Some art shows her riding on the back of a massive white centaur. Her most holy day is the first day of spring which is a day filled with festivities, drink, playful pranks, and bonding. Most see this day a time to forgive past transgressions and to celebrate change of all kinds found in life.

COMMANDMENTS

- *Ensure that change is for the better.*
- *Make your own path, promote others to do the same.*
- *Stand up against tyranny and fight for the freedom of those who have none.*



NEPTANIA

Primary Domains: Nature, Life

Secondary Domains: Order, Protection, Solidarity

Neptania claims dominion wherever the land grows into a seas of thick verdant vegetation, massive forests where the canopies block out the sun, to the crystal clear streams and rivers that feed the life within them both. Protector of the wilderness, she speaks for the wild creatures found in nature, the rivers that quench their thirst, and the trees used for shelter.

Hunters, guides, and druids commonly worship her, asking for her guidance and protection through the most savage parts of the wilderness. Those who seek safe passage down the twisting rivers and rapids often give prayer before the journey. Clerics and druids who pray to Neptania often work together both in nature and in civilized areas to preserve life and balance between the two worlds.

Neptania is immortalized as a small song bird and idols are worn around the neck or carved into wooden reliefs within her shrines and sacred groves. Her most holy day is the summer solstice and it is celebrated through a large gathering of song and dance. Those seeking her favor will often go on a pilgrimage to visit her shrines and the holy temples of other gods paying them respect in the name of Neptania as her champions before them have done.

COMMANDMENTS

- *Protect life in all of its forms.*
- *Respect the untamed wilderness and maintain the harmony that exists within.*
- *Confront abominations and all that twist and corrupt that natural order.*

SHE

Primary Domains: Knowledge, War

Secondary Domains: Ambition Order Strength

The goddess of the dark elves only known as "She". She favors superior tactics and military might over schemes and deceit when dealing with enemies. Her connection with the dark elves is a mystery but her teachings are entwined with almost every facet of their society. It is said that her followers favor matriarchal societies and practice cannibalism as a means to establish dominance or administer punishment. She does not hold any grudges against the light elves but does not favor them either. She did command her followers to fight in the Nemesis Wars but after the Mad God's second defeat, they returned to the burning wastes of *Roffenia*.

She has many icons and idols, the most common is an alluring statuesque woman with dark purple skin, long white hair, and dressed in ebony armor.

COMMANDMENTS

- *Command respect, be feared, and maintain discipline at all times.*
- *Superior tactics will lead to victory in any conflict, but failure is never tolerated.*
- *Survival of the fittest, death to the weak.*

KLIKK

Primary Domains: Light, Life

Secondary Domains: City, Order, Protection

Klikk, the Platinum Son, is lord protector of light, the summer season, and stands vigil as the guardian of wayward souls. He is considered the Lord of Life as the summer is the most productive time for agriculture and life sustaining harvests. His followers are commonly found in farming communities, most common folk, and priests that offer help to the sick or needy.

His clergy are welcomed across **Tur** as they oppose evil in all of its forms and other heroes who take his banner are commonly paladins or half-dragons. The Platinum Son is said to have been chosen by a platinum scaled dragon god to be his herald in the world.

Tapestries and various texts describe the Platinum Son as a father like figure with endless love. He is shown to have many forms but all share common points such as silver or platinum like scales or tinted skin in plate armor. There is even art showing him as a blue scale kobold in golden armor with his body a beacon of light so pure and bright that no facial features can be seen within.

Many holy sites and statues are adorned with his holy symbol, a platinum sun with a large and small dragon circling around it. The holy symbols in such statues are hollow and designed to be lit like lanterns to safely light the way home for travelers.

His holy day is the end of summer where the entire week is spent celebrating with family and loved ones with gift-giving and joyous feasting. At midnight on the final day a festival of lights begins to guide missing relatives safely home and to honor those souls the Platinum Son guides off into the next life. Many folk choose to be with their families during this time, recounting tales of those past and being thankful for those they still have.

COMMANDMENTS

- *Help the suffering and innocents who cannot help themselves.*
- *Never judge or be cruel to others; do not stand idly while evil harms others.*
- *Strive to become a beacon of hope brighter than the sun.*



THE MAD GOD

Primary Domains: Arcana, Knowledge

Secondary Domains: Blood, Death, Grave, Protection

The Mad God was once a mortal man named Zamere. Born with the incredible gift to tap into the magic used by the ancient god-like dragons, he quickly surpassed all his peers and by the time he was a teenager became one of the most powerful magic users to ever set foot on *Colona*. As time passed, his incredible power and understanding of magic garnered the attention of the xenophobic elven nation of the *Verdant Isles*. To this day, he has been the only non-light elf to ever enter and leave the *Verdant Isles* alive.

Whatever transpired during his time there has been debated by scholars but what is certain is that his mind became pure chaos and fell into madness. He rose an indestructible army known as the *Nemesis*, otherworldly beings who could siphon the souls of mortals with a single strike.

His plans to ascend to god hood by replacing the Goddess of Balance from the Tribunal was stopped by the involvement of a brave group of adventurers known as the *Sparrow Crew* and Zamere was imprisoned when the Dragon Emperor of *Drakon* used every ounce of his life force and magic to contain Zamere's growing godly power. This is where he earned the title most know him today as The Mad God.

Trapped, he was not powerless. His fanatical followers still communicated with him as he orchestrated a plot that led to his freedom using one of the dragon spears of legend. Once freed, his armies returned to march upon the land again. All of civilized nations banded together at their final stand in *Tur* known as the Battle of the Last Stand, for if they lost it would be the end of all life on *Colona*.

Thanks to another group of heroes who included one of the last known *Exalted* and another who wielded a dragon spear, they were able to defeat the Mad God. His defeat triggered the *Night of Jade Flame* which created nightmare abominations that now lurk throughout *Colona*.

His remaining followers retreated into hiding, dedicated to ensuring the return of their god. No one knows if the Mad God was truly destroyed for good but since his defeat, many strange occurrences and changes have rippled through the realm.

Only three beings have ever seen the Mad God in person and survived to tell the tale. From their accounts and the few images found depict the Mad God as a mountain of a man standing over ten feet tall, barrel chested with pale skin, a skeletal face with a pulsating membrane covering the back of the head and neck. His symbol carried by his followers depicts a skull with two axes behind it and its open mouth billowing a crimson mist.

COMMANDMENTS

- *Uncover, exalt, and restore his lost relics and shrines in his name.*
- *Prepare for his return and for the final age of the realm.*
- *Death to the unbelievers.*

THE DARK PRINCE

Primary Domains: Knowledge, Trickery

Secondary Domains: Ambition, Blood, Death

In the realm of torture and suffering there is unending pit of darkness. Within this pit is a god-like entity that commands the demonic legions that once ruled *Colona* during the *Age of Nightmares*. Always scheming, manipulating events to prepare for a day of ruin his followers call the *Age of Ending* that will mark his return to the world. His cultists toil from word of his many twisted minions who prepare for their patron's frightful return.

Only a few iconography of the Dark Prince exists. What few attempts that have been found depict a muscular humanoid, skin like polished obsidian. His eyes like yellow almonds, ears large and pointed like blades sticking out of his long thick black hair. and towers over nine feet tall with goat like legs and matching black horns. His symbol is known as the Profane Regalia, a serrated greatsword in front of a tower shield with a pair of large black horns and crown over the hilt of the blade.

COMMANDMENTS

- *Manipulate others through seduction and guile.*
- *Make your enemies serve your needs, take their power while convincing them they still have the upper hand*
- *Defeat enemies with cunning and intelligence but crush them in physical contests if needed.*

THE MISTRESS OF RUIN

Primary Domains: Tempest, War

Secondary Domains: Order, Zeal

Also known as the bloody countess, she is known as the goddess of conflict, strife, and war. To serve is to accept the call to arms, to break, subjugate, and to kill. Warlords, barbarians, and any army of brutal warriors often worship the Mistress of Ruin. Many intelligent creatures and humanoids revere her especially the warmongering tribes of monsters. She encourages her followers to twist all things to her will, even if it means forcing them to bow to her whim.

She has many forms but all share a few common features. She is often seen as a dark reflection of a warrior from her followers race. Usually covered in jagged brutish spiked armor, heads with faces contorted in anguish and terror hang from her belt, and a shadow obscures her facial features but not the glowing red eyes from her open face helmet. Her symbol is a pair of sickles facing outward connected by a barbed chain.

COMMANDMENTS

- *Fear is your greatest weapon and ally. Embrace yours, and call upon it in your foes.*
- *Rebellion and disorder should be quelled quickly and severely punished.*
- *Conquest in my name is life and my greatest gift, perfect this and you will be rewarded.*



LORD OF THE PIT

Primary Domains: Knowledge, Trickery

Secondary Domains: Blood, City, Order

This god-like entity rules over the realm many call Hell. He is a master of tyranny and domination. He is called the Lord of Lies and can corrupt even the most holy warrior with carefully crafted honeyed words for the mortal heart. He rules Hell with an iron fist, often testing those in his domain with opportunities of power through betrayal to know where loyalties stand. Many evil beings pay him tribute including devils and the warlocks and half-fiends who also draw power from him.

He is revealed in many religious tomes to be a handsome angel with large white feathery wings, long blond hair and fair pale skin with hints of rose tint. His eyes are blue like the ocean and his lips bear an ever knowing grin. The symbol used by his many followers is a flaming pentagram.

COMMANDMENTS

- *Establish dominance and power at all times in the name of the Lord.*
- *Repay trespass unto you with cruelty and without mercy.*
- *Compassion is weakness, if it is offered to you, exploit it.*

THE MOTHER OF DRAGONS

Primary Domains: Trickery, War

Secondary Domains: Ambition, Blood, Strength

Of all the evils facing *Colona*, none are as fearsome as a goddess claiming to be the mother of all the already god-like dragons. Obsessed with greed, envy, and the accumulation of power, she rewards those rich in coin and power among their kind. Her cults worship her as much as those dragons she calls her children. She harbors unprecedented hatred for Klikk, the platinum son, and his father who also proclaims himself King of the Dragons.

Her children, cults, and other worshipers are often hunted down by the authority in all the Five Kingdoms especially by zealous paladins of the platinum son. Not all dragons revere her and some of the more primal dragons may never have heard of her, but for those that do recognize her as the Mother of Dragons, they are the most dangerous of their kind.

Most idols show that the Mother of Dragons in statues of a massive dragon covered in red, blue, white, green, or black scales. Some scripts describe a beautiful half-elven woman with tiny colored scales for skin. Rarer visual art has been found depicting her as being an amalgamation of all five dragons and colors.

COMMANDMENTS

- *Horde power and wealth but give little of either.*
- *Never forget past transgressions. Others may forgive but we do not.*
- **Take what you desire. If those lack the strength to keep it, then they are not worthy of having it.*

THE RAVAGER

Primary Domains: Tempest, War

Secondary Domains: Forge, Strength

The Ravager commands the hordes of barbaric humanoids that still fight to claim lands and destroy, pillage, and slaughter others for sport. Wild and dishonorable, these hordes consist of many monstrous races including orcs, half-orcs, goblins, goblin kin, savage humans, and other evil that live to devour the realm around them as they give into their most base desires.

Neptania directly opposes the Ravager and her champions seed out the god of slaughter's followers wherever they are found. Those who serve and worship the Ravager are sometimes blessed with a touch of his power and become a horrific champions of slaughter known as Reavers. They are filled with endless rage and possess an unquenchable blood lust existing only to kill and destroy all in the Ravager's name.

Clay art have been found in the remains of the tribes who were not strong enough to survive. These artworks show the Ravager as a towering humanoid and mountain of muscle believed to be over 20 feet tall by their stories, his words are roars, and he carries an enormous spiked great club in one hand, and wears thick animal furs below the waist wearing only a necklace of large blinking yellow feline like eyes around his neck.

COMMANDMENTS

- *Crush all that stand in your way, conquer the rest and kill those who oppose your dominion.*
- *The strong rule the weak. Be strong or you will become the weak.*
- *Let the flames of fury and the purity of hatred forge you until no weakness remains.*

PREDATOR KING

Primary Domains: Nature, War

Secondary Domains: Blood, Death, Grave

Also known as the master of beasts, the Predator King and his followers are known for their savagery and hatred for most humanoid. During the *Age of Mortals* many of the monstrous races attempted to slaughter the still forming kingdoms of the humans, dwarves, and elves. His forces were not prepared for resistance of the races once they banded their resources together and were able to claim the land from the bestial hordes.

Many of the Predator King's worshipers are lycanthropes, undead beasts, ghouls, and demonic creatures taking the form of half-man half jackal like creatures.

COMMANDMENTS

- *Embrace your fury and use it against peace, civilization, and nature.*
- *The wilds belong to us; all others are abominations.*
- *Scars heal but failure in battle is everlasting.*



ALLURA

Primary Domains: Life, Light

Secondary Domains: City, Love, Order, Protection

Lady Luck, Matron of Beauty, Queen of Coin, these are but a few of Allura's many monikers. Some mistake her dominion for romance, flirtation, and lust. While these acts within her teachings are mostly told in myth, there also exist tales of the goddess inspiring golden ages for cities and preventing acts of destruction with her influence.

Many bards, nobles, scoundrels, courtesans, and artists worship Allura. Her clergy seek to enhance inner and outer beauty of all things. They often inspire great works of art, sponsor promising actors, and those possessing other exotic talents and beauty. Some whom they sponsor become pupils and enter her clergy. Her knights and paladins can be found standing vigil in her temples, courts, palaces, and houses of some nobility all across *Tur*.

Allura's temples are found in palaces and the richest parts of large cities. They are often filled with imported luxuries, public baths, social salons, and theaters. Her holy symbol is a ruby red rose over a golden disc. Allura's beauty is said to be so perfect it transcends mere physical attraction and cannot be replicated by mortal hands in any art form. Most statues or paintings will leave all but her lower face covered with her body draped in a near transparent gown that hugs every curve of her flawless form.

COMMANDMENTS

- *Perform an act of love and kindness daily; encourage others to do the same.*
- *Encourage, advocate, and protect those who create a more beautiful world.*
- *Seek the true face of others, never fall victim to false beauty of a foul heart.*

GIMDULL WONDERBRINGER

Primary Domains: Arcana, Knowledge, Trickery

Secondary Domains: City, Forge

The Lord of the Forge, The Master Smith, The Maker of All Things, if it is a craft or invention then Gimdull Wonderbringer is the one who will inspire the lucky. He does not view the world in black or white or even shades of gray. Wonderbringer instead views the world as something that is in constant need of repair and improvement.

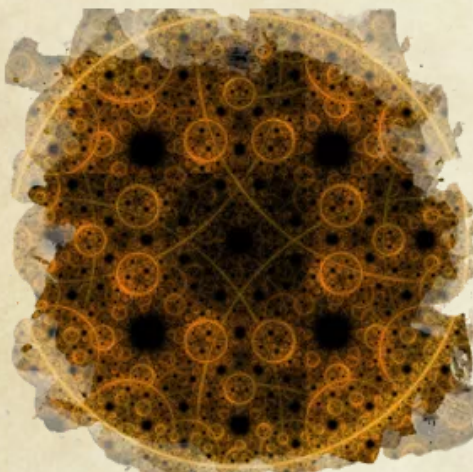
Kingdoms and city states tolerate his church and followers as its members can be viewed as both good and evil and are found in both populations. Many craftsmen turn to the Wonderbringer for divine inspiration and believe in the purity of creation and discovery. They do not care if their creations save or take lives, only that they are first to achieve feats engineering and arcane discovery most could only imagine in dreams.

Most churches resemble workshops and craft houses than typical temples. Some can be found in a remote monastery or even part of the arcane colleges studying blood magic and other arcane mysteries. Blacksmiths, woodworkers, engineers, inventors, and magic users commonly pray to the Wonderbringer.

The Wonderbringer is depicted as a stout smith wearing saffron robes, pockets and sashes holing numerous tools, and wearing a pointed hat with large goggles wrapped around the brim. His holy symbol is a large gear with four smaller gears within connected by one smaller central cog.

COMMANDMENTS

- *Magic and technology are equally powerful, both are tools to further creativity.*
- *Cultivate relationships and never forget your friends or ideas for inventions.*
- *It is okay to profit from invention as long as there is no adverse economic effects resulting from it.*



THE SHADOW

Primary Domains: Knowledge, Trickery

Secondary Domains: Ambition, City, Death, Solidarity

Some say the Shadow is a self possessed, over confident, schemer who always gets into trouble with his intricate plots. The sources of such rumors tend to always go missing. The Shadow, or Lord of the Shadow, is quite the opposite. He never loses his tempter, never lets a mocking comment or his appearance slip from his unknown lips. He rewards those who carry out intrigue, larceny, assassinations, and networks of spies.

It is not known how many actually worship the lord of shadow as his followers can be anyone from the girl selling flowers on the street to the unseen presence stalking from the shadows. It is rumored that his influence is behind a organized guild of assassins called the Cloaks. It is also said that comparing a Cloak to an assassin is like comparing a tiger to a kitten.

No churches are known to exist to the lord of shadow but many thieves guilds proffer coin to the lord of shadow for protection, the blessing of shadow, and to avoid being in debt to the lord or shadow garnering the attention of his Cloaks.

COMMANDMENTS

- *Ownership is nine-tenths of the law and rightfully belongs to those whom can acquire it.*
- *Embrace the shadows; stealth, wariness, glibness, and subtlety are our virtues.*
- *Avoid the obvious and light for both make you an easy target.*

PLAYER CLASS OPTIONS



lthough any of the core class options are found across *Tur*, and most other published class options can function in *Tur*, the following section offers a few new class archetypes steeped in this setting's lore and rich history.

ALCHEMIST

New Sorcerous Origin for Sorcerers

Herbalists, scholars, and researchers typically do not conform to the image of an adventurer when thinking about them. Most alchemists possess a degree of formal training, perhaps from a school or apprenticeship from a master, but sooner or later even the most tenacious student realizes that their studies cannot progress effectively without real world applications and experience.

For others, the constant controlled conditions found in a laboratory while helpful are also boring. These stalwart alchemists welcome the unpredictability and the chance to broaden their own horizons.

But all alchemists share similar experiences in the outside world. Every situation they encounter while adventuring forces them to change their perspective on the situation. Their minds and bodies are in flux due to the constantly changing variables of the adventuring environment.

Each crisis is just another opportunity to unlock a new mystery or discover a new secret that they yearn to become the pioneer of for future discoveries. In the end, a laboratory will never produce the same opportunities at achieving greatness that an adventuring life can bring. For these reasons and more, it is understandable why so many alchemists succumb to the seductive lure of adventure.

ADVANCED ALCHEMY

When you chose this sorcerous origin at 1st level, you gain proficiency with alchemist's supplies, herbalist kit, and the poisoner's kit. This allows them to add their proficiency bonus involving checks made with these tools.

In addition, when an alchemist craft items from these tools, they do so twice as quickly as normal. This includes simple poisons with your DM's approval.

This speed increases to three times faster at 6th level, four times faster at 14th level, and five times faster at 18th level.

ALCHEMICAL MIXTURES

Alchemists do not use their arcane energies the same way that other sorcerers typically do. Alchemists channel their magical energies into the once mundane alchemical solutions, combining both magic and their scientific knowledge to create effects and powers that rival other spellcasters.

This ability is similar to spellcasting but instead of casting spells, the alchemist creates mixtures to bring powerful effects into existence. The specific formulae to create potions, unguents, slaves, and other substances are unique to each alchemist and cannot replicated without that alchemist teaching another alchemist their personal formulae for mixtures. These mixtures are the alchemists equivalent to a spellcaster's spells. The difference is that alchemist ingests, applies, or otherwise unleashes the mixtures kept in vials to generate the desired effects.

When an alchemist expends a spell slot to create a mixture, the spell's range becomes touch and must be delivered through the mixture. This can be applied by imbibing the mixture, rubbing the mixture on the target, or even throwing the vial containing the mixture at the desired target or area. Thrown alchemical mixtures have a range of 20/60 ft.

Mixtures may be carried or even used by another individual if the alchemist gives the vial of mixture to them. The creature can use an action to imbibe, apply, or toss the contents of the mixture to activate it if the creature has an Intelligence score of at least 6. The spell is cast using the Alchemist's spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature activating the spell mixture selects the additional targets. If the spell has an area of effect, it is centered on the vial where applied or tossed. If the spell's range is self, it targets the creature activating the mixture.

When you create mixtures, the spell mixture must be used within 1 minute. After that time the magic fades, the spell slot is not recovered, and the alchemical spell mixture becomes inert.

POTION MISCIBILITY

A character might drink one potion while still under the effects of another, or pour several potions into a single container. The strange ingredients used in creating potions can result in unpredictable interactions.

When a character mixes two potions together, you can roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

Alchemists bodies are conditioned to suppress the effects of multiple potions and mixtures due to their innate magical abilities of their blood. Other characters who drink an alchemical mixture and other potions are subject to potion miscibility.

RITUAL MIXTURES

Alchemists may use any rituals available to sorcerers that has the ritual tag. Alchemists do not need to prepare the ritual ahead of time but they do need access to their alchemist's supplies, as they prepare and activate the ritual mixture. Alchemists prepare ritual mixtures on the spot as the empowerment comes during the process of the mixture's creation without expending a spell slot. However like other mixtures, it may be given to others to use once created must be used within 1 minute after creation or it becomes inert even for the alchemist who created the mixture.

CANTRIP MIXTURES

At first level, an alchemist knows how to create alchemical bombs and other explosive mixtures. This is because most cantrip mixtures can be created by mixing one or more already existing base components needed for the alchemist to empower to create the effect.

New Cantrip: Alchemical Bomb

Level Cantrip

Casting Time 1 Action

Range 20/60 ft

Components S

Duration Instantaneous

School Evocation

Attack/Save Ranged/DEX

Damage/Effect 1d6 Fire

You imbue an alchemical mixture to create a blast of scorching fire that can be heard up to 60 feet away. Choose one or two creatures you can see within range. If you choose two, they must be within 5 feet of each other. On a successful hit, the primary target takes 1d6 fire damage. The second target must succeed on a Dexterity saving throw or take half of the fire's damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SPELL COMPONENTS

Alchemists do not use foci or other focus items during the preparation of mixtures. They may ignore these and all listed spell components that do not have a monetary value during the preparation of mixtures as long as they have access to alchemist's supplies.

Activating mixtures also do not require any components other than the vial of mixture itself. Spell components that have monetary value but are not consumed are still required during the preparation of a mixture but are not consumed during the empowering process.

POISON RESISTANT

After prolonged exposure to dangerous substances and toxic concoctions, you have developed a resistance to non-magical poisons. At 6th level, you gain resistance to poison damage and have advantage to saves against poison effects.

MASTER ALCHEMIST

Starting at 6th level, your proficiency bonus when using alchemist's supplies, herbalist kits, and poisoner's kits are doubled.

ALCHEMICAL MUTATION

At 6th level, through constant experimentation with strange alchemical compounds, you have discovered a process that allows you to temporarily mutate a subject through a special alchemical mixture. The subject may spend an action to imbibe the mutagen, triggering the power of the mutation within. This causes rapid transformation by the end of the action.

When you create an alchemical mutation, you must select which characteristics manifest within the subject. You may increase one ability score listed below and you may select one mutation effect. These effects last until the mutation ends.

At 6th level you may add +4 to either Strength, Dexterity, or Constitution ability scores. That ability's maximum is also increased by the same amount capping at 30. You may also select one mutation effect from the list of possible mutation effects. You know how to create this effect and you gain one addition known effect at every level after 6th. You can only discover a limited amount of mutation effects and once known you cannot unlearn or change your discoveries.

At 14th level, your mutation bonus increases from +4 to +6 and you may apply up to two mutations to a single mutagen.

At 18th level, your mutation bonus increases from +6 to +8 and you may apply up to three mutations to a single mutagen.

Dispel Magic does not end mutations, but a carefully worded *Wish* or antimagic field can end or suppress the mutation as long as the mutant remains within the antimagic field. The mutation does not end if the subject is unconscious (unless the duration expires), although it does end immediately if the subject is slain.

You can create a number of alchemical mutations equal to your Charisma modifier (minimum of 1) per day.

Due to their instability, created mutagens only hold their potency for 1 hour, even if they are not imbibed. Only one Alchemical Mutation can be active on any creature.

MUTATIONS

Unless specifically noted, you may not select the same mutation effect more than once when applying a alchemical mutation to a mutagen, nor may you learn a possible mutation effect more than once unless otherwise noted.

Alien Physiology Your internal organs, nerves, and arteries rearrange within your body with this mutation. This makes you less likely to take additional damage from attacks which exploit normal physiological weaknesses. Whenever you are subject to a critical hit or sneak attack damage, roll 1d6 before the damage is rolled. If the result is 2-6, the damage is rolled without applying the critical and/or sneak attack modifier. If the result is 1, the damage is applied normally.

Blood Siphon When you succeed on an melee attack that deals slashing or piercing damage on a living creature and inflict at least 1 point of damage, your body draws the target's blood directly into yours from its wound. You regain hit points equal to your constitution modifier (minimum of 1).

If your target is undead, you instead take damage equal to your constitution modifier (minimum of 1).

If your target has poisonous or otherwise harmful unnatural blood, any effect triggered by a successful melee attack that requires a saving throw to avoid the effect you are considered to have failed the save by 5 or more.

You may only use this ability once per turn.

Clarity You gain advantage on all Wisdom ability checks and you have disadvantage on all Dexterity ability checks.

Celerity Your movement speed increases by 10 feet. At 14th level your movement speed increases by 20 feet instead.

Chameleon Your skin adapts to your environment and can even bend light around it, effectively making your presence to the untrained eye. When standing still, you may spend an action to turn invisible. This invisibility lasts until you move or take any action or reaction.

At 14th level you gain a +10 bonus to stealth checks.

At 18th level the invisibility effect now functions as a *Greater Invisibility* spell.

Combat Maneuvers You gain advantage on all Dexterity ability checks and disadvantage on all Wisdom ability checks.

Dragon's Breath You gain the ability to use a breath weapon similar to that of half-dragons. You may spend an action to expel a destructive exhalation from your mouth no more than once per turn.

When you create the mutation, you must select if the affect is either a 5 foot wide by 30 feet long line or a 15 foot cone of effect. Then you must select if the damage type is either fire, lightning, cold, poison, or acid. You have access to all the damage types and shapes by knowing this mutation but can only apply one specific shape and damage type when the alchemical mutation is created.

The DC for this saving throw equals 8 + the imbiber's Constitution modifier + the imbiber's proficiency bonus. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 4d6 at 14th level, and 5d6 at 18th level.

Egg Head You gain advantage on all Intelligence ability checks and disadvantage on all Strength ability checks.

Extended Reach Your limbs become longer as your musculature and bones rearrange to accommodate your new form. Your reach increases by 5 feet and your maximum range with thrown weapons increases by 20 feet.

Frenzy This mutation pushes yourself beyond your normal limits for a moment. On your turn, you can take one additional action. This action can only be used used to take the Attack action (one weapon attack only).

Hightened Senses You gain darkvision up to 60 feet. If you already have darkvision before this alchemical mutation, your darkvision increases by 60 feet.

At 14th level you also gain blindsight up to 15 feet.

Lightning Reflexes You gain a bonus to your initiative equal to your proficiency bonus. You are immune to the Surprise condition.

Twisted Muscles You gain advantage on all Constitution ability checks and disadvantage on all Charisma ability checks.

Malleable Physique You are unnaturally flexible. You have advantage to checks to avoid or escape being grappled or restrained conditions.

You can also contort and dislocate your joints to make your body one size category smaller than normal when not wearing armor. Your movement is halved and you have disadvantage on all attack, Dexterity saves, and all Dexterity and Strength ability checks and while in this state. It takes an action to return to your normal size as you manipulate your body.

Meat Head You gain advantage on all Strength ability checks and disadvantage to all Intelligence ability checks.

Natural Armor Your skin hardens and develops small armor like scales. When you are not wearing armor, your AC equals 13 + your Dexterity modifier. At 14th level this increases to 14 + your Dexterity modifier. At 18th level this increases to 15 + your Dexterity modifier.

Natural Resistance You gain resistance to any one type of damage. You must select which type upon activating your mutation. You may choose this effect more than once when activating the alchemical mutation to gain more than one type of damage resistance. You may select to be resistant to bludgeoning, slashing, piercing, fire, cold, lightning, acid, or poison damage.

Preasence You gain advantage on Charisma ability checks and disadvantage on Constitution ability checks.

Regeneration You regain hit points at the start of each of your turns equal to your Constitution modifier (minimum 1) as long as your hit point total is above 0. If you are 0 hit points, you automatically stabilize at the start of your turn, but you do not regain hit points through this mutation until you regain consciousness. Your severed body parts will regrow after 5 minutes. If you have the severed part, you may hold it to the stump for 1 minute, the severed limb will reattach.

Rejuvenating Transformation When your mutation begins and ends, you may immediately regain hit points. You heal 2d4 + your level. This amount increases to 2d6 + your level at 14th level. At 18th level this increases further to 2d12 + your level.

Secondary Enhancement When you create an alchemical mutation, you may select a second (different) ability score and its maximum in addition to the score which your mutation already increases.

At 6th level you may add +2 to either Strength, Dexterity, or Constitution ability scores. At 14th level, your mutation bonus increases from +2 to +4 and at 18th level, your mutation bonus increases from +4 to +6.

Stern Physiology You gain temporary hit points equal to double your level when you start the mutation. These temporary hit points are lost when the mutation ends.

Tertiary Enhancement When you create an alchemical mutation, you may select a third (different) ability score and its maximum in addition to the score which your mutation already increases.

At 6th level you may add +1 to either Strength, Dexterity, or Constitution ability scores. At 14th level, your mutation bonus increases from +1 to +2 and at 18th level, your mutation bonus increases from +2 to +4.

Toxic Skin You may cause your skin to secrete a very potent organic toxin that is highly poisonous to all creatures who touch your body. This secretion has no odor, color, and is nigh invisible on the skin easily mistaken for light sweat. This secretion cannot be removed, harvested, or otherwise manipulated. This secretion remains toxic for 1 minute, after which it becomes inert and evaporates as it dries or can be washed off harmlessly.

While active, any creature other than yourself who succeeds in making contact with your bare flesh must make a Constitution saving throw against a DC = 8 + your Constitution modifier + your proficiency bonus. If the creature has bitten, ingested part, or otherwise engulfed or swallowed all of you it has disadvantage on the saving throw. On a failed save, the creature gains the poisoned condition for 1 minute. It may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Wings Your body grows a large pair of wings, which grant you a flying speed equal to your normal walking speed.

Wolverine You grow unnaturally sharp claws. Your unarmed attacks may now deal 2d6 slashing damage + your Strength modifier. When ever you take the attack action, if you have one free hand, you may also make one unarmed claw attack as a bonus action. These attacks count as magic weapons for the purpose of overcoming damage resistance and immunity to non-magical damage. At 14th level the damage increases to 3d6, and 18th level increases to 4d6.

ACQUIRED IMMUNITY

Beginning at 14th level, you have become immune to all poisons and poison effects. Your constant exposure and self testing to a myriad of toxins has allowed you to build up an immunity to these substances.

ARCANE RESISTANCE

At 18th level your mind and body have become so steeped in alchemical mixtures and mutagens that from your concoctions you have become desensitized to the debilitating effects of magic. You gain resistance to damage from spells.

You may spend your reaction to gain advantage on a saving throw against magical effects.



ARCANE GUNSLINGER

Tradition for Wizards

Arcane Gunslingers are able to channel their arcane powers into their firearms in order to achieve a number of effects depending on the arcane gunslinger's training and personal style. Such effects include granting greater range, accuracy, the ability to slam their target backwards, the ability to play havoc on their target's psyche, or to allow a round to violently detonate like a mortar shell striking its target. These gun-toting arcanists have a compelling mystique about them, and are often painted as talented and capable combatants that you wouldn't want to run into in some dark alley.

Wizards with an affinity for gun play have been practicing and developing their craft for years, but it wasn't until the arcane colleges were founded that the militant orders within acted as the catalyst for arcane gunslingers training. The purpose behind them is rather simple-minded: provide protection for potential persons of interest of the colleges, the king and his political allies.

It didn't take long for nations to utilize arcane gunslingers for military applications. Organized into small, highly-disciplined teams, units of arcane gunslingers used their unique abilities to act as "magical assassins". With their consummate skill and quick-thinking, arcane gunslingers will often take leave from their normal units to work as part of spy networks and saboteurs in reconnaissance service.

FIREARM PROFICIENCY

When you chose this tradition at 2nd level, you gain proficiency with firearms. This allows them to add their proficiency bonus to attacks made with any firearm.

MARTIAL TRAINING

Starting at 2nd level, you have learned how to effectively channel your energies while wearing light armor and you are familiar with martial weapons. You gain proficiency with all light armor and martial weapons.

IMBUE AMMO

At 2nd level, the Arcane Gunslinger discovers the ability to weave magical energies from their guns into their bullets. When you make a ranged weapon attack with your bonded weapon, you may imbue any spell into the bullet that you are able to cast. The spells range changes to touch and the magical energy is released upon striking the target. Missed shots quickly lose their magical energy and the spell imbued into the bullet is lost.

Spells imbued into ammunition function normally and may still be countered with spells or dispelled as normal.

WEAPON BOND

At 2nd level, you have perfected the ritual that forever changes the way you access the weave of magic. From the moment you first conduct the ritual to magically bond yourself to a ranged weapon, that weapon becomes apart of you, a focus for arcane energies.

You are only able to access the magical weave through that weapon and must have it in your hand to cast any spell more powerful than a cantrip. As long as you are wielding your bonded weapon, you may choose to activate touch spells with use of a free hand, the bonded weapon itself, or through imbued ammunition.

To cast spells from your chosen weapon, you must prepare them and inscribe runes of power upon them, similar to how Wizards scribe spells into a spellbook and prepare them in memory for the next dawn. Because of this Arcane Gunslingers tend to bond two weapons as a backup.

The ritual needed to create the bonded weapons takes no less than 1 hour and can be done during a short rest. The weapons must be in your possession and only one weapon can be bonded at a time during this ritual. No Arcane Gunslinger has been able to successfully bond to more than two weapons using these rituals. Attempting to do so breaks the bond with one of the previous weapons and all arcane runes inscribed upon the weapon are forever lost.

Once you have created a bonded weapon, you cannot be disarmed of that weapon unless you are incapacitated. If you and the weapon are on the same plane of existence, you can spend a bonus action to summon that weapon to your hand instantly. You may only summon one bonded weapon at a time using your bonus action.

FIGHTING STYLE

Beginning at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once.

Precision

You gain a +2 bonus to attack rolls you make with firearms.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Ranged Dueling

When you are wielding a firearm in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Sharpshooter

When you roll a 1 or 2 on a damage die for an attack you make with a firearm that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the heavy and two-handed property for you to gain this benefit.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELL CASTING FOCUS

At 2nd level, your bonded firearm is used as a spellcasting focus for all your cantrips and spells. You must have your firearm wielded to cast any spell that is not a cantrip.

ARCANE ACCURACY

Starting at 6th level, when you declare a ranged attack with a firearm, you may choose to expend spell slots to gain a bonus to your attack and damage rolls against the target in addition to the weapon's normal damage.

By expending a spell slot of at least 2nd-level or higher you gain a +1 bonus to hit and 1d8 extra damage. For each spell slot above 2nd spend this way, you gain an additional +1 bonus to hit (up to a maximum of +5) and an additional 1d8 damage (up to a maximum of 5d8).

CONJURE AMMUNITION

At 10th level, you are able to conjure bullets of force energy when you fire your bonded weapon. Your weapon damage type changes from bludgeoning to force and you add your Intelligence modifier to all damage rolls with firearms. You no longer need or consume ammunition when you fire your bonded weapon in this way. Other spells and effects can overwrite this new damage type. These force bullets may be imbued like any other ammunition for your bonded weapon.

IMPROVED ARCANE ACCURACY

Beginning at 14th level, you have become so attuned to your bonded weapon that guiding your shots becomes second nature. All fire arm attacks now deal an additional 1d8 damage. This damage is in addition to any other damage from other abilities or spells including the use of Arcane Accuracy.

FADE FROM THE MIND'S EYE

At 14th level, Before or after performing a firearm attack against a hostile creature within 5 feet, you may use your bonus action to teleport up to 30 ft to any unoccupied space that you can see. You are considered to be invisible as per the spell until you move or take any actions.

You can use your Fade From The Mind's Eye a number of times equal to your Intelligence modifier (minimum of 1) between rests. When you finish a short or long rest, you regain your expended uses.



ARTIFICER

Sorcerous Origin for Sorcerers

Makers of magic-infused objects, artificers redefine arcane inventive nature. They see magic as a complex system waiting to be decoded and rebuilt from its complex system into something that can be controlled through a combination of thorough study and investigation.

Artificers see magic is almost technology. They focus on creating marvelous new magical objects. They see spells as being too ephemeral and temporary for their tastes. They seek to improve the quality of life by crafting durable, useful items.

Most spellcasters merely manipulate or specialize in certain forms of that technology, while artificers tinker with it on a more fundamental layer. Artificers understand magic on a different level that most spellcasters could never comprehend. They have an amazing facility with magic items, their use, and creation. In many ways, artificers keep the magical world of *Tur* running.

ARCANE ANALYSIS

Starting at 1st level, your complex understanding of magic, the weave, and magical items allows you to analyze their secrets. You know the spells *detect magic* and *identify*, and you cast them as rituals. You do not require any material components when using *identify* this way.

ASTONISHING APPARATUS Mk I

At 2nd level, you make an arcane breakthrough with your creations and discover its use as a magical item. Choose the item from the list below.

2nd level discovery: *bag of holding*, *cap of water breathing*, *driftglobe*, *goggles of night*, *sending stones*

Creations and discoveries from this list reflect many long hours, days, and weeks of study, tinkering, and pain staking experimentation that allowed you to discover and craft the magical item in your leisure time. You are assumed to have finished and discovered the items use when you level up.

You complete additional items of your choice when you reach certain levels: 6th, 10th, 14th, and 18th level. The item you choose must be on the list for your current artificer level or of a lower level.

ASTONISHING APPARATUS Mk II

At 6th level, you make an arcane breakthrough with your creations and discover its use as a magical item. Choose the item from the list below.

6th level discovery: *alchemy jug*, *helm of comprehending languages*, *lantern of revealing*, *ring of swimming*, *robe of useful items*, *rope of climbing*, *wand of magic detection*, *wand of secrets*

You may also select an additional discovery from the 2nd level discovery list in addition to the one gained above.

Creations and discoveries from this list reflect many long hours, days, and weeks of study, tinkering, and pain staking experimentation that allowed you to discover and craft the magical item in your leisure time. You are assumed to have finished and discovered the items use when you level up.

You complete additional items of your choice when you reach 10th, 14th, and 18th level. The item you choose must be on the list for your current artificer level or of a lower level.

ARCANE INFUSION

Starting at 6th level, you discover the ability to channel your arcane energy into non-magical objects for later use. When you cast a spell with a casting time of 1 action, you can imbue an item with the spell by increasing the casting time to 1 minute. If you do so, the spell slot is expended but none of the spell effects occur. Instead, the spell transfers into that item for later use as if the item already contained a spell like feature.

You tell the creature how to activate the magic by holding the item. The creature can use an action to activate the stored spell if the creature has an Intelligence score of at least 6. The spell is cast using the Artificer's spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature activating the spell selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell range is self, it targets the creature activating the item.

When you infuse an item in this way, the spell must be used within 8 hours. After that time the magic fades and the spell is wasted.

You can have a number of simultaneous infused items equal to your Charisma modifier (minimum of 1) per day.

No single object may have more than one Arcane Infusion at any given time.

ARCANE ATTUNEMENT

At 6th level, your connection to the weave and understanding of magic and how they are applied to items allows you to master their use. You can attune to an additional item up to four, rather than three, magical items simultaneously.

You gain the ability to attune up to five items at 10th level, six items at 14th level, and seven items at 18th level at the same time.

ARCANE SOUL

At 10th level, your understanding of magical items has revealed to you the secrets of expending their stored energy.

If you expend a magical item's last charge (such as wand of magic missile), roll a d20. On a 10 or higher the item regains charges as if a new day has passed. On a 9 or lower the item does not gain any additional charges until a new day has passed as normal. Items that you expend the final charge are never destroyed from expending the last charge even if a 1 is rolled.

ASTONISHING APPARATUS Mk III

At 10th level, you make an arcane breakthrough with your creations and discover its use as a magical item. Choose the item from the list below.

10th level discovery: *bag of beans*, *chime of opening*, *decanter of endless water*, *eyes of minute seeing*, *folding boat*, *Heward's handy haversack*

You may also select one additional discovery from the 2nd level or 6th level discovery lists (but not both) in addition to the one gained above.

Creations and discoveries from this list reflect many long hours, days, and weeks of study, tinkering, and pain staking experimentation that allowed you to discover and craft the magical item in your leisure time. You are assumed to have finished and discovered the items use when you level up.

You complete additional items of your choice when you reach 14th and 18th level. The item you choose must be on the list for your current artificer level or of a lower level.

ASTONISHING APPARATUS Mk IV

At 14th level, you make an arcane breakthrough with your creations and discover its use as a magical item. Choose the item from the list below.

14th level discovery: *boots of striding and springing*, *bracers of archery*, *broach of shielding*, *broom of flying*, *hat of disguise*, *slippers of spiderclimb*

You may also select one additional discovery from the 2nd, 6th, or 10th level discovery lists (but not all three) in addition to the one gained above.

Creations and discoveries from this list reflect many long hours, days, and weeks of study, tinkering, and pain staking experimentation that allowed you to discover and craft the magical item in your leisure time. You are assumed to have finished and discovered the items use when you level up.

You complete additional items of your choice when you reach 18th level. The item you choose must be on the list for your current artificer level or of a lower level.

ASTONISHING APPARATUS Mk V

At 18th level, you make an arcane breakthrough with your creations and discover its use as a magical item. Choose the item from the list below.

18th level discovery: *eyes of the eagle*, *gem of brightness*, *gloves of missile snaring*, *gloves of swimming and climbing*, *ring of jumping*, *ring of mind shielding*, *wings of flying*.

You may also select one additional discovery from the 2nd, 6th, 10th, or 14th level discovery lists (but not all four) in addition to the one gained above.

Creations and discoveries from this list reflect many long hours, days, and weeks of study, tinkering, and pain staking experimentation that allowed you to discover and craft the magical item in your leisure time. You are assumed to have finished and discovered the items use when you level up.



GUNFIGHTER

Archetype for Rangers

For some the lure of powder, fire, and metal calls to them like siren to a sailor. Spending years perfecting the art of gun play, their training molds them into combat specialists, duelists, and deadly infiltrators.

Those who walk the path of the gunfighter have to face and survive many trials from experimentation with alchemical components, locating rare metals, and designing more powerful weapons that unleash controlled explosive force.

This archetype focuses on creative innovation, immaculate aim, and transforming one into a distant force of death. Gunfighters must keep their wits, hold steadfast to their convictions, walk the fine edge where skill meets luck in a world where the arcane and divine energies are ever present.

FIREARM PROFICIENCY

When you chose this archetype at 3rd level, you gain proficiency with firearms. This allows them to add their proficiency bonus to attacks made with any firearm.

GUNSMITH

Starting at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even modify or create new ones.

QUICKDRAW

Beginning at 3rd level, you have advantage on initiative rolls. You can also draw and stow firearms in the same round as part of your move action.

DEADEYE

Starting at 7th level, your ranged weapon attacks ignore half cover and three-quarters cover.

NATURAL SELECTION

Beginning at 7th level, on your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted even if they are not surprised.

DEADLY CRITICAL

Starting at 11th level, your firearm attacks score a critical hit on a roll of 19-20. On a critical hit scored with a firearm, when you roll the maximum result on the weapon's damage die with a firearm you are wielding, you add the result and reroll that dice again rerolling any maximum die results and adding their total.

TRUE GRIT

At 11th level, you learned the ability to focus the destructive force directly from your firearms, using that energy to new effects. You start with two such effects: Piercing Shot and Trick Shot.

When you use your Grit, you choose which shot and effect. You must then finish a short or long rest to use your True Grit again.

Some Grit effects require saving throws. When you use such an effect from this archetype, the DC equals your ranger spell save DC.

Beginning at 11th level, you can use your True Grit a number of times equal to your Wisdom modifier (minimum of 1) between rests. When you finish a short or long rest, you regain your expended uses.

Piercing Shot. You've discovered ways to refine your deadly gun play to allow certain shots to violently pierce through your foes to damage others behind them. Before making the attack rolls, you may spend a True Grit use. If the attack hits, you make an attack roll with disadvantage against the next creature behind the target with a maximum range equal to your first range increment. If the second attack hits, you may make another attack roll with disadvantage against the next creature behind that one. You may continue making additional attack rolls until your attack misses the target or the target is beyond your first range increment.

Trick Shot. You've honed your deadly aim to allow concentrated fire to specific targeted areas of an opponents body. You can spend a True Grit use before making an attack roll to target a specific location of the target's body. If the location cannot be seen, or the creature lacks the part in question, only normal damage is suffered with no additional effect.

Head. On a hit, the target takes normal damage and must succeed on a Constitution saving throw or be blinded. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target.

Arm. On a hit, the target must succeed on a Strength saving throw or drop 1 held item of your choice. The target suffers disadvantage on attacks until the end of their next turn.

Torso. On a hit, the target takes normal damage and is pushed up to 10 feet directly away from you. The target additionally suffers half of the damage from the attack at the end of its next turn.

Leg. On a hit, the target takes normal damage and must succeed on a Strength saving throw or be knocked prone. The targets speed is reduced by 10 feet until the start of your next turn.

Wing. On a hit, the target takes normal damage and must succeed on a Constitution saving throw or fall 60 feet. The creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as the ground) is encountered in this fall, falling creatures strike it just as they would during a normal downward fall taking the appropriate fall damage.

If no solid objects are encountered, the creature can safely glide downward taking no fall damage.

A creature damaged by a Wing Trick Shot cannot only use its fly speed to glide (no upward movement) until after the end of it's next turn.

FAST RELOAD

Starting at 15th level, you can reload any firearm held as a bonus action.

LIGHTNING REFLEXES

At 15th level, you may use your reaction to add your Wisdom modifier to your AC score. This effect lasts until the start of your next turn.

For Wisdom modifier point you have beyond one, you get an extra reaction that can be used only for opportunity attacks.

HIGH NOON

At 15th level, you have become an unparalleled killer. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make with a held firearm. You can choose to use this feature before or after the roll, but before any effects or the roll are applied.



MECHANIST

Tradition for Wizards

Mechanists possess a broad working knowledge of arcana and technology that allows them to piece together shattered and broken hardware to create functioning constructs. Mechanists expertise of arcane mechanics allows them to lend subtle arcane power used to push these mechanized servants to the very limit.

Mechanists possess a unique degree of bravery and grit that they use to maintain focus in the chaos of battle while mechanized servants under their charge hammered with spells or pummeled by hammers and axes. They have a more intimate working knowledge of how constructs actually function than anyone. Those who design these constructs have to rush to figure out how to pry open a dented access panel and replace shattered components before the enemy repeats their attack.

Most mechanists have their own techniques, standards, and secrets. Maintaining such complex machines requires highly specialized skills passed down from master to apprentice. Every mechanist answers to a mentor, college, noble house, or kingdom tasked to ensure the confidentiality of their secrets. Mechanists work amid the grease and oil of the gears, far removed from the politics and are rarely distracted by religious matters.

MECHANIZED SERVANT

At 2nd level, through your research of the arcane and mastery of steam technology allows you to create a mechanical servant. The servant is considered to be a construct that obeys your commands without hesitation and risks it's very existence to preserve your own. Though a combination of magic and metal fueled its creation, the servant in itself is not considered magical. It is assumed that you have been working on the plans and design for the servant for quite some time, finally executing your plan and building the prototype during a short or long rest after you reached 2nd level.

Choose a base frame for your servant. You may choose a beast that is no smaller than Medium and no bigger than Large in size. The creature can have a challenge rating of 2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as it's form is viable for its statistics. You may however choose instead to have a non-racial specific humanoid servant frame that is male, female, or genderless in appearance. Both servant frames cannot wear armor but humanoid frames may use shields and other items. Beast or humanoid servants have the following modifications:

- It is considered a construct instead of a beast or humanoid.
- It is immune to charm.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't already possess it.
- It understands all the languages you are able to speak when it is created, but it cannot speak any language.

- If you are targeted by a melee attack and the servant is within 5 feet of your attacker, you can use your reaction to command the servant to respond, using its reaction to either make a melee attack against the attacker or adding your proficiency bonus to your AC against that melee attack.

Add your proficiency bonus to the servant's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals the hit point maximum of the base frame creature or five times your Wizard level + it's Constitution modifier for each of your Wizard levels whichever is higher. It can spend Hit Dice during a short rest to regain hit points, all Mechanized servants are considered to have 1d10 Hit Dice per level of Wizard you possess for this purpose.

Humanoid frames use the standard array (15, 14, 13, 12, 10, 8) for its ability scores that you may assign in any order and you may choose up to three skills or tools that it is proficient. Humanoid frames are proficient with simple and martial weapons.

Mechanized servants always obey your orders to the best of their ability. In combat, they roll their own initiative and act independently.

If the servant is brought to 0 hit points, it is considered deactivated. In combat you may attempt to reactivate the servant by spending an Action to attempt a death save on the servant. Stabilizing the servant with three successful death saves re-activates the servant back to 1 hit point. A natural 20 on any death save re-activates the servant and instantly restores 1 hit die + your total Wizard levels in hit points.

If three death save failures occur, the servant is deactivated and will need extensive repairs that can only be done during a rest. If a natural 1 on any death save occurs, the repair attempt destroyed a vital component and the servant is considered to be completely destroyed.

You can repair a deactivated servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is destroyed or beyond recovery you can build a new mechanized servant with one week of work (eight hours per day) and a cost of 1,000 gp of raw materials.

EXCEPTIONAL BUILD

Beginning at 6th level, if the mechanized servant does not use the Attack action on its turn, it may use a bonus action to take the Dash, Disengage, or Help action on its turn.

In addition, if the servant has a Beast frame, the servant's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

METALLIC FURY

Starting at 10th level, when your mechanized servant uses the Attack action, humanoid servants may make two attacks, or if it is a beast it gains the Multiattack action making two attacks. If the beast servant already has the Multiattack action, it may make one additional attack of your choice.

ARCANE LINK

Beginning at 14th level, when you cast a spell targeting yourself, you can choose to also affect your servant with the spell if the mechanized servant is within 30 feet of you.

CHAPTER 5: NEW FEATS

ACTION SURGE

On your turn, you can take one additional action. If this is used to take the Attack action, only one additional attack is made.

Once you use this feature, you must finish a short or long rest before you can use it again.

ADAMANTINE BODY

Prerequisite: Half-golem

; Does not have Mithral Body feat At the cost of your mobility, you have modified your body with a layer of adamantine plates providing formidable protection. The following applies to all integrated protection modes.

- Any critical hit against you becomes a normal hit.
- Your base movement speed is reduced by 10 feet.
- You have disadvantage on all Dexterity (Stealth) checks.

ARM CANNON

You have mastered the ability to lob any weaponry into combat. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Weapons without the thrown property can be treated as if they have the thrown property. One-handed weapons have a range of 20/60, while two-handed weapons have a range of 10/30.
- Weapons that have the thrown property now have their base ranges increased by +30/+40
- If you miss with a thrown weapon attack using a light weapon, you may choose to have the attack ricochet and strike another creature within 5 feet of your initial target. Make an attack roll with disadvantage on the second target. If the attack misses the weapon falls harmlessly at the feet of the second target.

ATTUNEMENT NEXUS

Through the constant exposure to the arcane energies found throughout *Tur*, you have adapted in such a way that your body is able to attune with additional enchantments. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on Intelligence (Arcana) checks when trying to identify the nature of a magical spell, object, or device.
- Your maximum number of possible simultaneous attuned magical items increases by one. Other attunement limitations still apply.

ENHANCED MAGICAL ITEMS

Through your study of magical weapons or through prolonged exposure to their energies, you have become adept in eking every advantage from their enchanted qualities. You may choose one magical weapon or magical armor that you possess. If you spend a short rest with the chosen item, you bond with the item granting you one of the following benefits:

- When you wield a magic weapon, you gain a +1 bonus on your attack and damage rolls with that weapon. If the weapon already has such a bonus then that bonus increases by +1.
- When you wield a magical shield, you gain a +1 bonus to your AC. If the shield already has such a bonus then that bonus increases by +1.
- When you are wearing magical armor, you gain a +1 bonus to your AC. If the armor already has such a bonus then that bonus increases by +1.

You may take this feat multiple times. Each time you take this feat you may either apply the bonus to new or existing magical item. Multiple bonuses from this feat on the same magical item stack.

IMPROVED ADAMANTINE BODY

Prerequisite: Adamantine Body

You gain damage resistance or improve your existing damage resistances. When selecting this feat you may choose to have one of the following:

- You gain resistance against all slashing damage.
- You gain resistance against all piercing damage.
- You gain resistance against all bludgeoning damage.
- You gain resistance against all fire damage.
- You gain resistance against all cold damage.
- You gain resistance against all lightning damage.
- You gain resistance against all acid damage

You may take this feat multiple times, each time gaining a different resistance to another damage source.

IMPROVED MITHRAL BODY

Prerequisite: Mithral Body

Your movements are now smoother and more fluid due to precise Mithral coating of your joints. Depending on your integrated protection mode you gain the following benefits:

- Darkwood Core (unarmored): you gain +5 to your base movement speed.
- Composite Plating (armor): your maximum Dexterity bonus that can be applied to your AC increases by +1.
- Heavy Plating (armor): you gain advantage on Dexterity (Stealth) checks.

This feat can be taken multiple times. Each time adding additional movement speed to the Darkwood Core (unarmored) or increasing the maximum Dexterity bonus for the Composite Plating (armor) modes.

INTELLECT FORTRESS

You are unusually difficult to affect with psionic powers and magical mind attacks.

- You have advantage on saving throws against psionic abilities and mind attacks.
- You have advantage against magical mind attacks or other abilities that use sheer mental force to stun or otherwise disable an opponent (at the DM's discretion).

This does not extend to magical items that duplicate psionic abilities or mind affecting attacks.

JADE TOUCHED

The Jade Touched feat grants you one of the special traits or abilities described below.

When you take this feat, roll 1d100. Abilities that duplicate spells are cast at your level and have a DC = 8 + your Charisma modifier + your proficiency bonus. All are cast as per the spell and do not require any spell components to cast.

The effects of things changed by the Night of Jade Flame are still being discovered. There are rumors that there are things in the world that can profoundly affect those "touched" by the Jade Flame. No one knows what they are until they occur, and these "events" could prove detrimental to one's wellbeing depending on the situation or circumstances.

Roll	Jade Flame Trait or Ability
01–04	You can cast <i>detect magic</i> at will.
05–08	You can cast <i>feather fall</i> (self only) at will.
09–12	You are immune to the Surprised condition.
13–16	You can cast <i>barkskin</i> (self only) at will.
17–20	You can cast <i>animal friendship</i> at will.
21–24	You can cast <i>animal messenger</i> at will.
25–28	You can cast <i>telekinesis</i> (objects only) at will.
29–32	You can cast <i>tree stride</i> once per day.
33–36	You can cast <i>disguise self</i> at will.
37–40	You can cast <i>comprehend languages</i> at will.
41–44	You are immune to cold or fire (pick one).
45–48	You are immune to lightning or poison (pick one).
49–52	You can cast <i>dimension door</i> (self only) 1/day.
53–56	You can cast <i>pass without trace</i> (self only) at will.
57–60	You can cast <i>dispel magic</i> at will.
61–64	You can cast <i>freedom of movement</i> (self) at will.
65–68	You can cast <i>charm person</i> at will.
69–72	You can cast <i>spider climb</i> at will.
73–76	You can cast <i>knock</i> at will.
77–80	You can cast <i>identify</i> at will.
81–84	You can cast <i>jump</i> at will.
85–88	You can cast <i>speak with animals</i> at will.
89–92	You can cast <i>longstrider</i> (self only) at will.
93–96	You can cast <i>invisibility</i> (self only) at will.
97–00	You can cast <i>insect plague</i> once per day.

MITHRAL BODY

Prerequisite: Half-golem; Does not have Adamantine Body feat

Some half-golems refine their protective plates with layers of mithral that provide protection without hindering speed or gracefulness. Depending on your integrated protection mode you gain the following benefits:

- Darkwood Core (unarmored): you gain +10 to your base movement speed and have advantage on all Dexterity (Stealth) checks.
- Composite Plating (armor): you gain advantage on all Dexterity (Stealth) checks.
- Heavy Plating (armor): you do not have disadvantage on Dexterity (Stealth) checks.

PAIN TRAIN

Prerequisite: Medium or larger size creature.

You charge your opponents with violent force. You move at least 10 feet directly towards a creature and you may make a melee attack. If the attack hits you deal an extra 1d8 points of damage (if you are medium) or 2d6 damage if you are a large creature. You also may choose one of the following effects with your successful charging attack:

- If your opponent is no more than one size larger than you, they must make a Strength (Athletics) or Dexterity (Acrobatics) check. The DC is 8 + your Strength modifier + your proficiency bonus. On a failure the target is knocked prone.
- You charge through or overrun your opponent. You may move through their occupied space to an unoccupied space within 5 feet of them. If your opponent is one or more sizes smaller than you, you deal an additional 2d6 bludgeoning damage to them.
- Your opponent must make a Strength (Athletics) or Dexterity (Acrobatics) check. The DC is 8 + your Strength modifier + your proficiency bonus. On a failure they are knocked back 10 feet.

You may only use this feature once per turn.

PRECISION SWING

You can ignore most obstacles in combat when making a melee attack against your opponent. You gain the following benefits:

- Your melee weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a melee weapon that you are proficient with, you can choose to take a –5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.
- Reach weapons you are proficient with add an additional 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

RAPID QUAFF

Your unique lifestyle or upbringing has garnered you the ability to rapidly drink from just about any one handed container. Your body has grown to be more efficient from beneficial fluids and more resistant to harmful ones. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You can drink a potion as a Bonus action, instead of as an action.
- When you regain hit points as a result of drinking a potion, you regain additional hit points equal to your proficiency modifier.
- You have advantage on saving throws triggered by ingesting poisons or harmful non-magical substances.

SPELL SLINGER

Prerequisite: Access to third level spell slots

Through physically taxing training and steadfast dedication, you have discovered the technique of multicasting. You are no longer limited to only one non-cantrip spell per turn. However, should you cast two or more spells in a single turn, only one of them can be a spell slot of 3rd level or higher.

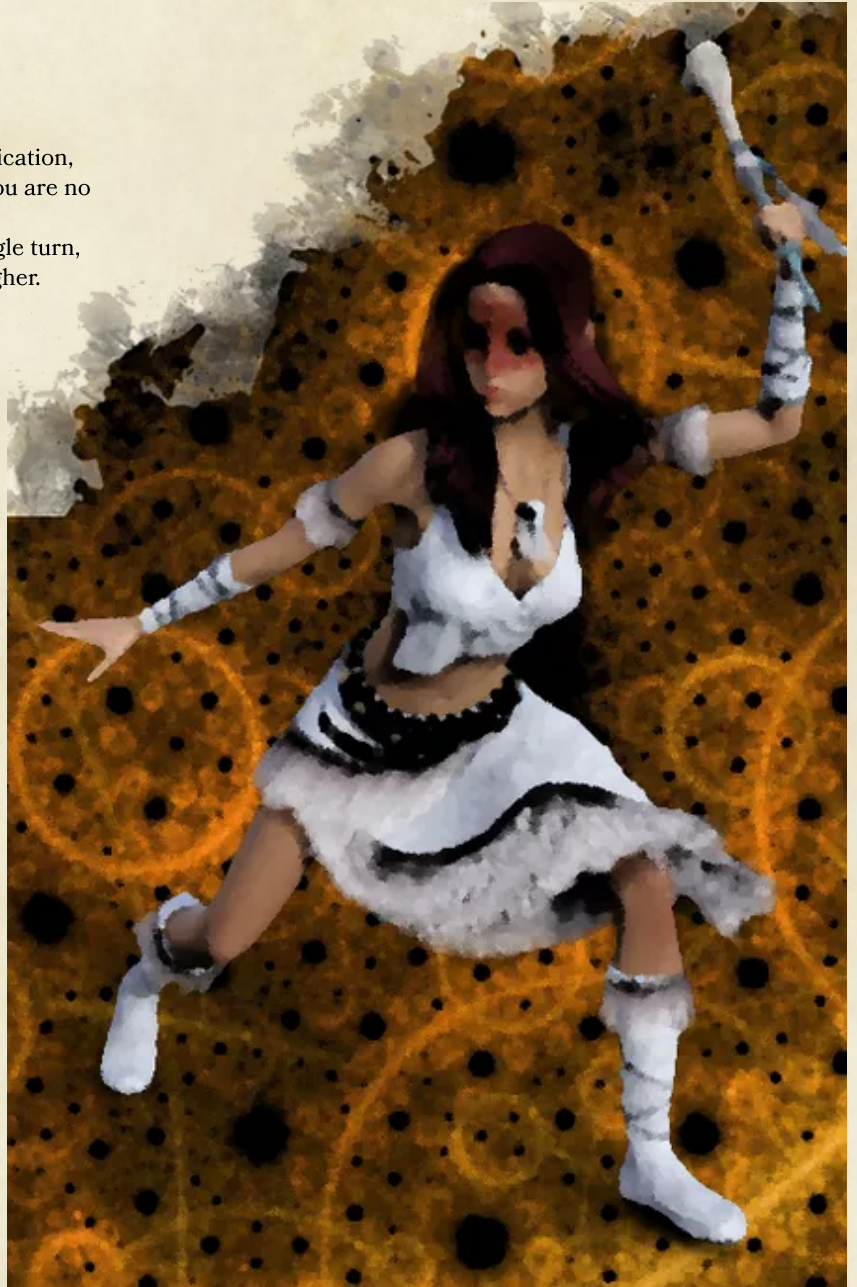
WAND MASTERY

Prerequisite: Ability to use a wand that expends charges.

Wands that expend magical charges are far more potent in your hands. When wielding a wand that you normally could use, you gain the following benefits:

- The DC of the spells cast by expending charges can instead use your primary casting ability modifier. If you do not have a primary casting ability modifier you use your Charisma score modifier instead. The new spell DC = 8 + your primary casting ability modifier + your proficiency bonus. You may use this new DC or the wand's original DC, whichever is higher.
- Wands that you use have additional temporary charges equal to your proficiency bonus. These temporary charges are used first and are only available when you use the wand. It is possible for you to use another's wand that has zero charges left and that has not been destroyed by expending the last charge. Using all of the temporary charges this way will permanently destroy the wand afterwards.
- When rolling to recover expended charges, you roll with advantage.

You may take this feat multiple times, the second time you take this feat its benefits also apply to staves, the third time you take this feat its benefits apply to any magical item that expends charges.



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